



ESSEX COUNTY COLLEGE

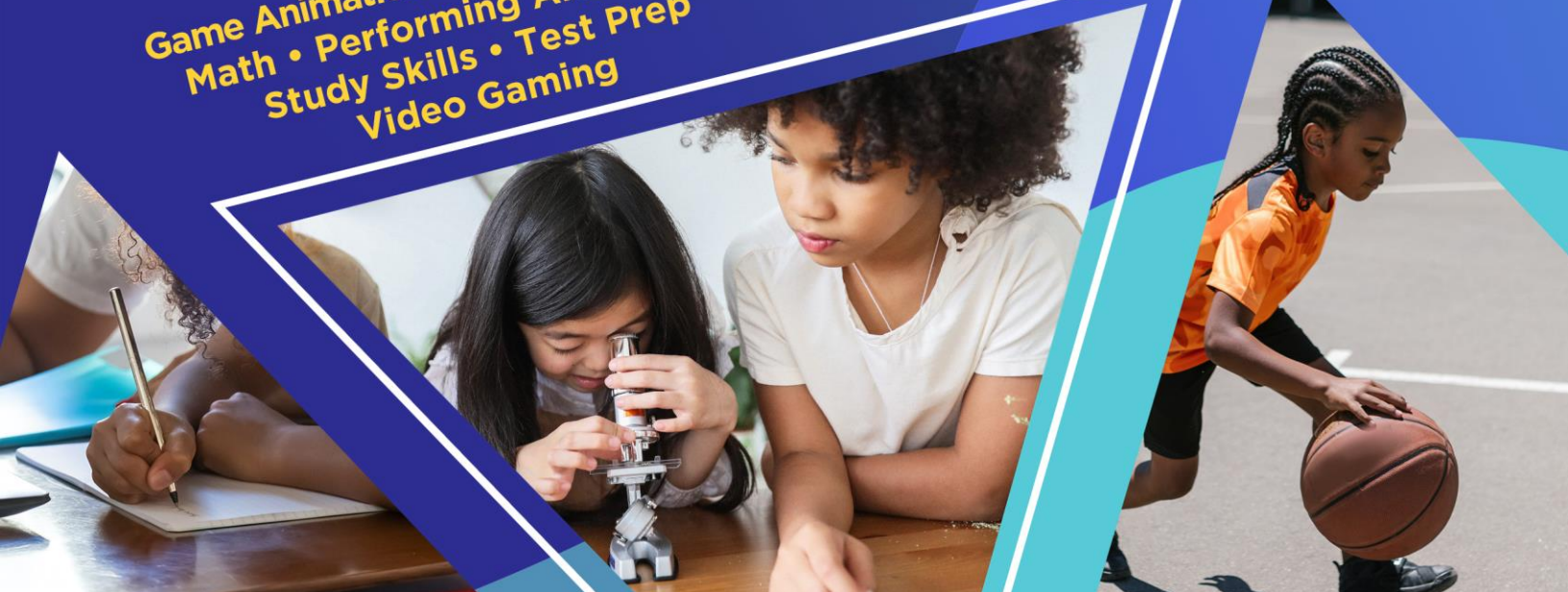
Summer

YOUTH PROGRAM
2023

JULY 10 - AUGUST 18
GRADES 1-8/ AGES 6-13

WE OFFER
PROGRAMS IN:

Basketball • Coding
Computers • Entrepreneurship
Fashion • Fine Arts
Game Animation • Literacy • Phonics
Math • Performing Arts • STEM
Study Skills • Test Prep
Video Gaming



ABOUT THE PROGRAM

Essex County College's On-Campus Continuing Education Summer Youth Program has been in operation for over 20 years. We continually deliver quality, enriching programs for youth entering grades 1–8, as of September. Our program offers a variety of interactive projects, activities and learning experience giving youth the opportunity to build new skills and bond with friends in a structured environment with our certified teachers.

Youth will have the opportunity to explore and develop self-interests through a variety of rigorous academic, skill building, and artistic enrichment classes offered for future growth and development. We have a wide selection of programs that include math, literacy, writing, phonics, video gaming, coding, fine and performing arts, fashion, sports, and STEM. Computers and recreational activities are also incorporated into the daily schedule.

Our indoor and outdoor activities play an integral part in the youth program. These unique experiences can encourage lifelong learning, enthusiasm and commitment to service, self-confidence, and a stronger sense of community among participants.

We have been fortunate enough to see many of our previous participants grow up and accomplish their goals by being successful students in high school and/or college. As a result, we believe that the Summer Youth Program is very beneficial in the lives of those who attend.

We invite you to review our brochure and see all the amazing, enriching, and fun classes to choose from based on age and grades, allowing parents to select classes tailored to their child's needs and interests and allowing youth to **“Experience a Summer Like No Other.”**



BENEFITS

- ✓ Child Tax Credit
- ✓ Experienced Teaching Staff
- ✓ Preparation for the upcoming school year
- ✓ Breakfast & Lunch Served
- ✓ Financial Assistance
- ✓ 10% Family discount for two or more siblings

PROGRAM INFORMATION

TUITION has been kept at a modest cost. We provide a **FAMILY DISCOUNT** if you register two or more siblings in the family, you can save 10% for the second child and any additional siblings. There is also some **FINANCIAL ASSISTANCE** available for income qualifying families.

MEALS

Breakfast/Lunch will be provided to participants enrolled in the program via the Bureau of Child & Nutrition Services/Summer Food Service Program. A monthly menu will be provided, prior to the start of the program. ***Important: Youth should bring their own meals if they will not be eating what is on the menu due to food allergies or any other reason. Food allergies should be noted on the Health History/Medical Form.***

T-SHIRTS

Summer program t-shirts will be provided and will only need to be worn on **Field Trip Days**. Extra shirts can be purchased for an additional \$10.00.

FIELD TRIPS

Every Friday from **8:30am - 4:00pm**, youth will board an air-conditioned bus, chaperoned by their teachers and staff, for a day of educational and/or fun activities. **NOTE:** during the summer months, the College is closed on Fridays. **Therefore, a \$10 late fee will be charged if your child is not picked up by 4pm.**

BEFORE-CARE

Available from **7:30 – 8:15am** for an additional fee of \$15 per week with advance notice and \$10.00 per day without notice. Location will be announced prior to the start of the program.

AFTER-CARE

Available from **4:15 – 5:30pm** for an additional fee of \$25 per week with advance notice and \$10.00 per day without notice. In addition, there will be a \$10.00 charge for any participant not picked up by 5:30pm. ****Advance notice is required at the time of registration or at least one week prior to the week that is needed.***

SUPPLIES (Material Fees)

Participants will be required to bring basic supplies such as personal hand sanitizer, a notebook, pen, pencil, etc. Details will be provided at a later date. In addition, there are countless materials and supplies that the department provides which are utilized to aid in the instruction for the various programs. Therefore, in addition to tuition, we charge a nominal fee to offset some of these costs.

DROP OFF

Students not enrolled in Before-Care, should be dropped off by 8:15am for Breakfast and if not having breakfast by 8:45am, in the Cafeteria, 2nd floor. **PLEASE DO NOT BRING ANY** students to the office unless it is after 9:00am.

PICK-UP

Students must be picked up during dismissal time, at 4:00pm sharp, from their classroom unless enrolled in After-Care. Parents will receive detailed information regarding pick-up locations once the program begins.

If your child needs to be picked up early, **you must** contact the office in advance and pick them up from the office. Program schedules rotate throughout the day; therefore, participants will not be at the regular dismissal location until 4pm. Thus, it is necessary to contact the office in advance, so you are not waiting.

SAFETY MEASURES/PROTOCOL

The health and safety of participants and staff is our number one priority. We are following College, CDC, and Board of Health safety guidelines and precautions to continue to provide a safe environment and a rewarding summer experience. At this time, Essex County College will not require a mask/face covering (optional) or proof of vaccination for COVID-19 but reserves the right to reinstate measures needed to maintain a safe environment in which to work and learn. The College strongly recommends that employees and students be fully vaccinated against COVID-19.

SESSION I: July 10 – July 21 • SESSION II: July 24 – August 4

SESSION III: August 7 – August 18

Tuition: \$400.00 • Fee: \$25.00 (Tuition & Fees are per session)

Basketball • Ages 7 – 13 (current)

Session I: Ages 7 – 9 • Session II: Ages 10-13

There's no "I" in Team! This program invites boys and girls at all levels to demonstrate and enhance the fundamentals of basketball. The goal is to develop basic sport skills, instill good sportsmanship and self-discipline to become the best player possible.



Black Rocket® has over twenty years of experience designing courses in the STEAM fields. Every program is powered by the child's innate imagination and designed to bring their ideas to life in a fun, hands-on learning environment. We have partnered with Black Rocket for over 11 years to deliver educational and fun classes.

Black Rocket® Make Your First Video Game/Code Breakers

Session I: Ages 8 – 13 (current)

If you love playing video games, this is the camp for you!

During week 1, youth will make their first video game in this one-of-a-kind class that shows you the keys to designing your first 2D platformer game. Conceptualization, play experience, level design, graphics, sounds, and simple coding are just some of the concepts that we'll explore. Games are only compatible on PC computers. **No prior experience necessary.** **During week 2**, youth will learn the basics of coding languages like HTML, JavaScript, and CSS through a series of web projects and design challenges each day and be on your way to becoming the next tech star! Returning students can create more advanced projects that build on previous years. **Student projects will be available on a password protected Black Rocket website to share with friends and family. Recreational activities are included.**

Black Rocket® - NEW! Minecraft® Modders and Beats/Jams (Digital Music Creators)

Session II: Ages 8 – 13 (current)

During week 1, youth will customize their own Minecraft world and mod the classic game in this one-of-a-kind class. They learn scripting and logic statements as they create their first mods. Students will create a wide variety of new elements, gameplay mechanics, and world generating mods to change the way you play Minecraft. **During week 2**, students will learn to produce digital music, record sound, make sound effects, and mix their own tracks. No prior music experience is necessary. **Student-created soundtracks and projects will be available on the password protected Black Rocket website to share with friends and family. Recreational activities are included.**

Black Rocket® NEW! Cloud Gamers: Mobile App Development and ROBLOX® Coders & Entrepreneurs!

Session III: Ages 8 – 13 (current)

Cloud gaming is the way of the future! Build games you can play everywhere and anywhere using a web-based development tool. **During week 1**, youth will learn in-demand skills like programming events and coding controls for a touch screen or keyboard and mouse. They will personalize levels and characters with their own design. You can upload your games to the Black Rocket cloud arcade and play on any mobile device or computer. **During week 2**, discover the Lua language through a visual block coding system while designing worlds in ROBLOX®, an online universe where you can create anything you dream of. This class combines game design concepts, coding, and fun! Young entrepreneurs will also learn how to navigate ROBLOX's fast-growing marketplace to publish their games. **Student-created games will be available on a password protected Black Rocket website to share with friends and family. Recreational activities are included.**



Bricks 4Kidz® has been providing STEM enrichment education for the past 10 years. We have partnered with them for the past 8 years to expose students to science, technology, engineering, mathematics (STEM) and architecture in an educational and entertaining environment; fostering their interest in the field.

Bricks 4Kidz® NEW! World of Amusement

Session II: Grades 1 – 2 (current)

The World of Amusement experience will take youth on a thrilling adventure building an amusement park themed model. Get your amusement park ticket stamped as you turn games, food, rides and attractions into exciting model build! Youth will have a blast using LEGO® Bricks to naturally practice methods of engineering through hands-on building; they also engage their imaginations and boundless creativity. **Computer and recreational activities are included.**



Bricks 4Kidz LEGO® Master Builders **NEW!**

Session I: Grades 5 – 8 (as of September)

The hunt is on for the best LEGO® builders! Are you ready to plunge your skills, creativity and imagination into challenges? Put your LEGO® skills to the test throughout by racing and building motorized models with LEGO® Bricks. Each day offers new models and challenges as youth compete for the title of "LEGO® Master Builder." Champions Day features youth created challenges to be played out by fellow competitors. And of course, there's plenty of time for classic LEGO® building and fun! **Computer and recreational activities are included.**

Bricks 4Kidz® Artificial Intelligence with Ready A.I. **NEW!**

Session III: Grades 3 – 5 (as of September)

Students will have all the fun of building with LEGO® bricks while also learning the hottest A.I. topics, such as machine learning, path planning, speech recognition and more! You will use Calypso, an A.I. programming software, where you will code Cozmo, the robot, to play games, speak with people, and become a self-driving car. At the end of 2 weeks, youth will demonstrate programs that they coded themselves from start to finish. Each day also includes an hour of fun building challenges, and physical activities bringing the A.I. learning to life. **Computer and recreational activities are included.**

Camp Discovery • Grade 1 (as of September)

Session I: Grade 1 • Session III: Grade 1

This two-week program will give children preparing for 1st grade an academic foundation as they discover the joys of learning. Phonics, reading/writing, math, science, and penmanship will be introduced along with creative arts, computers, and recreation.



Educational Program • GRADES 2 – 6 (as of September)

Session I: Grades 2-3 • Session II: Grades 3-4

Session III: Grades 5-6

This program offers two weeks of academic enrichment for students entering the 2nd through 6th grades in September. Program design is based on the premise that learning can be fun. The curriculum entails literacy, writing, math, penmanship, computers, recreation, and creative arts.



"I like how every day we do different activities instead of the same thing" D.R.

Educational Program • Grades 7 – 8 (as of September)

Session II: Grades 7 - 8 • Session III: Grades 7 - 8

This program offers two weeks of academic enrichment for students entering the 7th & 8th grades in September. It provides a balanced program which encompasses literacy & writing, mathematics, pre-algebra, geometry, study & test taking skills and career exploration. **Computer and recreational activities are included.**

Express Yourself • Ages 8 – 13 (current)

Session I: Grades 8 - 13 • Session II: Grades 8 - 13

This program offers two weeks of dance and acting for students with an interest in theatrical expression. Instruction will consist of dance classes in ballet and modern musical theater jazz, along with fundamentals in acting and script reading. Participants will see dance and drama come to life as they display their talent in a final performance at the end of each two-week session. **Comfortable/flexible clothing is required.**



It's a Dance Thing! • Ages 8 – 13 (current)

Session I: Ages 8 - 13 • Session III: Ages 8 - 13

While having fun dancing to kid-friendly music, this class is great for youth who like to bust a move! It teaches rhythm, coordination, and balance through specially choreographed Hip-Hop, Afro-Beats and creative movement routines. Daily routines include a full body workout to create a stronger body, promote heart healthy exercise, increase flexibility and fine-tuning techniques. **Comfortable/flexible clothing is required.**

STEAM to-go has been running camp programs for the past 14 years and have worked with thousands of kids to create, problem solve and think outside the box, through various classes. We have partnered with them for the past 13 years to expose students to science, technology, engineering, mathematics, and art in an educational and creative way.

STEAM to-go® Circuits/Robotics & Engineering 101

Session I: Grades 3 – 6 (as of September)

Youth will start with the basics of circuitry, all the way to working on their own robot build for the week and much more in between. Robotics enthusiasts will love this technology. In addition, youth will be inventing and creating toys and other fun structures. The take-homes are fantastic from balloon cars to catapults and much more! **Computer and recreational activities are included.**



STEAM to-go® It's a Crime Scene & DIY thing! **NEW!**

Session II: Grades 3 – 6 (as of September)

A classic case of "Whodunnit?" will unfold during week 1 as youth use CSI clues and strategies to uncover the truth about what happened. The investigation continues during week 2 as they discover the scene of DIY fun activities to problem solve and think about tasks carefully and exploring potential outcomes. It taps into the youth creativity enabling them to use their imagination and bring their artist skills into practice. Students will come home with a ton of new creations to be proud of. **Computer and recreational activities included.**

STEAM to-go® Geology & Earth Exploration

Session III: Grades 3 – 6 (as of September)

Environmental science is the key to this two-week program! Youth will explore all aspects of the earth around us, from weather to plants to creatures! In addition, youth will explore paleontology, geology, archaeology, and the Jurassic era as they uncover hidden gems, fossils, and dinosaur bones. Can you dig it? Join us!



The Young Artist • Grades 1 – 3 (as of September)

Session II: Grades 1-3

Creativity exists in everyone, and youth will explore their inner artistic abilities by recognizing their own style through imagination, interpretation, and perception. This interactive program emphasizes creativity and self-confidence while having fun by learning new ways to express artistically. It also features a variety of drawing lessons and themed art projects which will range in scope from uniquely designed journals to imaginative sculptures. Using watercolor resist, markers, and oil pastels are just a few of the drawing and painting mediums that will be used. **Computer and recreational activities are included.**

Young Fashion Designers: Ages 8 – 13 (current)

Session II: Ages 11 - 13 • Session III: Ages 8 - 10

Learn to make the perfect outfit! In this hands-on class, youth will explore the basics and different techniques of fashion design, sketching, pattern making and sewing to create clothing and accessories (including jewelry making). Youth will be guided along their fashion journey learning the design process from beginning to end, to create their amazing outfit and modeling it at the end of each session. **Computer and recreational activities included.**

Young Entrepreneurs • Grades 6–8 (as of September)

Calling all Youth Entrepreneurs!

Session I: Grades 6-8

This interactive course will provide youth with the basic tools when planning their business adventure. For two weeks, they will learn how to design a business plan from start to implementation. If you have a passionate, hard-working, persistent, and resilient youth with a business idea, then this is for them. Topics will include financial planning, marketing, sales, branding, business etiquette, problem solving and more. **Computer and recreational activities are included.**

*Future
Entrepreneur*



"I love the classes here. My teachers are great. We get to do a lot of fun hands-on projects in STEM. It doesn't feel like I'm going to school" S.V.



PROGRAM SCHEDULE

MONDAY – THURSDAY (July 10 – August 17)

7:30 - 8:15am Before Care (add'l. fees apply)

8:15 - 8:50am Arrival/Breakfast

9:00 - 12:00pm Instruction*

12:10 - 12:50pm Lunch

1:00 - 4:00pm Instruction*

4:05 - 4:15pm Dismissal

4:15 - 5:30pm After Care (add'l. fees apply)

Instruction includes subject specific content, recreation, creative arts, and computers



FRIDAY (July 14, 21, & 28, August 4, 11 & 18)

8:30am - 4:00pm Field Trips

***College closed on Fridays**

NO BEFORE OR AFTER-CARE ON FRIDAYS

SESSIONS AT A GLANCE IN-PERSON

SESSION I 7/10 - 7/21/23	AGE/GRADE	SESSION II 7/24 – 8/4/23	AGE/GRADE	SESSION III 8/7 - 8/18/23	AGE/GRADE
Basketball	Ages 7–9	Basketball	Ages 10-13	Black Rocket	Ages 8-13
Black Rocket	Ages 8-13	Black Rocket	Ages 8-13	Bricks 4Kidz®	Grades 3-5
Bricks 4Kidz®	Grades 5-8	Bricks 4Kidz®	Grades 1-2	Camp Discovery	Grade 1
Camp Discovery	Grade 1	Crime Scene/DIY	Grades 3-6	Education Program	Grades 5-6
Circuits/Robotics	Grades 3 – 6	Education Program	Grades 3-4	Education Program	Grades 7-8
Education Program	Grades 2-3	Education Program	Grades 7-8	Fashion Designers	Ages 8-10
Express Yourself	Ages 8-13	Express Yourself	Ages 8-13	Geology/Earth	Grades 3-6
It's a Dance Thing	Ages 8-13	Fashion Designers	Ages 11-13	It's a Dance Thing	Ages 8-13
Youth Entrepreneurs	Grades 6-8	Young Artist	Grades 1-3		

“I also like how the teachers are very patient with you and help you understand the concept better.” J.C.

occe@essex.edu or call (973) 877-3079

fax (973) 877-3591

REGISTRATION INFORMATION

REGISTRATION PROCESS

Complete registration form on page 9.

- **Phone-In:** (973) 877-3079. Have credit card information handy.
- **Walk-In:** Mon-Fri; 9:00am – 4:00pm (until June 23; see Summer Hours below); Community & Continuing Education Department, Yellow Area, Room 3291

24-hour registration via email or fax

- Email to: occe@essex.edu **OR**
- Fax to: (973) 877-3591. You will be contacted for payment **OR** you can call (973) 877-3079 to register with payment.
- We accept Visa, Mastercard, Discover, and AMEX

****Once your registration and payment are processed, you are automatically enrolled. You will be notified if the class is canceled or if there is a change in the schedule.**

Register EARLY...Registration DEADLINES

Due to limited class size, register your child(ren) early to secure a spot.

- Register by **Thursday before the session begins.** This assures technology requirements and materials are in place by the first day of class.
- Additional classes can be added on a space available basis.

PAYMENT OPTIONS

Option 1: Payment in Full

Option 2: Deposit/Payment Plan

1/3 of **total** tuition plus fees is due at the time of registration. Payment arrangements will be made by the department for the balance.

Before and After-Care payments are not included in the 1/3 deposit (payments must be made at least one week in advance of the week needed).

Full payments are due prior to the start of each session.

If payments are not received, youth registration will be in jeopardy, and they will not be allowed to participate in the summer program.

Late registrations are accepted with a full payment.

CANCELLATIONS

Any course is subject to cancellation due to low enrollment or an unforeseen emergency. You will be notified of any cancellations by the department and provided with alternative options.

WITHDRAWAL/REFUNDS

- Full refunds are granted for courses cancelled by the department.
- Withdrawal prior to the second day of a session, you will receive a full refund for the amount of tuition paid however, fees are non-refundable.
- Withdrawal prior to the third day of a session, you will receive a 50% refund for the amount of tuition paid however, fees are non-refundable.
- No refunds thereafter
- Please allow up to 4-6 weeks for processing of refunds. Fees are non-refundable.

IMPORTANT DOCUMENTS

The following documents will be made available after registration and must be submitted prior to the start of the session enrolled.

- Health History/Medical Release
- Student Conduct Agreement
- Authorized Pick-up List
- Media Release Form
- Field Trip Authorization
- Before and After-Care Registration Form (if applicable)

GENERAL OFFICE HOURS

Monday - Friday
9:00am – 4:00pm

SUMMER OFFICE HOURS

July 5 – August 17
Mon. – Thurs. 9:00am – 5:30pm

**COLLEGE CLOSED June 26 – July 4
and the following Fridays:
July 7, 14, 21, 28, August 4, 11, 18 & 25**

On-Campus Continuing Education
303 University Avenue, Newark, NJ
Room 3291, Yellow Area
(973) 877-3079



- ☐ Folder
☐ Mailing List
☐ PFP
☐ Agency

SUMMER YOUTH PROGRAM REGISTRATION FORM

p: 973-877-3079

f: 973-877-3591

occe@essex.edu

☐ NEW

☐ RETURNING

☐ FEMALE

☐ MALE

Youth Name (last, first)

Address:

Apt#:

City:

State/Zip:

Birthdate

Age

Grade (as of Sept.)

Name of School

Parent/Guardian Name:

Contact Number:

Parent/Guardian Email Address:

Emergency Contact Person(s)

Telephone #'s

1. _____

1. _____

2. _____

2. _____

For Statistical Use – Ethnicity
☐ Black/African American ☐ Asian/Pacific Islander

☐ American/Indian/Alaskan

☐ White ☐ Hispanic ☐ Other _____

T-Shirt Size – CHECK ONE

 Youth Size ☐ 4-6 ☐ 6-8 ☐ 8-10 ☐ 10-12 ☐ 14-16

 Adult Size ☐ S ☐ M ☐ L ☐ XL

*One t-shirt included/additional \$10

COURSE
SESSION
DATE
TUITION

			\$
			\$
			\$
			\$

OFFICE ONLY
Required Deposit:

1/3 of Tuition \$ _____

Fees \$ _____

Total \$ _____

Total Tuition \$ _____

Fee \$ _____

10% Sibling Discount \$ _____

Before Care \$ _____

After Care \$ _____

Total \$ _____

Balance \$ _____

SIBLINGS: _____

Parent/Guardian Signature

Date

Staff Initials

*If faxing or emailing at occe@essex.edu, contact department to confirm if received and to provide payment information at 973-877-3079



Experience a Summer Like No Other