ESSEX COUNTY COLLEGE

Summer

YOUTH PROGRAM 2025

July 7 – August 15, 2025
GRADES 1-8/ AGES 6-13

WE OFFER PROGRAMS IN:

Basketball • Coding • Computers • Entrepreneurship
Fashion • Fine Arts • Game Animation • Literacy • Writing
Phonics • Math • Performing Arts • STEAM • Money Savings
Study Skills • Music • Test Prep • Video Gaming

ESSEX COUNTY COLLEGE
STUDENTS FIRST

COMMUNITY, CONTINUING EDUCATION & WORKFORCE DEVELOPMENT

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

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
- ✓ Exposure to educational/cultural field trips
- ✓ 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 FEE
Available from **7:30 – 8:15am** for an additional fee of $20 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 FEE
Available from **4:15 – 5:30pm** for an additional fee of $30 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.

LATE FEES are $10.00 for each participant not picked up by 5:30pm (Mon.-Thurs). On Fridays, a $10.00 fee will be charged per participant for every 15 minutes beyond the return time of the buses from field trips.

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.

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. Returning students can create more advanced projects that build on previous years.***

Black Rocket® *NEW!* **Make Your First 3D Video Game/ ROBLOX® Makers**
Session I: Ages 11 – 13 *(current)*
During week 1, youth will go beyond limitations of the traditional 2D game design and create an immersive 3D world. Students will learn the physics behind 3D games, explore beginner event scripting, level design, controlling the flow of gameplay, and storytelling. Projects are only compatible with Windows devices. **During week 2,** 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, create an adventure, they bring characters to life with unique animations they design. **Students will work in pairs or teams.** *Recreational activities are included.*

Black Rocket® *NEW!* **Virtual Reality: The Future is Now and YouTube® Content Creators**
Session II: Ages 8 – 10 *(current)*
During week 1, youth will learn the foundations of VR design by creating their own *virtual* worlds, exploring simulated environments, crafting 3D experiences, and learning basic programming concepts. Students will take home their first cardboard VR headset to show friends and family the new worlds they created. VR projects can be viewed on a website or mobile device. **During week 2**: youth will explore the variety of content and personalities that exist on YouTube and how to find their own niche. Learning the do's and don'ts of the platform and how to practice good digital citizenship, is key! They will develop their camera presence, their own channel branding, and professional editing skills. **Students will work in pairs or teams.** *Recreational activities are included.*

Black Rocket® *NEW!* **AI Adventures-Intro to Machine Learning and Minecraft® Movie Makers**
Session III: Ages 8 – 10 *(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. **During week 2**: youth will create the next popular animated Minecraft video on YouTube! In addition, practice the same skills professionals at Pixar and Disney Animation Studios use. They will discover the process of keyframing and tweening, how to use it to bring your own animated stories to life, and how to publish your content on YouTube. **Students will work in pairs or teams.** *Recreational activities are included.*

Bricks 4Kidz® has been providing STEM enrichment education for the past 12 years. We have partnered with them for the past 10 years to expose students to science, technology, engineering, mathematics (STEM) in an educational, fun and collaborative learning environment; fostering their interest in STEM related classes & activities.

Bricks 4Kidz LEGO® *Game On! and Brick Royale*
Session I: Grades 3 - 5 *(as of September)*
For kids today, it's all about the world of online video games and apps! **During week 1**, in this interactive program, youth will use LEGO® Bricks to create and build different characters from their favorite video games. Themes such as Super Mario Bros, Roblox, Beyblades, Pokémon, and Minecraft come to life using robots, mosaics, and 3D art, all made from LEGO® Bricks. **During week 2**, youth will imagine skydiving down from a flying bus into a world of brick building! Imagine living in this brick world for a Fortnite and working on a fun mission while they are there. Youth will love building popular game characters, llamas, and motorized character models that really dance! *Computer and recreational activities are included.*

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Bricks 4Kidz LEGO® It's a Wildlife/World of Imagination
Session II: Grades 1 - 2 *(as of September)*
If you have a scholar fascinated by the weird but true, wild and wacky, gross and yucky, then this is the program for them! Spend **week 1** discovering the zany biology of our animal friends. Each day we'll explore fascinating facts about the animal kingdom, focusing on a "creature of the day". During **week 2**, the adventure continues as we dive into the world of Disney, beginning with classics such as Mickey and Minnie. Do you want to build a snowman? How about an adventure under the sea? LEGO Bricks come to life as we travel through Disney's most popular characters and themes. *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.

NEW! **Code & Create: Empowering Girls Through Tech**
Grades 3 – 8 *(as of September)*
Session II: Grades 6 - 8 ● Session III: Grades 3 - 5
Code & Create is an inclusive, hands-on coding program inspired by the mission of **Girls Who Code** to close the gender gap in technology and change the image of what a programmer looks like. This program builds confidence, creativity, and community through tech. Participants explore coding through fun, age-appropriate activities and collaborative projects. Younger students (grades 3–5) engage with interactive tools like Scratch, Blockly, and unplugged coding games, while older students (grades 6–8) dive deeper into Python, HTML/CSS, and real-world app or web development. All students will be encouraged to think critically, problem-solve, and express their ideas through technology. No prior coding experience needed. *Recreational activities included.*

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.

Express Yourself • Ages 8 – 13 *(current)*
Session I: Grades 8 - 13 ● Session II: Grades 8 - 13
This dynamic program is designed to inspire creativity, build confidence, and celebrate individuality through a mix of arts, music, dance, drama and script reading. Whether stepping into the spotlight for the first time or refining their craft, participants explore different ways to express their unique voices in a supportive and fun environment. 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.*

NEW! **Hip-Hop – a STEAM Journey**
Offered in conjunction with the Lyrics Matter Foundation™
Taught & designed by Hip-Hop Artist Rah Digga
Session I: Ages 10 – 13 *(current)*
Students will dive into the creative process of making Hip Hop music while exploring the science, technology, engineering, art and math behind it. Through music and education, participants learn to navigate challenges, foster self-expression, and create a sense of belonging. By merging the innovation of S.T.E.A.M. with the cultural power of Hip Hop, we're shaping future leaders, creators, and changemakers. Each student will have played a role in the completed track(s) that represents their creativity, voice, and understanding of S.T.E.A.M. *Computer and recreational activities are included.*

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.*

NEW! **Math Wizards: A Magical Summer of Numbers and Money Sense**
Session III: Grade 3-5 *(as of September)*
Step into a world where math meets magic! **Math Wizards** is a dynamic two-week program designed to make numbers come alive for students! Through engaging games, hands-on activities, and real-world challenges, campers will explore the exciting realms of math, problem-solving, and financial literacy in a fun, supportive environment. From mastering multiplication through wizard duels to creating their own mini-businesses and budgeting "wizard coins," students will discover how math applies to both magical adventures and everyday life This program fosters confidence, critical thinking, and a positive attitude toward learning, all while having a blast! *Computer and recreational activities included.*

NEW! Money Smarts Adventure
Session III: Grade 2 *(as of September)*

This fun and interactive program, is designed to introduce young minds to the basics of money, savings, and smart spending through hands-on, age-appropriate activities. Alongside financial literacy, kids will dive into fun STEM challenges like building simple machines, coding basics, and experimenting with real-world problem-solving. Through games, experiments, and creative projects, youth will learn how to think like young engineers and smart savers. Whether they're designing a mini store, creating a simple budget, or launching their own small inventions, every day is packed with discovery and adventure! *Computer and recreational activities are included.*

NEW! The Floetry Studio
Session II: Grades 6 - 8 *(as of September)*

Step into *The Floetry Studio*, where rhythm meets word, and movement meets meaning. This immersive two-week program is a creative haven for young artists, poets, performers, and dreamers ready to unlock their voices and ignite their inner fire. Students will learn different forms of poetry, public speaking, and spoken word techniques. Learn the art of Floetry, by bringing your poetry to life. At the end of the session, students will take the stage in a program showcase, sharing their talents with family and friends. *Computer and recreational activities are included.*

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

STEAM to-go® Ocean Explorer & Space Odyssey
Session I: Grades 3 – 6 *(as of September)*

Get ready for an unforgettable summer adventure as we dive under the sea and blast off into space, all in one exciting STEAM-powered experience! Budding Marine Biologists and future Astronauts alike will explore the wonders of the ocean and the mysteries of the galaxy through hands-on STEM and art projects. Create colorful chalk jellyfish, experiment with breakers in a bottle, and discover the layers of the ocean. Then, launch into the cosmos to explore the phases of the moon, build rockets that really fly, and design your own dreamy celestial skies. It's a week of creativity, discovery, and out-of-this-world fun! *Computer and recreational activities included.*

STEAM to-go® Future Innovators: Robotics, Engineering & Forensic Science
Session III: Grades 4 – 6 *(as of September)*

Double the weeks, double the discovery! In this two-week STEAM adventure, youth will dive into the exciting worlds of robotics, engineering, and forensic science. During **week 1**, future engineers will build moving robots, create working flashlights, design bridges, and explore basic coding and circuitry through hands-on challenges that bring physics and problem-solving to life. In **week 2**, we'll become Crime Scene Investigators, learning how real professionals analyze evidence, solve mysteries, and use Biology, Chemistry, and Physics to crack the case. With a perfect mix of innovation, investigation, and creativity, this camp is packed with learning and fun from start to finish! *Computer and recreational activities included.*

NEW! The Scoop Squad Grades 7-8
Session III: Grades 7-8 *(as of September)*

Curious minds and creative thinkers welcome to ***The Scoop Squad***! In this energetic two-week camp, middle school students become real-world reporters, uncovering stories, interviewing guests, crafting headlines, and learning how to share the news in fun and impactful ways. Whether they dream of snapping the perfect photo or writing hard-hitting stories, youth will explore all corners of the newsroom and produce original stories across multiple formats. They'll work together to create an end of the program newsletter capturing those special moments. *Computer and recreational activities are included.*

The Young Artist ● Grades 1 – 2 *(as of September)*
Session II: Grades 1 - 2

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.*

PROGRAM SCHEDULE

MONDAY – THURSDAY (July 7 – August 14)
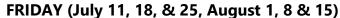|	
7:30 - 8:15am	Before Care (add'l. fees apply)
8:15 - 8:50am	**Arrival/Breakfast**
9:00 - 12:00pm	Instruction*
12:10 - 12:50pm	Lunch
1:00 - 4:00pm	Instruction*
4:05 - 4:15pm	**Dismissal**
4:15 - 5:30pm	After Care (add'l. fees apply)

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

FRIDAY (July 11, 18, & 25, August 1, 8 & 15)
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 7/7 – 7/17/25	AGE/GRADE	SESSION II 7/21 – 7/31/25	AGE/GRADE	SESSION III 8/4 – 8/14/25	AGE/GRADE
Basketball	Ages 7–9	Basketball	Ages 10-13	Black Rocket	Ages 8-10
Black Rocket	Ages 11-13	Black Rocket	Ages 8-10	Math Wizards	Grades 3-5
Bricks 4Kidz®	Grades 3-5	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	The Floetry Studio	Grades 6-8	The Scoop Squad	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	Code & Create/ Girls Who Code	Grades 3-5
STEAM to-go®	Grades 3 – 6	Code & Create/ Girls Who Code	Grades 6-8	Money Smarts Adventure	Grade 2
Hip Hop STEAM	Ages 10-13	Young Artist	Grades 1-2	STEAM to-go®	Grades 4-6

"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 <u>before the session begins</u>.** 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, if space is available.

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.

BEFORE and AFTER-CARE REFUND POLICY

Please note that all payments made for Before-Care and After-Care services are non-refundable. This policy applies regardless of circumstances, including but not limited to absences, schedule changes, or early withdrawals. By enrolling in these services, you acknowledge and agree to this non-refundable payment condition.

We encourage families to carefully review their schedules and commitments before registering for Before Care and After Care programs.

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 14
Mon. – Thurs. 9:00am – 5:30pm

COLLEGE CLOSED June 20 – June 27 & July 3-4
and the following Fridays:
July 4, 11, 18, 25, August 1, 8, 15 & 22

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

ESSEX COUNTY COLLEGE
STUDENTS FIRST

ON-CAMPUS CONTINUING EDUCATION

Newark | Main Campus

☐ 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)

1. _____

2. _____

Telephone #'s

1. _____

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
			$
			$
			$
			$

SIBLINGS: _____

_____

_____

Total Tuition $_____

Fee $_____

10% Sibling Discount $_____

Before Care $_____

After Care $_____

Total $_____

Balance $_____

_____ _____ _____

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