

Toms River Regional School District

2022 SUMMER

Enrichment Programs



**FREE! OPEN TO ALL GRADE 6-11 TRRS STUDENTS
LIMITED SPOTS - REGISTER NOW!**



TWO 1-WEEK SESSIONS

SESSION 1: JULY 25-28

SESSION 2: AUGUST 1-4

**TIMES VARY BY PROGRAM*

Location:

Intermediate East
1519 Hooper Avenue
Toms River, NJ 08753



PROGRAM OPTIONS

- **CREATIVE WRITING**

- **8:30 AM - 11:00 AM**

Discover the joy of writing through exploring the creative process! This program will expose students to diverse authors and styles to be inspired to write about their own memories, objects, ideas, places, and more. Students will create a "Class Story Book" along with an individual book of poems/stories.

- **YOGA/MINDFULNESS FOR STUDENTS**

- **8:30 AM - 11:00 AM**

Students will learn a variety of strategies to incorporate yoga and mindfulness into their everyday lives. The class will include a 60 minute yoga class, 20-30 minute mindfulness activity and a lesson/discussion on the importance of slowing down, self-regulating, self-awareness and coping skills in a sometimes stressful, social media driven society.

- **MIDDLE SCHOOL WRITING WORKSHOP**

- **8:30 AM - 11:00 AM**

The camp will consist of a review of the middle school modes of writing (Research Simulation Task, Narrative and Literary Analysis Task). Students will review essay structure for each and discover ways to enhance their writing with individual feedback and peer editing.



• U.S. HISTORY THROUGH A LOCAL LENS

◦ 8:30 AM - 11:00 AM

Students will examine the social, economic and political history of the United States from the colonial period until present day by exploring the impact of these broader historical themes on local (Ocean and surrounding counties) events. Using inquiry-based learning at the local level is proven to help students both contextualize historical thinking and retain historical knowledge. Working in partnership with the Ocean County Historical Society, students will examine primary documents, complete original research, explore local historical sites and attend discussions with local experts, professional historians and area professors.

• OUR FELINE & CANINE FRIENDS

◦ 8:30 AM - 11:00 AM

Students will learn about the responsibilities that come along with adopting/purchasing a pet. Students will learn how to choose the best pet for their lifestyle, as well as the cost and care required to provide the best possible life to their furry (or feathery, or scaly) friend! Students will also learn the difference between rescues and shelters, touch upon nutrition and much more. Local Animal Rescue organizations will present to students and share their experiences in the field.

• INTRO TO BIOTECH & SIMPLE MEDICAL DEVICES

◦ 8:30 AM - 11:00 AM

This workshop is designed especially for students interested in expanding their knowledge of basic medical devices, genetics, molecular biology and biotech lab skills. Participants are immersed in an environment of hands-on activities and laboratory experiments designed to increase genetic, health & medical literacy, encourage critical and creative thinking and spark interest in the field of biotechnology and medicine. Activities include: DNA extraction, micropipetting, gel electrophoresis, PCR, blood pressure measuring, tracking & interpreting measurements.



• SUMMER VOCAL CAMP

◦ 8:30 AM - 11:00 AM

The Vocal Music Institute will connect students through action and reflection while improving skills in musicianship, ear training and performance technique. Students will improve social management, interpersonal relationships, self expression and look at possible choices for their future in our music programs and beyond. This vocal program is fun and open to all levels. Students will engage in a simple choral piece that navigates through our thoughts and emotions in impactful times. In teaching the music, we will ask questions about its intent, and how we can connect through it on a social, community, and peer level. We will also ask what we can do as musicians on these levels. Making music will help students see each other and help them to connect and work with those around them. Ultimately students will walk away with a new set of musical skills and an increase in their confidence in decision making, self awareness, and self regulation at home, in their community, and our classrooms.

• EXPLORATIONS IN ASTRONOMY

◦ 8:30 AM - 11:00 AM

This program includes a free trip to the Robert J. Novins Planetarium!

Students will explore the planets and sky through inquiry-based experiments and hands on activities that allow students to develop a growing interest in astronomy.

• BUSINESS "AD"-VENTURES

◦ 8:30 AM - 11:00 AM

Learning and running a business is an essential skill for anyone to have. Participants will develop a business venture by identifying a problem, defining a service audience, assessing their competition, designing a logo, and branding their company. Students will work with mentors from across the business community as they prepare their pitches.



• ROBOTICS

◦ 8:30 AM - 11:00 AM

Calling all robot enthusiasts! This camp gives students an opportunity to get hands on with all aspects of robotics including designing, building, programming and testing robots.

• WATERBOTICS

◦ 8:30 AM - 1:00 PM

As recent headlines have shown, engineers are increasingly called upon to deal with complex, non-traditional, and previously unforeseen challenges. The underwater environment of the WaterBotics program gives students a sense of both the known and unknown challenges that real engineers face every day. The goal of WaterBotics is to provide hands-on experiences with engineering design, information technology tools, and science concepts for middle and high school-aged students. WaterBotics also aims to increase awareness and interest in engineering and IT careers.

• ECOLOGY THROUGH THE EYES OF THE OSPREY

◦ 8:30 A.M. - 1:30 P.M.

This program includes daily outdoor field trips and parent permission slip is required. Spend some time this summer getting to know our local Osprey, and the ecosystems that they call home. We will be visiting the Atlantic Ocean and Sedge Islands of Island Beach State Park, the Pine Barrens of Double Trouble State Park, the Salt Marshes of Cattus Island, and the Barnegat and Silver Bays riding in the Bay Cruiser boat. Rain or shine, get ready to get a little dirty as we hike out into our local ecosystems to observe and compare the plants, animals, soils and waters that surround our local osprey nests. **Students will need to bring a bagged lunch and water daily.** We also suggest that students come prepared with a poncho, sun block, and bug spray.



CODING CAMPS

Students are invited to apply to participate in our free coding camps. Students will learn the basics of their chosen coding language, create a working product, learn about associated careers, and apply code to address real-world issues. THESE WORKSHOPS ARE DESIGNED FOR ANY STUDENT OF ANY BACKGROUND! You do not have to have any knowledge of advanced math or computer science. This is an opportunity to see what's amazing about coding and to challenge yourself to discover a new and possibly career-building interest. Space is limited to 25 per class and students will be selected at random from all applicants. Selected students will be expected to attend every day camp is in session and asked to participate in at least one coding activity during the school year, with cool incentives offered. One week sessions are running in July and August.

• GIRLS BREAKBEAT CODING CAMP

◦ 8:30 AM - 11:00 AM

Girls in grades 6-11 will work with district coaches and mentors from Google to learn Python coding through beat making and music. **No coding experience necessary!**

• INTRO TO ARDUINO (VIRTUAL)

◦ 8:30 AM - 11:00 AM

Arduino/C++ is used for physical computing. The Internet of Things is the extension of internet connectivity into physical devices and everyday objects. Embedded with electronics, internet connectivity, and other forms of hardware, these devices can communicate and interact with others over the internet, and they can be remotely monitored and controlled. Students may find these in Computer Science and Robotics courses grades 7-12. Students will need to borrow materials for this program ahead of time and the distribution of materials will be communicated after registration is confirmed.



- **INTRO TO CODING WITH PYTHON**
(WEEK 1 ONLY)

- **8:30 AM - 11:00 AM**

Python, one of the most popular and multipurpose coding languages, is being used as the foundation for the new course, Introduction to Computer Science, Programming and Applications, being offered at each high school. This course-- funded by a grant from the New Jersey Department of Education-- is intended as an introductory course for students at all levels to learn about networks, security, databases, computational thinking, physical computing, and real-world applications. Students in this summer program will learn how to code using this cutting edge technology.

- **INTRO TO UNITY GAME DESIGN**
(WEEK 2 ONLY)

- **8:30 AM - 11:00 AM**

Unity is used for game design in augmented and virtual reality. Digital Arts Academy students bridge their knowledge of CAD (Computer-Aided Design) with their design of objects in Multimedia and Web Design for a capstone game design opportunity. Students in this summer program will learn the basics of Unity and game design.

- **INTRO TO C#**

- **8:30 AM - 11:00 AM**

C# (pronounced "See Sharp") is a modern programming language. C# enables students to build many types of secure and robust applications that run on Microsoft platforms. C# has its roots in the C family of languages and will be immediately familiar to C, C++, Java, and JavaScript programmers. Students with some familiarity with Unity or any of the aforementioned languages will find this workshop particularly helpful. No previous knowledge is required.