



Catapult Missouri
**SUMMER
JOURNEY**

2020 | Course Catalog

and the elderly. The authors argue that the elderly are not a homogeneous group and that the needs of different subgroups should be addressed. They also argue that the elderly are not a passive group and that they should be encouraged to participate in social and community activities. The authors conclude that the elderly should be treated as individuals and that their needs should be met through a combination of social and community support.

The authors also discuss the importance of social and community support for the elderly. They argue that social and community support can help to reduce the isolation and loneliness that many elderly people experience. They also argue that social and community support can help to improve the quality of life of the elderly. The authors conclude that social and community support should be a priority for policy makers and practitioners.

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What is Summer Journey?

An academically rigorous and customizable summer program, Summer Journey can improve students' foundational skills and expand their knowledge and problem-solving abilities, all while reducing summer learning loss. A combination of core academic courses and enriching Journey classes, including new STEM courses, provide a full-day, project-based learning curriculum that builds students' communication and social skills, enhances leadership skills, and encourages students' creativity.

From Academics to Enrichment

During each day of Summer Journey, students are engaged in a combination of morning academic courses and afternoon enrichment courses. Districts choose the courses that will best serve their students' needs, including the option of Achieve™ intervention courses for struggling students. Throughout every course, the full-day curriculum emphasizes cooperative, project-based learning, cultivating a discovery process in which students pursue their curiosity, think critically, and take initiative in their learning.



Proven Student Participation

Summer Journey has proven to increase the number of students participating; some districts have seen up to a 300% increase in the number of participants. Over 34,000 students participated in the 2019 program. Students receive incentives for attending, earning up to \$100 in gift cards based on attendance during the program.



Peace of Mind Plus Satisfaction for Parents

With a full-day curriculum, student transportation provided to and from school, and no tuition, Summer Journey eases parents' financial and scheduling concerns and provides reassurance that their children are participating in an academically enriching and engaging summer



program. In 2018, 93% of Missouri parents surveyed indicated they were satisfied with Summer Journey.

Program Flexibility for Districts

State-funded and free for students, Summer Journey can be customized to fit the needs of a district's summer school program. The turnkey program provides:



- Student recruitment materials
- Up to **168 hours** of summer programming
- Over **120 courses**, including STEM and revised ELA academic courses
- Comprehensive teacher training to support new implementations
- Scripted lessons that engage students in **hands-on** cooperative activities
- Transportation provided to and from summer school program
- **100% guarantee** that all program materials are ready on day one of Summer Journey

Summer Journey is designed to enrich students' learning with a hands-on, project-based learning curriculum that promotes engagement and builds self-confidence. Students like the fun-filled enrichment activities, parents enjoy the full-day program in a safe environment, and teachers, principals, and district administrators appreciate the learning that happens over the summer. It's a win for all!

Special Features for 2020

Summer Journey's innovative curriculum offers districts a comprehensive, rigorous, and relevant summer program for students. For 2020, Summer Journey features newly revised academic courses and the opportunity to adopt Evaluate for year-round formative assessments for students in grades K–11.

New & Revised Core Curriculum Offerings

In 2015, Summer Journey's curriculum team began a revision of the program's core academic courses. The goal of these revisions is to ensure that the content in our academic courses is both current and relevant for today's students. This year, the team is updating 12 courses, and by summer 2020, all of the core academic classes will be new, revised, and rewritten to align to the Missouri Learning Standards and provide more hands-on learning experiences for all students.

In addition to fully revising the curriculum, the Summer Journey team reviews and codes every teacher comment. We use teacher comments to fine-tune our offerings and make them more teacher friendly.

“Evaluate is part of our learning process and our students' growth is showing in the results.”

—Administrator, Osage County R-II, MO

Summer Journey–Evaluate Combination

Districts that adopt Summer Journey now have access to Evaluate™, Catapult Learning's next-generation formative assessment system, to support year-round academic improvement for students. More than 80 Missouri districts currently use Evaluate.

Research-based Evaluate assessments expose proficiency and learning trends, allowing teachers and administrators to identify student needs with accuracy and take targeted, effective action to help every student learn and increase academic achievement. Through a combination of web-based formative reading and math assessments and superior reporting and analysis tools, Evaluate engages students in their own learning, guides teachers as they target instruction, and allows administrators to identify instructional areas in need of additional resources and support.

- Best-in-class technology-enhanced question types take students beyond multiple choice, challenging them with more rigor and authenticity.
- Frequent, fast, highly informative reporting yields immediate academic impact.
- The Evaluate reporting platform not only provides scores and diagnostics, it also includes embedded teacher resources that provide teachers with concrete support for teaching challenging concepts.



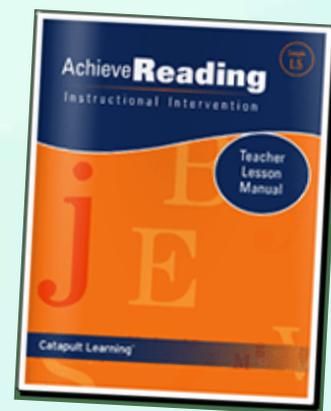
Intervention for Struggling Learners

Academic intervention is available in reading and math for students in grades K–8. These small-group options can help teachers reteach and reinforce key skills to help students be more successful.

Instructional Intervention

For students needing academic remediation, districts can choose intervention courses in reading and math designed to support your struggling learners with systematic and explicit instruction that's tailored to the unique needs of each student. Built on sound research and instructional best practices, **AchieveMath™** and **AchieveReading™** provide students with targeted instruction that reinforces essential skills while increasing students' self-confidence and motivation to learn.

By combining video lessons and skills practice in an online program, students earn the opportunity to choose from a series of engaging edu-games designed to reward progress and reinforce learning.







KINDERGARTEN

Program Choices & Course Descriptions



KINDERGARTEN

Program Choices & Course Descriptions

The Kindergarten program is designed for students entering Kindergarten the upcoming fall term. The design is self-contained, utilizing one classroom teacher for the entire day. Each morning students participate in a theme-based curriculum; in the afternoons, students engage in “Just for Fun” activities designed for the early learner. Young children are eager explorers. Activities in the early-learning program ensure children will be actively engaged in exploring their immediate world. With an integrated curriculum approach, shared reading and writing activities emphasize the literacy connection utilizing big books, charts, and rhymes. Math, science, and social studies also are integrated, providing opportunities for students to problem solve as well as develop their reasoning abilities. All units are developmentally appropriate and designed for pre-Kindergarten-age students.

When selecting courses, districts should choose **one morning academic curriculum and one afternoon enrichment curriculum.**

Morning Academic Curriculum

Select one morning course:

Adventures in My Own Backyard (2016)

Kindergarten “explorers” respond with fascination and wonder as they explore habitats typically found in their own backyard. Multi-sensory activities are used extensively, providing opportunities for meaningful engagement with the learning process. Students’ knowledge of the natural world is fostered along with concepts such as color and shape recognition, fine-motor development, phonemic awareness, and counting and sorting. This unit offers multi-level activities and is appropriate for districts with a wide variance in student population, including children with little or no previous school experience.

Kids at Work (2017)

“Work” is fun in the four weekly mini-units Dinosaur Bones, Pat-A-Cake, At the Pet Shop, and Detectives for Hire. Students build on prior knowledge as they learn about a variety of careers. Each activity is designed to foster early learning concepts, such as letter and sound recognition, phonemic awareness, measurement, counting, and shape recognition. Thematic centers and literature-based math activities complete the morning. From digging for fossils to tracking down missing letters, this unit offers multi-level activities appropriate for all early learners.

Afternoon Enrichment Curriculum

Select one afternoon course:

3-2-1 Blast Off!

We’re blasting off into fun and learning during the afternoon portion of the Summer Journey program. This theme-packed unit is sure to delight and amaze all budding astronauts! After enjoying a daily quiet time under the stars, students rotate through different playful planets and participate in astronaut training camp. From creating silly aliens to designing outer space rockets, this course offers an out-of-this-world experience!

Kamp Kindergarten

In the afternoon portion of the Kindergarten day, students unpack their sleeping bags for a quiet time as they listen to nature sounds and engage in physical movement activities focused around the theme of camping. Students develop cooperation skills as they investigate manipulatives and games during Backpack Explorations. From creating s’mores to sharing campfire stories, young campers enjoy their stay at Kamp Kindergarten.



EARLY LEARNER

Program Choices & Course Descriptions



EARLY LEARNER

Program Choices & Course Descriptions

Early Learner Core Choices

Summer Journey's Early Learner language arts and investigations courses are designed for students entering first grade in the upcoming fall. When selecting courses, districts should choose:

- One language arts course AND
- Two of the two-week investigations courses or one four-week investigations course.

Language Arts

Adventures Down Deep
Animals on the Move
Once Upon a Daydream

Investigations

Two-Week Courses

Insect Safari
Monkey See, Monkey Do!
Patterns Gone Wild
What's the Score?

Four-Week Courses

Animal Antics
Investigations Down Deep

CORE

Course Descriptions

Early Learner Language Arts Program

Our Early Learner Language Arts program offers students the opportunity to engage in the reading and writing process through interactive lessons designed to further students' emergent literacy abilities. Word strategies, phonics, and phonemic awareness are taught in context with real literature. Each unit allows for the shared reading experience. Students are provided student copies of the book to engage them in the reading process. Opportunities for discussion and developmental writing activities stem directly from the literature.

Choose one *language arts* course:

Adventures Down Deep (2017)

This engaging unit brings together two exciting topics: dinosaurs and pirates. Utilizing literature, puppets, songs, and developmental writing activities, students further develop their literacy knowledge. Letter patterns are introduced in context with the shared reading titles. This language arts unit can "stand alone" but is a thematic match to the investigations course, *Investigations Down Deep*.

Animals on the Move (2017)

Geography, mapping skills, and animal habitats around the world are the focus of this course. Age-appropriate, teacher-read literature is used throughout the lessons, providing opportunities for connections with reading, writing, and social studies. Daily writing activities, including theme-based activities and Writer's Workshop, allow students to develop and refine their emerging writing skills. This language arts unit can "stand alone" but is a thematic match to the investigations course, *Animal Antics*.

Once Upon a Daydream (2016)

Warning: This course will cause imagination activation! Students read about many fairy tale characters, create movie posters, design an ABC mural, and write a letter to their favorite fairy tale character (and receive one back). This unit features children's literature that makes use of innovative, shared reading and buddy reading. A variety of interactive activities lead students to investigate story elements, author's purpose, and concepts of print and phonemic awareness. The lessons offer a wide variety of engaging activities, from literacy centers to acting and role playing.

Early Learner Investigations Program

Through an integrated approach, the Early Learner Investigations curriculum combines mathematics with the study of science. Young children are encouraged to think as scientists and mathematicians as they question, test, and formulate their findings to share with others. Daily, students engage in problem-solving activities designed to encourage inquiry-based thinking. Each unit focuses on real literature that fosters a multitude of learning opportunities. Districts may consider selecting two investigations modules or one integrated investigations course.

Choose two of the two-week investigations courses or one four-week investigations course:

Two-Week Courses

Insect Safari (2018)

Would you swallow a fly? Early learners explore connections between math and science as they dive into the insect world through the traditional story, *I Know an Old Lady Who Swallowed a Fly*. This course focuses

on furthering knowledge of numbers, operations, data collection, and measurement. While participating in activities designed to connect mathematics with the scientific world of insects, students explore insect identification, learn about characteristics of insects (nature of eyes, number of legs, etc.), count to 18, develop a sense of whole numbers as they compose and decompose numbers, understand meanings of operations, collect and display data, find the double of a number, and measure length.

Monkey See, Monkey Do! (2018)

Let's "monkey around" with the math course *Monkey See, Monkey Do!* This course is designed to build on students' understanding of number and measurement. Each lesson provides extensive opportunities for students to problem-solve and apply mathematical concepts such as addition, subtraction, comparison, decomposing numbers, making ten, number recognition to 100, and measurement of length. Students discover that number and measurement have real-life applications beyond the classroom as they participate in real-world activities designed to link math with real places in a child's life.

Patterns Gone Wild (2018)

Patterns are on the loose in the math course *Patterns Gone Wild!* This safari-based course is designed to build on students' algebraic understanding. As students sort, classify, and order objects, they further their knowledge of patterns and functions. Each lesson provides extensive opportunities to recognize, describe, and extend patterns as well as translate from one representation to another. Students discover that sorting and patterning have real-life applications beyond the classroom as they participate in real-world activities. The course is filled with motivating, child-oriented activities such as a rumble in the jungle musical pattern, attribute tails, and more!

What's the Score? (2018)

Lessons within *What's the Score?* encourage students to pose questions, gather data, and represent their findings using objects, pictures, charts, and graphs. Each lesson provides extensive opportunities for students to strengthen mathematical communication and reasoning skills as they develop their understanding of scientific process skills. Students discover that data collection has real-life applications as they participate in a mock visit to a baseball stadium!

Four-Week Courses

Animal Antics (2017)

Early Learners investigate animals and their habitats around the world in this innovative course. Mathematical concepts such as number patterns, addition and subtraction, and measurement are emphasized in an exciting, theme-based context. Students participate in a science lab providing opportunities to make scientific connections with their developing understanding of the world. This investigation unit can stand alone, but is a thematic match to the language arts course *Animals on the Move*.

Investigations Down Deep (2018)

Students become oceanographers and paleontologists to discover what lies hidden within the ocean and the ground. They dig for fossils, search for buried treasure, and learn about ocean life. Mathematical concepts such as operations, number lines, numbers to 100, and patterns are emphasized throughout the unit. Students create a measurement excavation site, identify coordinates for a treasure hunt, and walk the "number line plank." While this investigation unit can stand alone, it is a thematic match to the language arts course *Adventures Down Deep*, which can run concurrently.



Program Choices & Course Descriptions

PRIMARY



PRIMARY

Program Choices & Course Descriptions

Academic Core Choices

The Primary academic core courses are designed for students entering second and third grade in the next fall term. The design calls for four morning periods. The district should choose:

- One Primary reading course
- One Primary language arts course
- One Primary math course
- A combination of Primary science and/or social studies courses for a four-week total session.

Course List

Reading

Adventure & Mystery
Fairy Tale Chronicles
Kids Are Stars
Secret Agent Readers

Language Arts

Incredible Writers Squad*
Secret Code Buster
The Write Stuff *
Write with Me

Math

Mathemagic
Math Mosaic
Sensible Numbers

Science

Two-Week Courses
Scientific Mysteries
Space for Me *
Speed

Social Studies

Two-Week Courses
Map Attack
Money Matters *

Four-Week Course
World Traveler

*Updated Course

CORE

Course Descriptions

Primary Reading & Language Arts

Our Primary reading program is designed to aid in students' developing competence and confidence in reading ability. By immersing children in language-rich environments designed to facilitate engagement with text, students are able to acquire the necessary skills and concepts to further develop their literacy knowledge. Our reading units combine research-based strategies including word play, guided and independent reading, and activities to promote reading for meaning. Word strategies are interwoven throughout each of our units, as well as enjoyable hands-on activities related to the reading.

Our Primary language arts program recognizes speaking, listening, and writing as essential means of communication. Students use communication as a tool for understanding as they listen, discuss, and write for a variety of purposes and audiences in each of our Primary language arts units. Through interactive, entertaining formats, Primary students develop their writing and speaking abilities.

*Choose one **reading** and one **language arts** course.*

Reading

Adventure & Mystery (2017)

Adventure & Mystery features two thematic reading units in one course. During the first portion of the course, students find themselves on a swashbuckling adventure as they read about pirates. Students then become detectives in the suspense-filled second half of the course as they investigate two exciting mysteries. Throughout the course, students develop and practice reading strategies as they engage in a wide variety of hands-on word play, games, and story-related activities. Cause and effect, story elements, and comprehension strategies are the main focus skills of this unit.

Fairy Tale Chronicles (2016)

Join the magical fun with stories from the fairy tales and fantasy genre. The unit opens with an in-depth study of *The True Story of the Three Little Pigs*, an interesting twist of the traditional version of *The Three Little Pigs*. Through a careful balance of shared and guided reading opportunities and hands-on activities, students participate in discovery learning through the exploration of reading strategies. A real-life connection to our judicial system adds a unique quality to *The True Story of the Three Little Pigs* Primary Language Arts lessons. Students will become familiar with courtroom terminology, newspaper articles, press conferences, and many other aspects related to court cases. This unit offers a different perspective that will spark interest and promote student involvement.

Kids Are Stars (2018)

Students are truly the stars as they strengthen their literacy knowledge through a variety of fun lessons focused on reading comprehension. Students develop deductive reasoning as their mystery-solving skills are

put to the test. They help bumbling Detective Detector solve his cases—all while honing their skills of cause and effect, problem and solution, drawing conclusions, and inferencing. The fiction text is a mystery story that takes place during a school play. This brings in the theme of performing, and students have the opportunity to present their own performance. The nonfiction text is a sequential text about a day in the life of a ballet dancer. Students learn about fiction and nonfiction text structures and compare and contrast different types of texts. The concluding activity is for students to write and share their own mystery story.

Secret Agent Readers (2018)

Red alert! Red alert! *Secret Agent Readers* helps strengthen students' reading ability through a variety of fun, student-oriented lessons. Using engaging spy-related fiction and nonfiction literature, students are exposed to a variety of reading strategies that promote reading for meaning. Vocabulary skills are developed through activities revolving around context clues, affixes, multiple-meaning words, and syllable patterns. Students go on action-packed missions as they examine evidence, decode messages, and create spy photos—all while developing basic reading skills. Mission accomplished!

Language Arts

Incredible Writers Squad (2020)

Students will love to be part of the *Incredible Writers Squad* as they paint, act, and imagine their way to incredible writing superpowers! During this primary language arts course, students create their own journals, write about the contents of a mysterious bag, paint a poem, and craft a fantasy story—all while stretching their writing abilities. An artistic word wall will guide students through careful word choice and creating images through words. Amazing superpowers such as developing characters, creating a setting, and writing poetically will also emerge as students become official members of the Incredible Writers Squad!

Secret Code Buster (2019)

Secret Code Busters is a language arts course designed to provide engaging opportunities for developing literacy skills. After meeting the head Spymaster, students go on to create a Spy Handbook and a code name. They participate in a number of spy-themed literacy activities, including writing a "how to" for making a spy gadget, a newspaper report that recounts how a case was solved, and an autobiography of their spy persona. As they engage in writing, students explore the importance of organization, word choice, sentence fluency, and conventions—all while remaining undercover!

The Write Stuff (2020)

With a focus on author's purpose and descriptive writing, students improve their writing skills with engaging team-writing activities. Students write and follow treasure hunt directions, interview peers, compose letters, write poems, work with story elements, and create riddles. Working in collaborative teams, students practice speaking and listening while developing their critical and creative thinking skills.

Write with Me (2017)

Six Trait writing comes to life through this motivating unit designed to teach students to write and evaluate their work using the Six Trait writing process. Students are introduced to sentence structure through the theme of jigsaw puzzles and hot air balloons. The fun continues as lessons focus on specific traits. Students learn story organization as they search for clues in a map of the school. During a lesson about word choice, they find themselves creating award-winning words and formulating original color names for paint chips. Each lesson provides time for students to practice writing traits through "dreamtime" journal writing. Regular "editing days" allow students to evaluate their writings.

Primary Math

The Primary math program is designed to encourage students to develop, test, and evaluate as they engage in large- and small-group collaborations. Opportunities to solve real-life problems using appropriate mathematical strategies are emphasized throughout each unit. Students are actively engaged in collecting, organizing, and interpreting data while using higher-level thinking skills.

Choose one math course:

Mathemagic (2020)

Brain teasers, logic, and reasoning skills are embedded in lessons designed to increase mathematical confidence and develop problem-solving abilities. Students have an opportunity to further refine their understanding of basic mathematical concepts in an exciting context as they learn to think “mathematically.” Computation, money, word problems, and polygons are featured throughout the lessons. Designed for students who need to bolster skills and confidence.

Math Mosaic (2018)

Math Mosaic is a two-part course designed to improve student competence in the areas of geometry/spatial awareness and algebra. Through hands-on, problem-solving activities, students discover that algebra and geometry have real-life applications beyond the classroom. The course utilizes a wide range of manipulatives and construction materials and provides many engaging activities such as “snaky” number patterns and insect collection box puzzles. Every lesson in this course is designed to strengthen mathematical communication and reasoning skills.

Sensible Numbers (2018)

A strong emphasis on computation and estimation makes this all about the numbers. Using large puzzles

to create equivalent number names/values, and creating number models are examples of learning fun that make sense of numbers. And mixing numbers with games is sure to make the learning memorable. Add some real-life problem-solving opportunities and this course will be a student and teacher favorite. Numbers become both fun AND sensible!

Primary Science & Social Studies

Catapult Learning Primary science units build on the natural curiosity children have about the world. Students are encouraged to think as scientists do—exploring, inventing, analyzing, and testing through hands-on experiences and investigations. Computer simulations are also used in many units. Students gain an understanding of the scientific method and further their skills of inquiry. The Primary social studies units are thematic in nature and reference real-world experiences. By using tools of the social sciences, students expand their knowledge of the world in which they live. Exciting literature and opportunities for discussion and role-play are part of each unit.

Choose science and/or social studies course(s) to equal a four-week session:

Two-Week Science Courses

Scientific Mysteries (2018)

Students learn from engaging hands-on activities that address life, physical, and earth sciences. They observe mealworms, hatch butterflies, grow plants, investigate forces, and solve problems using magnets. They also test their engineering ideas addressing erosion. Inquiry-based lessons give students experience making observations that lead to analytical thinking.

Space for Me (2020)

Space for Me is a science course that intertwines reading and writing with a wide assortment of simulations, games, and hands-on activities designed to introduce students to outer space. Activities include making models of the solar system, creating constellation viewers, and observing the effects of gravity through interactive experiments. During the course, students work on completing their own book about space featuring a brief introduction to each planet. Cooperative teams are used throughout the course, and hands-on lessons develop students' scientific skills while promoting their acquisition of science-based knowledge.

Speed (2020)

Speed is a science course that combines the concepts of Newton's laws of motion with engaging activities for second and third graders. This course is jam packed with experiments, crafts, and games about balanced and unbalanced forces, friction, and gravity. Next Generation Science Standards are addressed as students investigate the action of parachutes, falling dominoes, a kickball game, and much more. Their learning culminates with engineering a model of something that moves by using scientific ideas about magnets.

Two-Week Social Studies Courses

Map Attack (2018)

Directions, legends, grids and coordinates, landforms and water ways, roads and boundaries...all these and more are found in *Map Attack*. Students are motivated with a hunt for hidden treasures, the opportunity to map out the school playground, and participation in engaging games and lessons. Maps have never been such fun!

Money Matters (2020)

Money Matters teaches students about basic economics through creative activities, children's books, poetry, and games. The lessons help students understand difficult economics concepts, including opportunity cost, supply and demand, bartering, and resources. Students participate in hands-on activities such as an auction and a swap meet. They explore the difference between wants and needs and the importance of saving money. This course is sure to be in high demand with students—you can bank on it!

Four-Week Social Studies Course

World Traveler (2017)

Students become world travelers as they discover the diverse cultures, climates, landforms, and animals across all seven continents. Students learn geography concepts and map skills before heading out into the world and then create a journal to document what they encounter during their travels.

PRIMARY

Journey Program (Grades 1–3)

For Early Learner & Primary Students (grades 1–3)

The Summer Journey design includes Journey courses offered in the afternoon. The design calls for three classes for the first 12 days; students then rotate to three new classes for the final half of the summer session.

In the Catapult Learning design, grades 1–3 are grouped into the same Primary classes.

Primary Journey Courses

Select six (6) Journey courses:

Act It Out
Air Time
BrickLAB: Brain Builders
BrickLAB: Magic Beans
BrickLAB: Zoo
Cubelets BOT Builder
Field Day Primary
Launch Into Rockets*
Lifetime Sports Primary
Local Action
Local Performance
Magic Show
Movement and Rhythm
Nature with a Twist
Plants and Seeds **NEW**
Pirate Camp
Scratch Camp
Sports Clips Primary
Sports Science
Stacking Madness Primary
Summer Seuss
Summer Sizzler
Tech Lab
The Science of Super Powers
Unleash Your Wild Side
Yoga-cize

*Updated Course

JOURNEY

Course Descriptions

Computers

Computer courses require a separate computer lab. If more than one level (Primary, Elementary, Intermediate) is housed in a building, one computer lab must be provided for each computer course. *Tech requirements for computer courses can be found on page 48.*

Scratch Camp

Explore the magic of coding through cutting-edge curriculum and Scratch, a free-to-use software developed by MIT that combines creative thinking and intrinsic motivation! Using application-based learning and scaffolded curriculum, learners expand their skills through iterative thinking and problem-solving challenges as they build their very own interactive storyboards and games with audio, video, animated characters, and more. Demystify computer programming and get students fired-up about creating and coding! *See page 48 for tech requirements.*



Tech Lab

Technology is at its best when chosen for specific needs and interests. A \$500 budget is provided to be used for carefully curated technology for student use in Summer Journey. Students have access to a variety of engaging and entertaining learning experiences through participation in Tech Lab. *Teacher manual is not provided.*

Dance & Movement

Movement and Rhythm

This curriculum is designed to provide motor and manipulative skills progression essential for young primary students. Through games and activities that include general space, personal space, and group activities, students improve motor skills within daily challenges.

Yoga-cize

What do you get when you cross drama, yoga, and exciting group games? Yoga-cize! Focus, flexibility, and

balance are strong features in this module designed to hook students on fitness and fun! Students learn yoga poses that imitate a cobra, butterfly, turtle, and frog. Student actors dramatize a yoga story and choreograph a yoga dance, and all will enjoy a yoga pose relay!

Engineering & Construction

BrickLAB: Brain Builders

Let's build better brains! Using bricks to enhance learning, this camp focuses on communication and teamwork as students tackle exercises in social studies, geography, history, and biology—all while constructing, collaborating and learning together. Engage in stimulating science and engineering challenges as learners determine patterns, construct unique BrickLAB designs, and translate abstract ideas into concrete models! From structures to puzzles, *BrickLAB Brain Builders* is a sure-fire way to introduce fun and interactive learning into any setting.

BrickLAB: Magic Beans

BrickLAB Magic Beans brings fairy tales to life through thrilling STEAM, language arts, and collaborative communication activities. Designed with a focus on arts integration, each day fosters hands-on creativity as students work together to build the characters and stage props needed to act out unique folktales. Let fiction fly in *BrickLAB Magic Beans!*

BrickLAB: Zoo

Traverse tricky terrain, shake claws with lobsters and design ecosystems in this life science investigation! Exploring the globe, learners discover the diversity of wildlife adaptations, the differences in habitats, and what's necessary for each biome's survival. With a learn-by-doing approach, students build models of each animal, focusing on what makes them special. *BrickLAB Zoo* delivers an engaging, hands-on experience around the Earth's biospheres and the vital roles animals play in them.

Cubelets BOT Builder



In *Cubelets® BOT Builder*, students build a variety of fully functional robots or design their own using Cubelets, the modular robotics building blocks. From the Waddle-Bot that runs in circles to the Rodeo-Bot that bucks like a bull, *Cubelets BOT Builder* has learners harness the power of STEM to make robots move, sense and adapt to their surroundings. Get ready to introduce your youngest roboticists to a lifelong love of STEM!

Flight

Launch Into Rockets

Primary students will launch into fun and learning in this engaging and age-appropriate rocket experience. Art projects, cooperative games, and experiments lead to understanding of space and flight. Students should prepare for an out-of-this-world summer!

Medley

Magic Show

Students develop the art of illusion using simple sleight of hand magic tricks. A game-like format is used, allowing opportunities for students to practice magic tricks using common materials such as cups, coins, and cards. Participants will create props and make magician costumes as they prepare for an actual magic show.

Nature with a Twist

Students' imaginations will run wild as each craft, game, and activity will have a nature theme such as the environment, land, animals from around the world, plants, and much more. Stained glass ornaments, painted pet rocks, handcrafted games, and jungle jute bracelets are just a few of the activities that students are sure to love, NATURALLY!

Plants and Seeds

NEW



Flourish in the whimsical world of tunnel books with this STEAM-filled exploration of plants and seeds! Challenge learners to channel their inner storyteller as they create free-standing, sculptural artwork to visually explain the lifecycle of a plant. Referencing the five kinds of seed dispersal—gravity, water, wind, animal and attachment—each lesson builds problem-solving skills, confidence, and creativity as students construct a one-of-a-kind work of art.

Pirate Camp



From land-lubber to swash-buckler, it's the pirate's life for me! Cast-off into the seven seas and engage in STEM-focused experiments, hands-on design trials, and thrilling group discussions. Set the scene each day with suspenseful stories that stimulate curiosity and critical thinking skills. Then, have your merry bunch of misfits work together to accomplish challenging tasks like forging catapults, tying knots, and fashioning maps to hidden treasure! In *Pirate Camp*, action, adventure, and discovery await you at every turn!

Summer Seuss

What could be more fun? Dr. Seuss stories and imaginative book characters are the springboard to delightful art projects, games, and other fun fare. Kite construction and flying competitions, Wire Wocket creations, and edible sun glyphs are just a few examples of the good times that await. The familiarity with Seuss friends and the fun activities combine to make this a terrific way to enjoy the Summer Journey . . . Seuss style!

Summer Sizzler

Summer Sizzler is a Journey course that definitely gets students fired up! The temperature rises when students create bumblebee wind chimes, perform sock puppet plays, and display teamwork in balloon games. Students then cool off as they make tasty Shake-It Up Ice Cream. *Summer Sizzler* is a course that will leave students begging for a fun-filled heat wave!

The Science of Super Powers



The world of super heroes needs your help! Ready to see just what it takes to be super? In this time-tested favorite, students answer the call for aid by dissecting superhero skill-sets to uncover the science behind super powers. With stimulating exercises in biology, engineering, and technology, learners fly alongside Superman, sling webs with Spider Man and recognize the real-life heroes of our world. In *The Science of Super Powers*, collaboration, communication and community awareness reign supreme.

Unleash Your Wild Side

Revel in the complexities of our world's ecosystems through creative, learn-by-doing STEAM projects! From the Arctic to the high desert, participants leave no rock unturned as they report back each day on the unique aspects of their adventures. They'll cultivate art and language skills, promote global awareness, and engage in exercise and movement as they investigate the diversity of the planet as globe-trotting naturalists!

STEM
Course

Sports & Teamwork

Air Time

Heads Up! *Air Time* lessons engage participants as they keep busy with a variety of air challenges. *Air Time* is full of exciting, action-packed games including air hockey, volleyball, paddleball, and frisbee. Several windy art experiences are also distributed throughout the unit. Students create air-art and build their own parachutes. The Parachute Play is destined to be a highlight of the summer experience.

Field Day Primary

Healthy competition and lots of fun await. Everyone is a winner in this Journey course! Kids choose events, create their ribbons, plan the field days, practice their skills, and end up successful in the several contests. Light hearted and fun, with opportunities for lots of collaboration, this course is designed for student success.

Lifetime Sports Primary

The *Lifetime Sports* course provides the opportunity to learn lead-up activities as well as actual lifetime sports at a modified level. *Lifetime sports* lessons include bowling lead-up activities, frisbee, dances (line and without partners), walking activities with a pedometer, and hula-hoop games. All activities are great for lifetime fitness.

Sports Science

Designed to excite students by integrating STEM into their favorite activities, this course thrives on collaborative learning. Investigate the mechanics of movement, connecting STEM concepts like forces of motion and the influence of gravity through exercise and movement. What does friction have to do with soccer? Why would a football player need to know about unbalanced forces? Answer these questions and so much more in *Sports Science*!

STEM
Course

Local Action

Physical activities are created specifically with local students in mind. A budget of \$300 will allow for athletic equipment and activities to customize a production perfectly suited for each individual site. Participants become fit through lots of action and lots of fun. *Teacher manual is not provided.*

Sports Clips Primary

The *Sport Clips Primary* curriculum offers a variety of sports, games, and skill lessons. Various high-energy games and activities are designed to improve cardiovascular functions and increase strength and flexibility. The lessons provide fun-filled competition, etiquette, and rules of the games, as well as a general sense of fair play. *Sports Clips Primary* requires local access to cones, basketballs, plastic bats, soccer balls, and four gym mats (approximately 4x8 feet each).

Stacking Madness Primary

A new craze is sweeping the country. Cup stacking competitions and clubs are being introduced in many schools. Through cup stacking fun, a student develops the right side of the brain, increasing focus and creativity and training the brain for success in sports and music. Sequencing and patterning are also elements of cup stacking, which can help with reading and math skills. A valuable experience, but most of all, fast paced and FUN!

Theater & Performance

Act It Out

Imagination is a powerful tool as students use their own creativity and voices to become characters and dramatize familiar stories. Pirates, giants, and more are some of the child-oriented themes. Children relate to literature, create props, dramatize stories, and engage in creative movement to music. In this course, everyone can be a star.

Local Performance

Creative opportunities are matched to the interests and skills of outstanding local talent! Stars will be born both on the stage and behind the scenes. *Teacher manual is not included.*



ELEMENTARY

Program Choices & Course Descriptions



ELEMENTARY

Program Choices & Course Descriptions

Academic Core Choices

The Elementary academic core courses are designed for students entering fourth and fifth grade. The design calls for four morning periods. The district should choose:

- One Elementary reading course
- One Elementary language arts course
- One Elementary math course
- A combination of Elementary science and/or social studies courses for a four-week total session.

Course List

Reading

Fanciful Reading
Owls in the Family
Snow Treasure
Wild Over Reading

Language Arts

Camp Write Right
Core Components *
Trouble River

Math

Mathletics
Math Manuscript
Variable Measurements

Science

Two-Week Courses
Molecules and Mixtures
Simple Machines

Four-Week Courses
The Dirt on Soil
Water Cycle

Social Studies

Two-Week Courses
It's a Wonder
Dollars and Sense **NEW**

Four-Week Course
Roaming Regions

*Updated Course

CORE

Course Descriptions

Elementary Reading & Language Arts

Choose one **reading** and one **language arts** course:

Reading

Fanciful Reading (2017)

Jeremy Thatcher, Dragon Hatcher is appropriate for students reading on grade level, and is a delightful fantasy about a modern-day boy who finds himself the caretaker of a very demanding newly hatched dragon. The book provides vast opportunities for interpreting allusions and subtleties, and is an enjoyable read. The book also provides a connection to important reading objectives. Lessons on genre identification, predictions, summarization, vocabulary, fact and opinion, note taking and more, are all packed into this delightful course.

Owls in the Family (2017)

This popular book provides grade-level text, but is a perfect summer read for adults and children alike. Fiction based on fact, the novel takes place in Canada in the 1930s. Friends adopt two owls as pets, and from there, the fun begins. Humorous, touching, and educational, this book is a delight. Students participate in a variety of activities, from dissecting owl pellets to designing character trait graphic organizers. Some of the lessons in this course include compare/contrast, sequence, problem/solution, figurative language, main idea, point of view, and exposure to expository as well as narrative text.

Snow Treasure (2017)

The captivating plot of *Snow Treasure* transports students to Norway during World War II. The story, based on what is believed to be fact, tells of village

children as they help smuggle \$9 million of gold past Nazi guards to the United States. *Snow Treasure* presents an era of Norway's history through an enticing tale of bravery. Group activities and lessons place emphasis on visualization, explicit and implied meanings, vocabulary in context, sequencing, and summarization among a host of other topics.

Wild Over Reading (2018)

Wild Over Reading is an elementary reading course that will be sure to interest any reader. The classroom text, *Charlie's Raven* by award-winning writer Jean Craighead George, is the story of a boy who develops a relationship with a wild raven. Additional nonfiction text interwoven throughout the course will satisfy students' curiosity about strange and wonderful wild animals. These texts provide opportunities for students to explore both fiction and nonfiction texts and to investigate cause-and-effect relationships, make inferences, and identify author's purpose, among other skills.

Language Arts

Camp Write Right (2018)

Problem: How to motivate students to master grammar and writing conventions. **Solution:** Invite them to a fun-filled getaway at *Camp Write Right!* Using correct punctuation, constructing fluent sentences, and identifying parts of speech are but a few of the focus skills in this fun course. Students learn and practice writing and grammar skills through fun camp competitions, such as creating cabin chants and participating in grammar talent shows. Humorous and entertaining teacher read-alouds reinforce the importance of using correct punctuation and help students learn the functions of different parts of speech. Students will leave *Camp Write Right* with a pack of language arts skills sure to boost achievement when school starts in the fall.

Core Components

Packed with entertaining activities and projects, this course focuses on the core components of a quality language arts curriculum. Designed with student engagement in mind, the lessons develop students' abilities in skills such as text analysis, vocabulary building, pre-writing, paragraph construction, and oral presentations. Diverse activities, such as playing a synonym game, participating in Reader's Theater, and writing a movie review, ensure students' enjoyment while they build their language skills.

Trouble River (2018)

This language arts course has at its core the teacher read-aloud and ALA Notable Book *Trouble River* by Betsy Byars. As the book is read to the class, this tale of pioneer life and a river that lives up to its name is sure to entrance even the most reluctant student. Taking inspiration from both the author's style and the story's plot, lessons support language arts skills, thus developing a strong reading/language connection. Many standards and objectives are woven into this ambitious course, some of which are word usage, figurative language, topic sentence and supporting details, research strategies, and the development of complex sentences. Students also have the opportunity to read short passages about pioneer life to learn about different types of nonfiction text.

Elementary Math

Choose one *math* course:

Mathletics (2018)

From the size and layout of playing fields, to the scoring, playmaking, and money earned and spent in athletic events, math is an important part of every

sport. Students will explore these aspects as they relate to football, soccer, swimming, biking, and more. While investigating these sports, students will build a strong basis for mathematical understanding as they learn and apply new skills.

Math Manuscripts (2018)

Writing about math is the theme of this project-filled course. While working with a variety of math strands in fun and engaging ways, students also practice writing constructive responses. Students apply reasoning as they work through data collection, graphing, and patterning. They become exposed to concepts of measurement, estimation, and application, and write and present a proposal for a class project, including an analysis of costs and profits. Though many math skills are practiced in this course, the connecting thread is the focus on constructive responses.

Variable Measurements (2018)

Variable Measurements is a hands-on math package focusing on measurement and algebra, making math come alive and seem less intimidating. In the first part of the course, students find "algebra all around them." They begin by discovering ways to use buttons to physically balance equations. Patterns are examined and extended. In the last part of the course, students study "the long and the short of math," focusing on both standard and non-standard measurement as they fly a Newton balsa airplane and discover the perimeter of their own floor plan. This course allows students to see and experience real-life examples of where measurement is used.

Elementary Science & Social Studies

Choose *science and/or social studies course(s) to equal a four-week session:*

Two-Week Science Courses

Molecules and Mixtures (2018)

This course zooms in on the structures and properties of matter, and zooms out to connect learning to life and earth science. Using balloons and bubbles, coin cleaning and a tie-dying effect, students learn about particles of matter in solutions and during chemical changes. Inquiry-based investigations help students explore cell membranes, quicksand, and weathered rock, while problem scenarios challenge students to design solutions.

Simple Machines

Let imaginations run wild and discover the exciting applications of mechanical engineering! Starting with step-by-step builds to introduce simple machines, learners advance their way to constructing creations of their own. They investigate levers, pulleys, and inclined planes and enhance critical thinking skills while building upon existing knowledge every day! Participants learn the importance of engineering and how it influences today's society while being amazed at the structures they've designed and created with *Simple Machines!* **Simple Machines can also be chosen as a Journey course.**

Four-Week Science Courses

The Dirt on Soil (2017)

Earth's most precious ecosystem is brought to life in *The Dirt on Soil*. Students get their hands dirty as they explore this ever-changing world beneath their feet through topics including soil analysis and classification, erosion, organic and inorganic materials in the soil, and structure of the Earth. It has been said that man has only a thin layer of soil between himself and starvation. This concept is explored through worm farms, pH testing, and a model of decomposing material leading students to recognize that life is contained as well as sustained within soil.

Water Cycle (2017)

The water cycle like you've never seen it before! Students will use what they know about evaporation, condensation, and precipitation to deepen their understanding of diverse water-related issues such as erosion, water treatment, and conservation. Engaging team-centered investigations and experiments help students build interpersonal and presentation skills while cementing the underlying science concepts.

Two-Week Social Studies Courses

It's a Wonder (2018)

It's a Wonder is designed to do just that...increase students' appreciation for the wonders of our world. Students mark their progress on a map of the United States as they explore the natural wonders of the United States. They explore different types of landforms and the ways physical features have changed over time. Students interpret and use representations of Earth through maps and photographs. Continuing the focus on areas in the United States, students read the novel *The Seven Wonders of Sassafras Springs* and discover that there may be wonders right in their own backyard.

Dollars and Sense (2020) **NEW**

Dollars and Sense introduces students to concepts of business and economics with an emphasis on practical application and relatable real-world scenarios. Students explore earnings and expenses, calculate savings and interest, role-play trade and bartering, learn about goods and services, and become entrepreneurs by planning a new business. Through games, projects, explorations, and lessons, students use skills in math, problem-solving, and critical thinking to make sense of a dollar!

Four-Week Social Studies Course

Roaming Regions (2017)

Who says geography can't be fun? In this course, students take a virtual trip from sea to shining sea as they travel through geographical regions of the United States. Through innovative and engaging lessons, students compare and contrast natural and cultural features, produce a weather report, create a tourism commercial, make a salt-dough topographical map, and much more.



ELEMENTARY

Journey Program

The Summer Journey design includes Journey courses offered in the afternoon. The design calls for three classes for the first 12 days; students then rotate to three new “journeys” for the final half of the summer session. In the Catapult Learning design, grades 4–5 are grouped together for Journey courses.

Elementary Journey Courses

Select six Journey courses:

| | |
|--------------------------------|---------------------------|
| Art with an Aptitude | Ready, Set, Drone! |
| BrickLAB: Build a Better World | Retro Recreation |
| BrickLAB: Famous Architecture | Rockets Junior |
| Claymation* | Science of the Human Body |
| Daily Challenge Junior | Simple Machines* |
| Field Day Junior | Snack Attack* |
| Flight & Aerodynamics | Sports Clip Junior |
| Hoopla | Strings & Beads |
| Lifetime Sports Junior | Tech Lab |
| Local Action | To Games & Beyond |
| Local Performance | Traveling Artist Camp |
| Music to Our Ears | |
| Oceanic Exploration | |
| Readers’ Theater | |

*Premiere Course: No more than one Premiere course can be offered at each academic level.

***Updated Course**

JOURNEY

Course Descriptions

Arts & Crafts

Art with an Aptitude

Start with art lessons on perspective and dimension, weaving, and color blending. Add art materials of fabric, pastels, and cardboard. All this and more combine to develop artistic aptitude and result in products with attitude! Students enjoy creating cartoons with movement, engage in a Falling for Perspective lesson, create pop-up art, and experiment with batik.

Strings & Beads

Students use strings and beads to design and create projects, participate in games, and enrich skills in several academic areas. Activities such as constructing dream catchers, transforming a piece of bread into colorful beads, and engaging in the art of jewelry making allow students the opportunity to explore these basic materials. From yarn paintings to ancient bead bartering, strings and beads are used to make this course a memorable experience.

Traveling Artist Camp

Survey the history of art by experimenting with the artistic traditions of the world.

Whether you're carving totem poles in the Pacific Northwest or crafting Aztec masks in the heart of Mexico, get ready to think creatively while examining the STEAM processes that make art possible. Developed by art educators to be accessible for all, *Traveling Artist Camp* embodies STEAM learning at its finest with a multi-subject exploration of the world's cultures.

Computers

Computer courses require a separate computer lab. If more than one level (Primary, Elementary, Intermediate) is housed in a building, one computer lab must be provided for each computer course. *Technical requirements for computer courses can be found on page 48.*

Claymation

Tap into the incredible art of stop-motion film production and learn the technique from the ground up! *Claymation* contains everything students need to create individual movies, including top-quality clay, fun-to-use software, adorable cameras, and fantastic curriculum. Through cumulative daily projects, teamwork, technological literacy, and a little bit of movie-making magic, win awards this season with *Claymation!* See page 48 for technical requirements.

Ready, Set, Drone!

With easy-to-use mini-drones and video content designed especially for the very youngest pilots-in-training, *Ready, Set, Drone!* Second Edition introduces students to tomorrow's drone-filled future! Collaborative, inquiry-based lessons explore the physics of flight and real-world applications of UAV technology, as students learn to pilot a drone and capture aerial photos and videos. Combining creative thinking with science and engineering practices, *Ready, Set, Drone!* brings the planet's fastest-growing technology to your students. See page 48 for technology requirements.

Tech Lab

Technology is at its best when chosen for specific needs and interests. A \$500 budget is provided to be used for carefully curated technology for student use in Summer Journey. Students have access to a variety of engaging and entertaining learning experiences through participation in *Tech Lab*. *Teacher manual is not provided.*

STEM
Course

STEM
Course

Cooking

Snack Attack

Snack Attack is designed to encourage students to have fun, live well, and snack healthily! The course will motivate students to replace fatty snacks with healthy fruits, vegetables, and whole grains, and will provide an opportunity for students to make and try several yummy snacks. Students will gain basic nutrition know-how, set healthy living goals, and leave the course with several nutritious recipes they can make on their own.

Flight

Flight & Aerodynamics

Take to the skies with dynamic, hands-on aviation activities. Combine the engineering design process, creative thinking, and hands-on STEAM learning to investigate the wonders of flight. Create hot air balloons, planes, helicopters, and rockets, all while examining concepts like energy conservation, buoyancy, and the four forces of flight. Fly alongside the aviation experts of history and their extraordinary flying machines in *Flight & Aerodynamics!*



Rockets Junior

Students design paper rockets and other paper aircraft as they explore a number of exciting scientific investigations. While building rockets, they discover Newton's Laws of Motion, Principles of Flight, and Simple Aerodynamics. To test theories learned, students fire a rocket over 1,000 feet in the air.

Games & Brain Teasers

To Games & Beyond

This course provides a maximum of entertainment for everyone involved. Several "brain-powered" board games have been compiled to provide learning and summer fun. Games vary and all are age appropriate.

Hoopla

Get ready for the return of the hula-hoop craze from the '50s! Kids won't believe the fun they can have with these simple plastic rings. From exercise to relays, from games to props, lessons make use of hoops in a variety of original and imaginative ways. A host of activities provide hours of fun.

Oceanic Exploration

STEM Course

Journey from the tropics to the poles, inspect arctic food webs, simulate coral reef adaptations, and survey everything from the great river deltas to the Mariana Trench. Collaborate to bring the California sea otter back from the brink of extinction and track great white sharks across the open ocean, answering important sea-dwelling ecosystem questions. Through action-packed activities, discover the physical and geological sciences that underpin all ocean life. In *Oceanic Exploration*, STEM education is your oyster!

Retro Recreation

Step back into the past with *Retro Recreation*. This course offers opportunities to experience activities such as tie-dying shirts; building old-fashion toys; learning about the history of classic games such as jacks, marbles and board games; and tasting candies that have been tantalizing children for decades. These activities develop thinking skills, team interaction, and good old-fashion fun.

Science & Engineering

BrickLAB: Build a Better World

Explore the power of engineering to protect ourselves from natural disasters! In this hands-on program, students collaborate on structural challenges as they model earthquake stability, hurricane winds, system integrity and so much more on their quest to understand how buildings were designed to resist outside forces. Through this combination of earth science, the engineering design process, and 21st-century skills in creativity, collaboration, and critical thinking, students are exposed to the power of engineering to do good in the world!

BrickLAB: Famous Architecture Around the World

From the Taj Mahal to the Gateway Arch, use hands-on manipulatives to replicate some of history's most famous designs. Travel the globe learning fundamental architectural elements for constructing stable structures. Each day, new collaborative building challenges integrate social studies with engineering design. Encourage creativity and global thinking in *BrickLAB Famous Architecture Around the World!*

Science of the Human Body

STEM
Course

Examine the complexities of human anatomy and physiology through engaging, fast-paced activities. Using exercise and movement as a teaching tool, get ready to unravel the mysteries of the human body with learn-by-doing experiences like running for a minute to measure heart rate, calculating energy expenditures, and discovering the importance of proper nutrition.

Simple Machines

STEM
Course

Let imaginations run wild and discover the exciting applications of mechanical engineering! Starting with step-by-step builds to introduce simple machines, learners advance their way to constructing creations of their own. They investigate levers, pulleys, and inclined planes and enhance critical thinking skills while building upon existing knowledge every day! Participants learn the importance of engineering and how it influences today's society while being amazed at the structures they've designed and created during *Simple Machines*! **Simple Machines can also be chosen as a two-week science course.**

Sports & Teamwork

Daily Challenge Junior

Physical fitness and teamwork are the focus. Developmentally appropriate games and activities such as Crows and Cranes, Clean Your Backyard, and Fitness Kickball have students working cooperatively and begging for more when the class concludes. The activities in these courses are geared to developing cooperative group problem-solving skills and thinking strategies.

Field Day Junior

Healthy competition and lots of fun await. Everyone is a winner in this Journey course! Kids choose events, create their ribbons, plan the field days, practice their skills, and end up successful in the several contests. Light hearted and fun, with opportunities for lots of collaboration, this course is designed for student success.

Lifetime Sports Junior

Students have the opportunity to learn the history and skills for frisbee and bowling. The course also includes lessons on dances (line and without partners)

for lifetime use, along with walking activities using pedometers. All activities are great for lifetime fitness.

Local Action

Physical activities are created specifically with local students in mind. A budget of \$300 will allow for athletic equipment and activities to customize a production perfectly suited for each individual site. Participants become fit through lots of action and lots of fun. *Teacher manual is not provided.*

Sports Clips Junior

The *Sport Clips* curriculum offers a variety of sports, games, and skill lessons. Various high-energy games and activities are designed to improve cardiovascular functions and increase strength and flexibility. The lessons provide fun-filled competition, etiquette, and rules of the games, as well as a general sense of fair play. *Sports Clips Junior* requires access to cones and basketballs.

Theater & Performance

Local Performance

Theater designed the way you like it! A budget of \$300 will allow for scripts, music, and props to customize a production perfectly suited for each individual site. This summer's play, musical, or other creative performance is sure to match the interests and talents of local students as the site purchases necessities to promote their own showcase of talent. *Teacher manual is not provided.*

Music to Our Ears

Get ready for a rhapsody of music and activities. Music appreciation will come to life as clay sculptures are created, magic tricks, are performed and a puppet play is presented. A virtual white water rafting trip is sure to provide a fresh "twist" on classical music. Your ears will be tickled during this engaging experience into music.

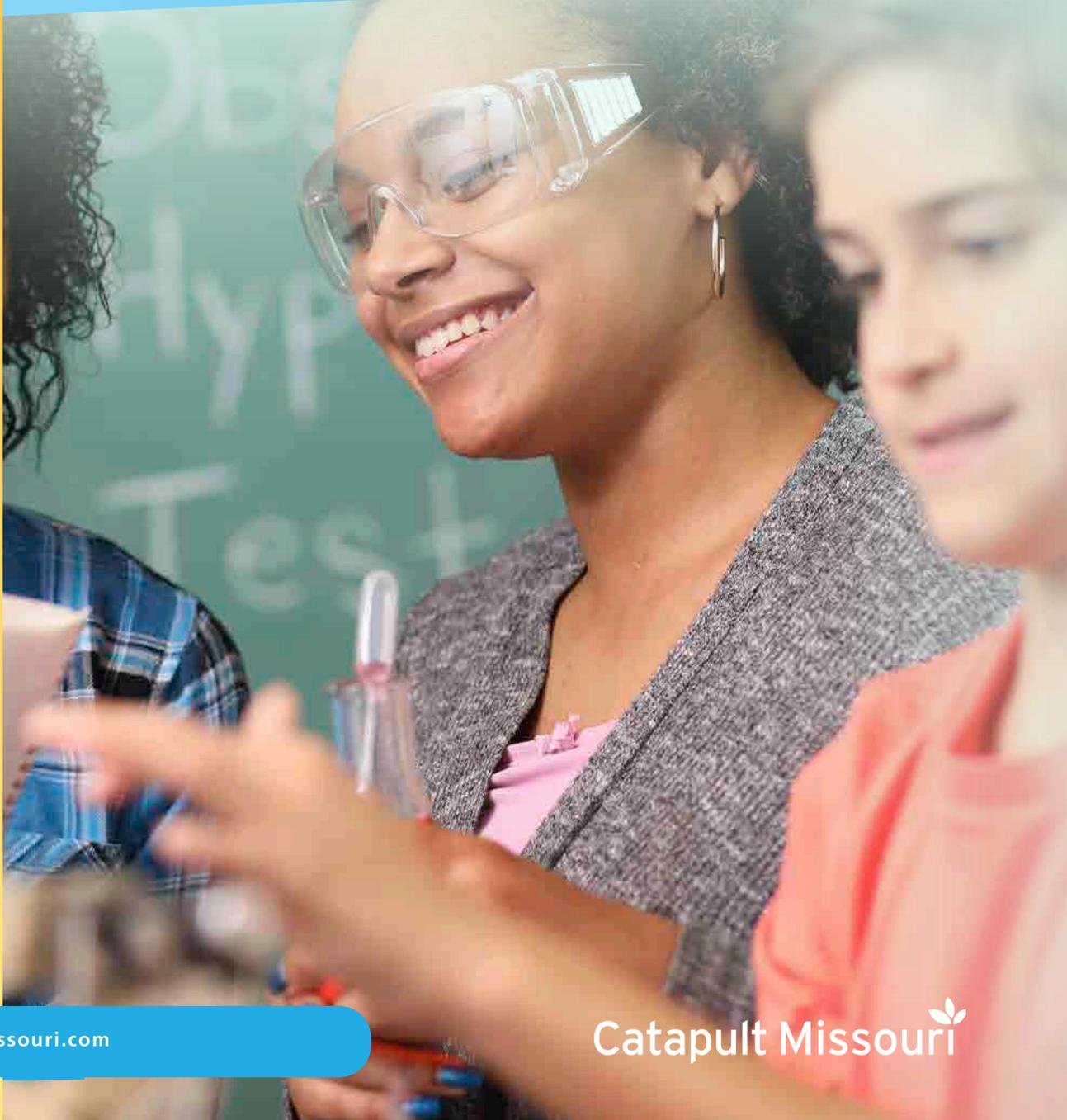
Readers' Theater

Let the adventure begin! Students will become a part of readers' theater as they use entertaining and age-appropriate scripts to perform "read-aloud" plays. Plays are entertaining, and future stardom may result! Students come away with improved comprehension, retention, and fluency skills . . . as they enjoy the fun. Updated with new plays for 2020.



INTERMEDIATE

Program Choices & Course Descriptions



INTERMEDIATE

Program Choices & Course Descriptions

Academic Choices

The Intermediate academic core course offerings are written for groups of students entering grades 6-9 in the fall. The design calls for four morning periods. The district should consider choosing:

- One Intermediate reading course
- One Intermediate language arts course
- One Intermediate math course
- And a combination of Intermediate science and/or social studies for a four-week total session.

For sites with a combined population of at least 80 students in grades 6-7, and an additional combined 80 students in grades 8-9, two slates of courses may be chosen: one slate for Intermediate I (6/7) and another slate for Intermediate II (8/9).

Course List

Reading

Canyons
Our Amazing Universe
Saturday Scholars
Shark Beneath the Reef
The House of Dies Drear*

Language Arts

Building on Basics **NEW**
Newsworthy*
Personally Yours*
Speaking Of...
Writing for the Win

Math

Figure It Out*
Hands-on Equations
Math Managers
Math Mixer*

Science

Two-Week Courses
Changes Do Matter
Force and Motion*

Four-Week Course
Hidden in Rocks

Social Studies

Two-Week Courses
Westward Expansion*
We the People

Four-Week Course
Exploring Mid-Century America

*Updated Course

CORE

Course Descriptions

Intermediate Reading & Language Arts

Choose one **reading** and one **language arts** course:

Reading

Canyons (2020)

Students will read Gary Paulson's novel *Canyons* in which Coyote Runs, an Apache boy, finally gets to take part in his first raid. More than a hundred years later, 15-year-old Brennan finds an old human skull on a camping trip. The skull has been pierced by a bullet. Brennan learns about the fate of the young Apache Indian who was shot by soldiers in 1864. Themes include self-awareness and coming of age, history and historical research, and investigative science, among others. Lessons focus on problem/solution, characterization, note-taking skills, making inferences, and foreshadowing. Reading level should be comfortable for most sixth graders and interest level goes far beyond, captivating all ages.

Our Amazing Universe (2017)

Our Amazing Universe is a literacy course that focuses on the novel *Every Soul a Star*, told from three distinct voices and perspectives. Wendy Mass weaves an intricate and compelling story about strangers coming together, unlikely friendships, and finding one's place in the universe. *Every Soul a Star* is realistic fiction, with astronomy at its center that will intrigue those with or without a scientific curiosity. Three strangers meet and see an eclipse of the sun together while learning about what's truly important in life and becoming better people. This course is designed to provide exciting, student-centered opportunities for developing crucial comprehension skills, understanding literary elements, and participating in higher-level thinking. Group activities and lessons place emphasis on multiple and varied interactions with the novel through hands-on

activities, partner reading, advanced discussion, science inquiry, and critical literacy.

Saturday Scholars (2017)

Reading selections from the novel *The View from Saturday* provide an opportunity to indeed view an event through several characters' perspectives as each one bonds with the others on a scholar bowl team and with their paraplegic teacher. The student reader has the opportunity to learn crucial comprehension skills while reading this novel. In addition, exposure to a variety of expository texts provides students with the opportunity to locate and organize information, compare and contrast narrative and expository texts, and integrate new ideas with existing knowledge, reading for a purpose as they prepare for their own "scholar bowl."

Shark Beneath the Reef

This novel by Jean George (author of *Julie of the Wolves* and *My Side of the Mountain*) takes place in the Baja Peninsula of Mexico. A teenage boy decides his future and participates in the hunt for the great shark. The book is rich with environmental and cultural issues, and provides suspense as well. Students use a reading response journal and focus on dialogue, reading strategies, conflict, character relationships, and visualization. Lessons are group-oriented, and additional enjoyment is provided through art projects. Reading level is seventh grade.

The House of Dies Drear (2020)

This exciting classic by Virginia Hamilton is a great read for students at the intermediate level. A family moves to a house in southern Ohio and discovers it was once a station in the Underground Railroad. From there the mystery begins. Treasure, suspense, and danger combine to build an exciting story. In this course, students will explore elements of a mystery, as well as literary elements such as flashbacks, foreshadowing, tone, and mood. Students will analyze how Hamilton builds suspense and uses descriptive language to

establish the setting. They will analyze the effect of the setting on the characters over time. Through lively discussions, writing activities, and games, students will explore the mystery of the house that once belonged to Dies Drear.

Language Arts

Building on Basics (2020) **NEW**

In *Building on Basics*, students explore the features and purposes of magazines as they work toward creating their own group magazines. Through games and activities, they practice basic grammatical and punctuation skills. They participate in the shared writing of different types of texts. Students learn to create catchy openings for their articles and how to use descriptive vocabulary that encourages their readers' engagement. Putting it all together, students write, edit, revise, and publish their own group magazines that they can share with the class.

Newsworthy (2020)

The engaging novel by best-selling author Andrew Clements, *The Landry News*, chronicles the ups and downs of a student-initiated and classroom-produced newspaper. The novel provides the opportunity for students to explore the Bill of Rights and the concept of freedom of speech, and discuss how they relate to newspaper reporting. As students learn about different newspaper features, they participate in group activities to create their own newspaper. They are able to apply lesson skills such as fact and opinion, main idea, persuasive techniques, and narrative point of view as they write different features for their newspaper, including informative articles, editorial opinions, and reviews.

Personally Yours (2020)

Personally Yours is an interactive language arts course designed to develop students' reading, writing, and communication skills. Engaging, student-centered

lessons afford students the opportunity to explore and give voice to their personal experiences, opinions, and ideas. They consider their personal traits as they examine the characters they voice in a Readers' Theater and ponder their own potential as they read biographies and discuss the lives of ordinary young people who do extraordinary things. Working independently and collaboratively, they share their responses to texts verbally and in writing and take and defend positions in a debate-like exchange of ideas.

Speaking Of... (2020)

Speaking Of is an innovative language arts course addressing essential standards through oral language. Oral communication establishes the base for development in reading, writing, listening, and thinking. The course covers a wide range of spoken-language genres, including stories, speeches, improvisational drama, debate, and personal history. Students exercise their creativity, develop public-speaking skills and practice collaboration as they participate in engaging activities focused on oral communication.

Writing for the Win (2020)

This course offers a wide range of innovative and engaging activities centered on writing. By emphasizing what all effective writing has in common, the course gives students a new sense of what they can achieve as writers. As they move through the course, students are introduced to different genres of writing—argumentative, narrative, and informative—and have the opportunity to develop relevant skills. Students are also encouraged to be creative and have fun as they produce items like a lost-pet flyer, an analysis of tongue twisters, an advertising campaign for shoes, a group skit, and an encyclopedia starring their classmates.

Intermediate Math

Choose one **math** course:

Figure It Out (2020)

This course creates paths for students to explore geometry, computation, growth, and proportion using a motivating, applied approach. Groups collaborate to solve story problems and design visual models to display math concepts using protractors, rulers, compasses, graphs, and much more. Through real-world problem-solving, students witness these ideas—and their calculations—in action!

Hands-on Equations (2020)

Algebra is an abstract but fundamental skill with which many middle school students struggle. This course integrates and extends a highly successful curriculum using innovative manipulatives to provide students with concrete experiences in pre-algebra and algebra. The manipulatives and instructional method take the mystery out of variables as students learn new strategies for solving complex linear equations.

Math Managers (2020)

Students take off with an airline pilot, create patterns with an interior designer, and create plans for a house with an architect. They explore the ways mathematics are a part of these occupations and how managing math is crucial to success. Connecting math with careers provides students with greater understanding of their own need for mastery. While investigating these occupations, students learn and apply the skills and standards necessary for success in the future as they become qualified math managers.

Math Mixer (2020)

This course includes a mix of strategies, experiences, and tools to help students understand algebra. Motivating lessons capture students' interest and build their confidence in mastering algebraic concepts. Activities, including flying balsa wood aircraft and calculating slopes for "designer" roller coasters, help students see connections to real-world situations, and algorithms seem more fun when applied to making peanut butter and jelly sandwiches. Mathematical representations include equations,

tables, graphs, pictures, and manipulatives. Students work with addition and subtraction of integers and decimals, multiplication and factoring, patterns, data representation, and systems of equations.

Intermediate Science & Social Studies

Choose **science and/or social studies** courses to equal a four-week session:

Two-Week Science Courses

Changes Do Matter (2018)

Changes Do Matter introduces students to the Kinetic Theory of Matter and the Law of Conservation of Matter as they explore properties of matter. Students also determine mass and volume, graph density, design density columns, and conduct experiments with heat. Finally, students observe the differences between physical and chemical changes as well as endothermic and exothermic reactions.

Force and Motion (2020)

Investigative inquiry and fun activities drive this physical science course on force and motion. Lessons cover topics such as rate/time/distance, motion and rest, acceleration, friction, and transfer of momentum, in addition to others. This course provides a wealth of materials and dynamic lessons. Note that additional preparation time is required to assemble and set up some activities and projects.

Four-Week Science Course

Hidden in Rocks (2017)

Geology rocks! Through a variety of engaging, hands-on experiments and investigations, students get up close and personal with rocks and the Earth's structure and processes. Students evaluate real-world data to unlock mysteries of the Earth as they learn the basics of plate tectonics, weathering and erosion, fossils, and geologic timescales.

Two-Week Social Studies Courses

Westward Expansion (2020)

Students consider the westward expansion of the United States from multiple perspectives in this intriguing social studies course. Lessons examine major 19th century events and migrations, including the Lewis and Clark Expedition, the Trail of Tears, and the California Gold Rush. Students are asked to reflect the viewpoints of various Americans—white settlers, enslaved people, members of native tribes, and more—as they engage in activities that spur creativity and critical thinking. Whether they are reading primary sources, writing plays and petitions, or creating signs for a rally, students will enjoy recreating and investigating the “Wild West.”

We the People (2018)

We the People is an entertaining social studies course providing opportunities for students to explore how government works, with a focus on the structure and history of the U.S. government. Course projects and activities encourage students to think critically about how governments can solve problems and protect people's rights. Students will take part in mock versions of a courtroom trial, a political campaign, and the creation of a government.

Four-Week Social Studies Course

Exploring Mid-Century America (2019)

In this thought-provoking social studies course, students investigate and reflect on American culture during the 1940s and 1950s. Lessons focus on a wide variety of issues, from sports and entertainment to the serious challenges facing women, Japanese Americans, and African Americans during these decades. Students exercise their creativity as they participate in activities like analyzing World War II propaganda, writing the story of Rosie the Riveter, acting out a scene from a TV sitcom, and using social media to plan the Montgomery Bus Boycott. Newspapers, comic books, photographs, and speeches of the time help bring the past to life and promote student engagement.

INTERMEDIATE

Journey Program

The Summer Journey design includes Journey courses offered in the afternoon. The design calls for three classes for the first 12 days; students then rotate to three new "journeys" for the final half of the summer session. In the Catapult Learning design, grades 6-8/9 are grouped together for Journey courses. If numbers allow, Intermediate I (6/7) and Intermediate II (8/9) is a grouping option.

Intermediate Journey Courses

Select six (6) Journey courses:

3D Art Camp
All for One*
Blocksmith: 3D Coding
BrickLAB: Genetics
Classroom Cooks
Daily Challenge Plus
Drone Designers **NEW**
DroneBlocks
Eggs-traordinary Physics
Flying Disc Camp
Game Show!
Ground Drones*
Just Golf
Local Action
Local Performance
Mixed Media
Rockets Plus*
60 Seconds or Less
Sports Clips Plus
Structural Design Camp*
Summer Camp Classics
Survivor Camp
Tech Lab
Video Production

*Updated Course

*Premiere Course: No more than one Premiere Course should be offered on each slate of Journey Courses.

JOURNEY

Course Descriptions

Arts & Crafts

3D Art Camp

All art projects in this course are above the plane and definitely beyond the plain! Students sculpt, create modern art, construct balloon sculptures, and form masks in this fun course. These and other projects all involve three-dimensional creations. Students assuredly gain a new perspective on art.

Mixed Media

Students work on multiple projects using unusual mediums such as frosting and shaving cream. They become paper engineers and realize the potential of this simple material. Color, texture, and design are investigated as students draw, shape, form, and paint their way through mixed media!

Cooking

Classroom Cooks

Grab your chef's hat and mixing bowl and get ready to cook up some fun! During this 12-day Journey course, students create (and eat) delicious treats like Crispy Cookies, Cowboy Cheese Dip, and Little Pizzarias made entirely in the microwave. Students make mathematical connections as they imagine visiting a restaurant and calculate the total cost of their meal, as well as measuring all ingredients for each recipe. Language arts skills are practiced during the creation of promotional materials for a new ice cream parlor, word challenges, and menu planning. This course is sure to leave students yelling, BON APPETIT!

Computers

Computer courses require a separate computer lab. If more than one level (Primary, Elementary, Intermediate) is housed in a building, one computer lab must be provided for each computer course. *Tech requirements for computer courses can be found on page 48.*

Blocksmith: 3D Coding

With Blocksmith, students have a blast exploring 21st-century career pathways through video game development! In newly expanded curriculum, students can choose to create a farming simulation, battle royale, or classic arcade games, building skills in coding and 3D design that transfer to high-demand careers. Instructors have full domain control to create a safe, distraction-free environment to share experiences and can rely on an integrated curriculum to walk students through each step in an interactive and self-paced way. *See page 48 for technical requirements.*

Drone Designers **NEW**

Drones are transforming the world of arts and entertainment, performing alongside artists as diverse as Metallica, Drake, and Cirque du Soleil. Follow in the footsteps of the world's first drone costume designer, weaving together the engineering design process and principles of aerodynamics to choreograph and code tiny aerial robots in creative performances. Get ready to use your imagination and explore the innovative ways drones are being used for good! *See page 48 for technical requirements.*

DroneBlocks

Take to the skies and learn computer science skills with drag-and-drop drone programming! Using the latest and easiest-to-fly mini drones, this camp follows step-by-step web-based instructions as students work through the basics of programming, culminating in exciting STEM challenges that test student skills in coding and collaboration. No drone or robotics experience required! The accompanying digital curriculum has everything instructors need to hit the ground running, serving as guides, rather than experts, on their learners' drone journey.

Tech Lab

Technology is at its best when chosen for specific needs and interests. A \$500 budget is provided to be used for carefully curated technology for student use in Summer Journey. Students have access to a variety of engaging and entertaining learning experiences through participation in *Tech Lab*. *Teacher manual is not provided.*

Video Production

Developed around tablets and free editing software, *Video Production* empowers students with technical skills in video filming and editing, all while exploring the historical significance of film and the unique elements of storytelling. From collaborative storyboarding to lighting and audio, each scaffolded activity builds upon the previous day, culminating in a final film project. Fuse art and technological literacy and bring STEM to the silver screen in this extraordinary introduction to filmmaking! See page 48 for technical requirements.



STEM
Course

Science & Engineering

BrickLAB: Genetics

Use hands-on manipulatives to guide inquiry-driven explorations of the fascinating world of genetics and heredity. With each scaffolded lesson, students learn more about the basics of human inheritance and trait variations. Through hands-on activities, watch as the intricate coding of genes and the impacts of DNA mutations come to life. With *BrickLAB: Genetics*, students assemble their understanding of the unique processes that make up the world around them!

Ground Drones

Through each technology-based lesson, get ready to master personal robots! With an emphasis on programming and building with motors, sensors and gears, learners gain a deeper understanding of the technologies of touch screens, automatic doors, self-checkouts, and medical devices. Explore the possibilities of robotics with the engineering and programming based challenges of *Ground Drones*! See *Tech Requirements* on page 48.

Structural Design Camp

Get hands-on creativity flowing as students don their hard hats to learn the complexities of designing structures. Whether they're exploring advanced building and blueprinting techniques, integrating mechanics into construction, or investigating the engineering design process, learners develop an understanding and appreciation of the real-world applications of architecture they see every day.

Flight

Rockets Plus

Students design paper rockets and other paper aircraft as they explore a number of exciting scientific investigations. While building rockets, they discover Newton's Laws of Motion, Principles of Flight, and Simple Aerodynamics. To test theories learned, students fire a rocket over 1,000 feet in the air. (*Premiere Course*)

Medley

Eggs-traordinary Physics

Which came first, the chicken or egg-citing physics challenges? In this fast-moving camp, students turn the study of motion and mass into hands-on projects and team building challenges! They'll spin, toss, race, and design while studying the ideas of motion, such as velocity, speed, and the major role gravity plays. Each day, learners meet the challenges of *Eggs-traordinary Physics* head-on with teamwork, application-based learning, active demonstrations, and a whole lot of egg-streme fun!

Flying Disc Camp

While enjoying the fresh air, students collaborate to investigate how discs fly because of spin (lift), angular momentum (thrust), shape (drag) and weight (gravity). Embrace exercise and movement by investigating the most effective throwing, flying, and catching techniques, gaining a crucial understanding of the forces of motion that affect all objects in flight.

Game Show!

Get ready, get set for *Game Show!* Participate in various TV games and contests like Up Against Time, Wheel



STEM
Course

Wizard, and Clue Control. The course includes the use of a buzzer system so bring your “brain game.” Can you beat the clock in this fast-paced course?

60 Seconds or Less

In this kinesthetic learning enrichment program, students channel their inner competitive spirit and reinforce STEM through 60-second challenges. Each lesson, learners collaborate to use household items and micro-challenges to practice the engineering design process and explore the expansive world of STEM. As the challenges progress, students need to problem-solve, move quickly, and apply the real-world principles they’ve learned.

Summer Camp Classics

Gather around the campfire and get ready to relive the joys of summer camp with this 12-part take on the classics. Whether you’re under douglas firs or inside a gymnasium, *Summer Camp Classics* brings a refreshed look at the best of what summer camp can offer. From friendship bracelets and leaf prints to team-building challenges and new ways to make s’mores, students get creative and discover their strengths with this STEAM-filled camp of arts and crafts.

Survivor Camp

As survivalists, students learn exactly what to do in an emergency through the team-based study of real-world survival skills. From investigating the use of tools to working through challenging situations, students use ingenuity to gain crucial skills such as knot tying, water purification, and compass navigation. Bringing STEM to the great outdoors, instructors love the hands-on, interactive, and collaborative curriculum. Put your problem-solving skills to the test and prepare to conquer every challenge Mother Nature throws your way!



Sports & Teamwork

All for One

All for One provides students with fun challenges designed to encourage the development of leadership and teamwork skills as well as confidence, appreciation for differences, and creativity. Through physical and thinking contests and the sport of orienteering, teammates work through challenges together and build skills and strengths for a lifetime of success.

Daily Challenge Plus

Physical fitness and teamwork is the focus. Developmentally appropriate games and activities such as Crows and Cranes, Clean Your Backyard, and Fitness Kickball have students working cooperatively and begging for more when the class concludes. The activities in these courses are geared to developing cooperative group problem-solving skills and thinking strategies.

Just Golf

Students take a swing at a game that has been a favorite pastime for centuries when they participate in *Just Golf*. This adventure course provides opportunities for students to experiment with some of the skills necessary to play golf as well as participate in circuit challenges right at school. This course should provide the motivation to enjoy this sport for a lifetime.

Local Action

Physical activities are created specifically with local students in mind. A budget of \$300 will allow for athletic equipment and activities to customize a production perfectly suited for each individual site. Participants become fit through lots of action and lots of fun. *Teacher manual is not provided.*

Sports Clips Plus

The *Sports Clips Plus* curriculum offers a variety of sports, games, and skill lessons. Various high-energy games and activities are designed to improve cardiovascular functions and increase strength and flexibility. The lessons provide fun-filled competition, etiquette, and rules of the games, as well as a general sense of fair play. *Sports Clips Plus* requires access to cones, soccer balls, basketballs, footballs, and volleyballs.

Theater & Performance

Local Performance

Theater designed the way you like it! A budget of \$300 will allow for scripts, music, and props to customize a production perfectly suited for each individual site. This summer’s play, musical or other creative performance is sure to match the interests and talents of local students as the site purchases necessities to promote their own showcase of talent. *Teacher manual is not provided.*

HIGH SCHOOL

Program Choices & Course Descriptions



HIGH SCHOOL

Program Choices & Course Descriptions

High School Program

The high school design is often unique to the local district. It is the intent of the Summer Journey program to be helpful in providing a quality summer school without compromising local requirements and wishes.

There are three main approaches to providing a high school summer school program.

- The district will provide its own courses.
- Summer Journey will provide all summer school courses.
- Summer Journey courses and local courses will both be offered.

Summer Journey Structure

Class Length

Each course in the Summer Journey's High School curricula offerings is designed to provide 3.5 hours of instruction per day for 24 days for a total of 84 hours of instruction. Adjustments can be made to fit the local schedule.

Class Configuration & Schedule

Class configuration and schedule will be up to the local site. A district's schedule for high school courses usually includes a morning and an afternoon slot of 3.5 hours each. Students may take one or two summer school courses; however, they must take two courses to be eligible for the incentives. The district is responsible for scheduling students into courses. Classes can be held in the morning, afternoon, or both, based on interest and enrollment. A minimum enrollment of 20 students is required per course, whether district or Summer Journey-designed. Summer Journey designed courses are for 25 students.

Local Option

Sites may find there are the requisite 20 students, but these 20 students may need credit recovery for a variety of courses, none of which has the enrollment of 20 per course. These districts may wish to consider an independent study. District teachers supply the assignments, readings, and/or technology programs at the beginning of summer session. These are turned in at the end of the summer session and credit determined by the initiating teacher. The independent study teacher and the students participating are part of Summer Journey, and students attending could qualify for incentives.

Virtual High School Courses

Now available as a part of Summer Journey High School, virtual high school courses for credit recovery or enrichment can help students get back on track or ahead. Whether students need to work ahead or make up failed credits, Summer Journey's virtual courses enable high school students to get back on track and graduate with their class.

- Customized and personalized curriculum
- Daily students instruction and interaction
- Engaging and interactive content

A customized program can be designed for districts interested in Summer Journey virtual courses for their high school program.

CORE

Academic Courses

Social Studies

United States Government

This course provides students an engaging and rigorous study of the United States government. The course begins with an investigation of the need for government and turns to a study of the founding documents of the United States. The course moves to a review of legal and judicial rights, the federal system, the early political parties, and the current political spectrum. Students learn about the political and constitutional issues involved in the Civil War and the emancipation of slaves, the postwar amendments, the civil rights movement, and the expansion of voting rights to all citizens.

Students participate in a variety of projects, readings, investigations, and simulations to help them understand the development and the operation of the United States government. Instructional materials include: The Center for Civic Education's *We the People*; McGraw-Hill's *Taking Sides*; and Tom Snyder Productions' *Decisions, Decisions 5.0* simulations, *The Constitution* and *On the Campaign Trail*. *Limited supply.*

Social Science Sampler

Social Science Sampler introduces students to the six social sciences (anthropology, economics, geography, political science, psychology, sociology) as they relate to globalization. The course provides a wide range of flexible teaching options to create an engaging classroom environment and is designed to address essential standards in order to improve student performance in the social sciences.

Students will participate in vocabulary development, active reading, and small-group activities. Students will also keep a folder related to the social sciences. The course is designed to enable students to bring the social sciences to life through real-life connections and encompasses various learning styles. Credit for

this course is attributed to the text *Through the Global Lens* by Michael J. Strada (Prentice Hall) which will be purchased for each district participating in the Summer Journey. *Limited supply.*

Mathematics

Pre-Algebra

The *Pre-Algebra* course provides students a hands-on introduction to algebra as well as a student-centered approach to learning the mathematical topics needed in everyday life. The learning materials included in the course were selected to actively engage students in the learning process. Students employ manipulatives, make use of computer software, and find support within textbooks as they hone their ability to use ratios, convert units, evaluate expressions, and develop and master additional skills. Students work in groups to learn decimals, percents, and fractions, and evaluate mathematical expressions. Included in the curriculum are math games that hone students' arithmetic skills and projects that require students to build constructive responses to open-ended problems. The course is modular, which provides teachers considerable flexibility in adapting the curriculum to meet individual needs. *Limited supply.*

Algebra

The *Algebra* course uses a student-centered curriculum to teach algebra. The main focus is on linear and quadratic functions. Students work in groups to learn techniques for graphing and solving linear and quadratic equations, lay the groundwork for advanced topics such as matrices and linear programming, and complete projects involving problems often posed in calculus courses. The curriculum includes math games and activities that provide review and hone students' basic mathematical skills. This course is modular, which provides teachers considerable flexibility in adapting the curriculum to meet the individual needs of the students. *Limited supply.*

Science

Biology: The Living Environment

Biology: The Living Environment is a series of hands-on, student-centered, collaborative activities tied to student interests. The course allows students to examine concepts, principles, and laws of biological science at successively higher levels of complexity and abstraction. Students master biological science through the study of four unifying themes: Scientific Inquiry, Patterns and Products of Change, Maintaining Dynamic Equilibrium, and Relationships within the Living Environment.

The Living Environment employs a constructivist, student-centered approach to learning, with cooperative learning as a major component—a major role of the teacher is to prompt reflection and discussion, to guide concept development, and to clarify misconceptions. Students have the opportunity to function as scientists: they work collaboratively, make observations, design and perform experiments, collect data, form hypotheses, and test conjectures as they learn scientific disciplines and investigate the world around them.

The core program, NSTA's Scope, Sequence, and Coordination, is modular in nature. Teachers will discover that the course materials can be easily adapted to meet specific classroom needs, both in the summer and during the school year. *Limited supply.*

Earth Science

Earth Science introduces students to Earth as a system of four interrelated spheres: the atmosphere, the geosphere, the hydrosphere, and the biosphere. This course provides a wide range of flexible teaching options to create an engaging classroom environment and is designed to address essential standards in order to improve student performance. Students participate through active reading, Mini-LABs, and Internet investigations.

The course is designed to enable students to bring science to life through real-life connections while adapting to learning styles and providing visual information. Students taking the course use before-, during-, and after-reading strategies to acquire information and make sense of scientific concepts. Students use a science notebook to help achieve this outcome. Credit for this course is attributed to McDougal Littell, which will be purchased for each district participating in Summer Journey. *Limited supply.*

Physical Science

This unit of study introduces students to the basic principles of physical science. Students investigate everyday experiences by examining energy and motion and the nature of matter. The course provides a wide range of flexible teaching options to create an engaging classroom environment and is designed to address essential standards in order to improve student performance. Students participate in laboratory investigations, group explorations, research projects and Internet extension projects. Students are assessed on a daily basis, and the final assessment allows students to demonstrate their knowledge of key physical science concepts through the creation of their own investigations. *Limited supply.*

ELECTIVE

Courses

Theater Arts

The *Theater Arts* course is designed to allow each student to discover his own voice and unique talents in the theater. All levels of acting experience—from beginners to veterans of the high school stage—will be challenged.

Students have the opportunity to study improvisation, movement and mime, monologue, and scene work. The course includes a wide range of theater games; the study of Stanislavski, Meisner, and Adler acting techniques; and the staging of a play in which students are responsible for all aspects of the production. The *Theater Arts* curriculum is designed for clarity and simplicity in teaching the fundamentals of theater to high school students who are at any level of theater training. No previous theater experience is necessary to be successful and to find enjoyment in this special drama program.

Project Art

The intent of the high school art course is to offer students an opportunity to realize their individual creativity: to realize their individual insights, and to furnish them with nonverbal ways of communicating. During the course, students are exposed to visual art fundamentals, which they can learn and then master as they become more skillful with practice. An introduction to the vast cultural heritage that the visual arts field has produced helps students see how art fits into life, how art has developed, where it has come from, and where it is going, and gives students an appreciation for the arts and the artists who create.

Students are assigned studio projects that promote use of the skills they have developed with their practice exercises as well as ideas they have obtained from the Art as Cultural Heritage studies. Together, these skills and ideas give students the benefit of a visual art vocabulary or foundation on which to create individual art pieces that can describe their artistic statement.

TV/Media

Through *TV/Media*, Summer Journey students are introduced to various forms of electronic media that serve as a platform for student thought. Students write copy for news releases, interview subjects about film, and strategize story elements. In addition, students take to the airways, producing and presenting their own television news show. Participants work to produce professional publications and productions in this fascinating and timely class.

Driver Education

The curriculum for the *Summer Journey Driver Education* class prepares students to operate motor vehicles legally, safely, and responsibly in the complex environment of streets and highways. In addition to learning the physical and mental skills of safe driving, students also acquire the knowledge and develop the attitudes and behaviors necessary for assuming social and financial responsibilities associated with operating motor vehicles. Students must have a learner's permit to enroll in this course. The course hours meet the state requirement for coursework credit, but NOT driving time, though the district can choose to expand the program to do so.

Lifetime Sports

Lifetime Sports introduces activities and sports that enhance good health and fitness through both competitive and non-competitive activities. The course provides the essential requirements for an individual to gain knowledge of various lifetime leisure sports and good physical conditioning. Good health and fitness are stressed through a physical and a cognitive environment. Physical activities, exams, and discussion enhance the knowledge of lifetime sports. Students taking the course participate in a daily fitness and aerobics program designed to enhance their knowledge of fitness through progressive stretching and endurance activities. A daily log helps with observation of continuous progress.

ACT Prep

The curriculum for this ACT Prep course utilizes proven resources to help students prepare to take or retake the ACT. The course includes a timed practice test with score analysis.

TECHNICAL REQUIREMENTS FOR JOURNEY COURSES

SCRATCH CAMP

One compatible device per student. Scratch is available for Chromebooks, laptops, or desktops running ChromeOS, Windows or OSX. To run Scratch 2.0, you need to be using (1) a version of Adobe Flash Player released on or after June 15, 2016; and (2) a relatively recent web browser: one of the latest two versions of Chrome (Windows, ChromeOS or Mac), Firefox (Windows or Mac only), Safari (Mac only), Edge (Windows only), or Internet Explorer 11 (Windows only).

CLAYMATION CAMP

Five compatible devices. HUE Animation Studio software is available for desktops or laptops running OSX 10.5/ Leopard or later or Windows 7, XP or later. To run HUE Animation Studio, you will need (1) 512GB+ RAM, 1 GB recommended; (2) 350MB hard disk space; (3) a compatible processor: 1.4GHz+ for PC's or an Intel processor for Macs.

READY, SET, DRONE!

Six compatible devices. Tello flight control app is compatible with phones or tablets running iOS 9.0 or later or Android 4.4.0 or later.

BLOCKSMITH: 3D CODING

One device per student. Blocksmith Builder software is available for Chromebooks, laptops, or desktops running ChromeOS, OSX or Windows 7 or later. To run Blocksmith, your devices need (1) Intel Celeron 2GHz class processor, Intel i5/i7 recommended (AMD fully supported for PC's); (2) 2GB+ available memory, 4GB+ recommended; and (3) Intel HD integrated graphics card, Nvidia 900/1000 class recommended. For Chromebooks, an Intel chipset is strongly recommended. Also included are (optional) viewer apps to play Blocksmith experiences on smartphones, tablets, Cardboard, Oculus GO & Rift, Vive, HoloLens.

DRONE DESIGNERS

Six compatible devices. Drone Designers programming software is available for Bluetooth-enabled phones, tablets, Chromebooks, laptops, or desktops running iOS, Android or ChromeOS.

VIDEO PRODUCTION CAMP

One Android tablet or iPad per group (6 small groups of 4-5 students recommended).

GROUND DRONES

One device per pair of students. Cortex programming software is available for tablets, laptops, or desktops running iOS 7.0 or later, Android 2.3 or later, OSX 10.5 or later or Windows 7 or later.

Summer Journey is brought to you by Catapult Missouri, a division of Catapult Learning. With an uncompromising commitment to educational quality, Catapult Learning, an AdvancED-accredited organization, has dedicated over four decades to providing outstanding education solutions that generate demonstrable academic achievement and better life outcomes for students, regardless of their learning barriers or other challenges they may face. The company's team of 5,600 educators works to achieve sustained academic gains and build teacher and leadership capacity through evidence-based programs that include intervention services, special education and alternative education programs, and professional development solutions. Founded in 1976 and headquartered in Camden, New Jersey, Catapult Learning partners with over 500 school districts, including 18 of the 20 largest school districts in the United States.



Catapult Missouri

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