

ESSEX COUNTY COLLEGE

Summer

YOUTH PROGRAM
— 2024 —

July 8 – August 16, 2024
GRADES 1-8/ AGES 6-13



WE OFFER PROGRAMS IN:

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



COMMUNITY, CONTINUING EDUCATION
& WORKFORCE DEVELOPMENT

On-Campus Continuing Education | 303 University Ave., Newark, NJ
Email us at occe@essex.edu or call (973) 877-3079

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

occe@essex.edu or call (973) 877-3079/3416
fax (973) 877-3591

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 the College, Center for Disease Control (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 8 – July 19 • SESSION II: July 22 – August 2

SESSION III: August 5 – August 16

Tuition: \$425.00 • 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 help kids build character, develop & improve basic basketball skill sets, promote good sportsmanship and self-discipline in a fun, learning environment. Youth will be taught the basic techniques of shooting, dribbling, passing, rebounding, and defense. They will participate in variety of drills and friendly competitions.



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. **Student projects will be available on a password protected Black Rocket website to share with friends and family.**

Black Rocket® NEW! A. I. Adventures/3D Game Design

Session I: Ages 8 – 13 (current)

During week 1, youth will explore the world of artificial intelligence to design fully interactive games and experiences using cutting-edge technology. This program combines artificial intelligence with coding to create an unforgettable learning adventure. Students will construct machine learning models that use image and text recognition within block-based coding software. **During week 2**, youth will take game design to another level with Unity, an industry-grade design software. Aspiring game designers will learn level editing, 3D modeling, impactful gameplay creation, as well as how to utilize scripts and variables. Returning students can create more advanced projects. **Recreational activities are included.**

Black Rocket® - NEW! YouTube® Content Creators and Minecraft® Redstone Engineers

Session II: Ages 8 – 13 (current)

During week 1, youth will explore the variety of content and personalities that exist on YouTube and how to find your own niche. They will develop their camera presence, their own channel branding, and professional editing skills. **During week 2**, students will expand their Redstone knowledge by constructing a carnival with a variety of mini-games, roller coasters, and attractions powered by Redstone. Activate your skills and take your Minecraft structures to the next level. **Student will work in pairs/teams. Recreational activities are included.**

Black Rocket® NEW! ROBLOX® Makers and Video Game Animation • Session III: Ages 8 – 13 (current)

During week 1, youth will unlock the power of ROBLOX® Studio, the world creation tool used by real-world ROBLOX® developers. As students learn how to build 3D models and create an adventure, they bring characters to life with unique animations they design. **During week 2**, youth will bring their animations to life with design tools used by real game developers! By using simple-to-learn techniques that can be used in any 2D editor, students create sophisticated sprite animations to squash, stretch and shade their creations to make characters pop! **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 9 years to expose students to science, technology, engineering, mathematics (STEM) and architecture in an educational and entertaining environment; fostering their interest in STEM related classes & activities.

Bricks 4Kidz® NEW! Animal Grossology/Teenage Brick Turtles

Session II: Grades 1 – 2 (current)

If you have a scholar fascinated by the weird but true, wild and wacky, gross and yucky, then this is program is for them! They will spend the week discovering the zany biology of our animal friends, exploring fascinating facts about the animal kingdom, and focusing on a "creature of the day". Students will build a different animal model each day and fill their very own "Animal Grossology" booklet with crazy and cool facts learned, complete with a picture of each model, to become a certified Bricks 4 Kidz Grossologist. As week two begins, grab your katanas and nun chucks as we prepare to fight crime with the Teenage Brick Turtles! Youth will practice engineering as they build two of the courageous turtles and their wise Japanese rat sensei, Master Splinter. Strengthen your ninjutsu skills to defeat the villainous Shredder and his evil Foot Clan. **Computer and recreational activities included.**



Bricks 4Kidz LEGO® *NEW!* Jurassic Brick Land/Master Builders • Session I: Grades 3 - 6 (as of September)

Is your scholar ready for the adventure of a lifetime? The adventure begins with building a world that comes to life with the Brontosaurus, Velociraptor, T. Rex, and more. Youth will learn about amazing dinosaurs that lived during the Jurassic period and other prehistoric animals that roamed the earth and swam the seas. As week two begins, the hunt is on for the best LEGO® builders! 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." **Computer and recreational activities are included.**

**Bricks 4Kidz® *NEW!* Artificial Intelligence with Ready A.I. & Shark Frenzy Video Game Design
Session III: Grades 5 - 8 (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! Youth will use an A.I. programming software, to code a robot, to play games, speak with people, and become a self-driving car. After the A.I. world, youth will celebrate Shark Week as they develop a range of coding and problem-solving skills creating fun-themed video games. Each game progressively teaches advanced capabilities within the video game software and fun facts about sharks. At the end of 2 weeks, youth will demonstrate programs that they coded themselves from start to finish and each student gets a shark mini model to take home. **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.



**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.**

SOCCKER • Ages 9 – 13 (current) • Session III only

This fun program will introduce and demonstrate the basic skills of soccer to include field positions and rules. Through fun & games, participants will have the opportunity to learn teamwork and sportsmanship. **Students must wear sneakers and shin guards (soccer cleats optional); Students cannot eat 1hr prior to physical activity; BRING A WATER BOTTLE**



STEAM to-go® has been running camp programs for the past 15 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 14 years to expose students to science, technology, engineering, mathematics, and art in an educational and creative way.

STEAM to-go® NEW! Animal Adventure & Your DNA
Session I: Grades 3 – 6 (as of September)

Learning to care for our pets is a big responsibility, whether you want to become a Veterinarian one day or just own an animal or two. Students will learn the basics of pet care through common pet injuries/ailments, proper nutrition, and more! Youth will also learn about basic human body injuries, basic first aid and nutritional facts for healthy eating. Creative art projects will be incorporated and a visit from a local veterinarian. **Computer and recreational activities included.**

STEAM to-go® NEW! Radical Reactions & Robotics
Session II: Grades 3 – 6 (as of September)

This program combines all the colorful, bubbling, **STEAMing** fun and a burst of electricity and robotic fun! From STEM experiments like elephant toothpaste to drawings and clay formations, youth will learn the basics of circuitry and robots, and explore their creative sides while producing beautiful works of art. **Computer and recreational activities included.**

STEAM to-go® NEW! STEAM Mashup with Robotics
Session III: Grades 3 – 6 (as of September)

A mashup of all things science, art, and circuitry. Each day is a new and incredible learning opportunity. Start the day in the Jurassic era and end it with robotics. Your robotics enthusiast will learn the basics of circuitry and robots. Youth will create moving robots and with working flashlights and learn the basics of coding. Students will get a taste of everything STEAM-to-go® has to offer. **Computer and recreational activities included.**

STEAM to-go® STEAM for Kids
Session III: Grade 2 (as of September)

Youth will have fun exploring and learning the basics of Science, Technology, Engineering, Art and Math and how it applies to everyday life. Activities will include a combination of all subjects. STEAM is a valuable tool for teaching problem-solving while sparking imagination and promoting creativity, in youth, through the arts in ways that naturally align with STEM learning. **Computer and recreational activities included.**

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 8 - 13

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.**

NEW!

Young Investors & Entrepreneurs • Grades 6–8 (as of September)
Session I: Grades 6-8

Teach your kids the secrets of building financial wealth and security! Whether you want to build the next great American company, become a Wall Street tycoon, or be the millionaire next door by investing wisely – this program is for you! Youth will learn the basics of investing in the stock market, the difference between assets and liabilities, the importance of diversification, and how to evaluate companies. They will also develop their own business plan and present to their peers in a mock Shark Tank-style activity. **Computer and recreational activities included.**

*Future
Entrepreneur*



PROGRAM SCHEDULE

MONDAY – THURSDAY (July 8 – August 15)

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 12, 19, & 26, August 2, 9 & 16)

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 7/8 - 7/19/24	AGE/GRADE	SESSION II 7/22 – 8/2/24	AGE/GRADE	SESSION III 8/5 - 8/16/24	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 5-8
Bricks 4Kidz®	Grades 3-6	Bricks 4Kidz®	Grades 1-2	Camp Discovery	Grade 1
Camp Discovery	Grade 1	Education Program	Grades 3-4	Education Program	Grades 5-6
Education Program	Grades 2-3	Education Program	Grades 7-8	Education Program	Grades 7-8
Express Yourself	Ages 8-13	Express Yourself	Ages 8-13	It's a Dance Thing	Ages 8-13
It's a Dance Thing	Ages 8-13	Fashion Designers	Ages 8-13	Soccer	Ages 9 - 13
STEAM to-go®	Grades 3 – 6	STEAM to-go®	Grades 3-6	STEAM for Kids	Grade 2
Young Investors & Entrepreneurs	Grades 6-8	Young Artist	Grades 1-3	STEAM to-go®	Grades 3-6

“Love the staff. Everyone is very friendly and organized. My kids love the camp can’t wait to the next summer”

“Thank you for the opportunity! Not a lot of programs like this with affordable rates”

occe@essex.edu or call (973) 877-3079/3416

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 20**); 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 1 – August 15
Mon. – Thurs. 9:00am – 5:30pm

**COLLEGE CLOSED June 21 – June 29 & July 4
and the following Fridays:**

July 5, 12, 19, 26, August 2, 9, 16 & 23

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

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- Folder
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- Mailing List
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- PFP
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- Agency

 NEW

 RETURNING

 FEMALE

 MALE

SUMMER YOUTH PROGRAM REGISTRATION FORM

 p: 973-877-3079
 f: 973-877-3591
 occe@essex.edu

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			T-Shirt Size – CHECK ONE	
<input type="checkbox"/> Black/African American <input type="checkbox"/> Asian/Pacific Islander <input type="checkbox"/> American/Indian/Alaskan <input type="checkbox"/> White <input type="checkbox"/> Hispanic <input type="checkbox"/> Other _____			Youth Size <input type="checkbox"/> 4-6 <input type="checkbox"/> 6-8 <input type="checkbox"/> 8-10 <input type="checkbox"/> 10-12 <input type="checkbox"/> 14-16 Adult Size <input type="checkbox"/> S <input type="checkbox"/> M <input type="checkbox"/> L <input type="checkbox"/> XL <i>*One t-shirt included/additional \$10</i>	
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



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fax (973) 877-3591