

Sneak Peek!

OzoCity Builders

Put on your builder caps and bring your dream city to life! Campers will design their own cityscape and program the small-but-mighty Ozobot Evo to twist, turn, and zip through their creations using fun and colorful coding.

Teachable Machines

Learn more about artificial intelligence and how it learns to identify new pieces of information. Campers will develop a machine learning model that can recognize sounds, pictures, or gestures of their choice. Includes discussions regarding machine bias and cybersafety.

Matter Detective

Hmmm... what state of matter is this? Campers will learn about the three states of matter and their properties, and then they will identify the state of matter of a secret substance!

Balloon Rocket Races

Get ready to make rockets that fly like the wind! Campers will learn about Newton's third law as they make Balloon Rockets that fly with the power of the air!

Sounds of Science

Have you ever wondered why music sounds the way it does? Campers will learn about soundwaves, pitch and loudness, all while creating their own model instruments!



Engineering Cycle Tag

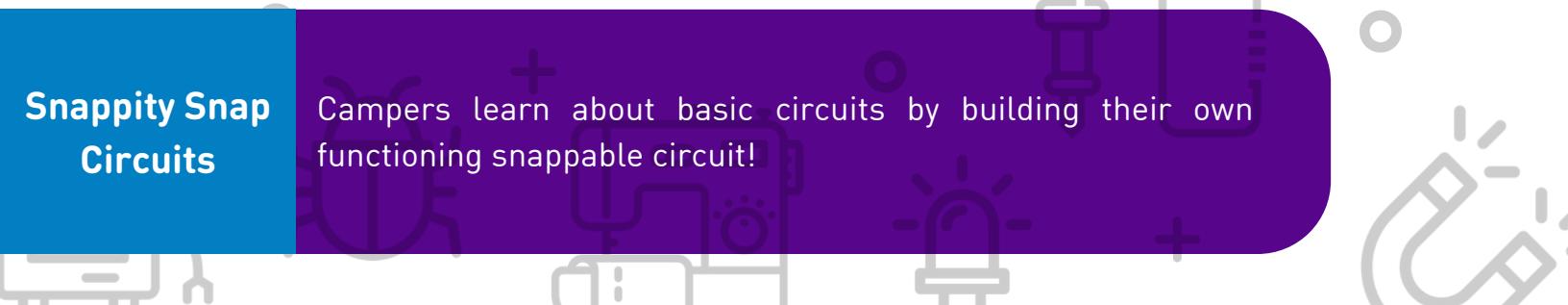
Discover the power of static electricity, by using it to make a paper butterfly flap it's wings!

Electrifying Butterfly



How do engineers make things? In this activity, STEMpowered curiosity will learn about the Engineering Design Cycle and play a fun game based on it!

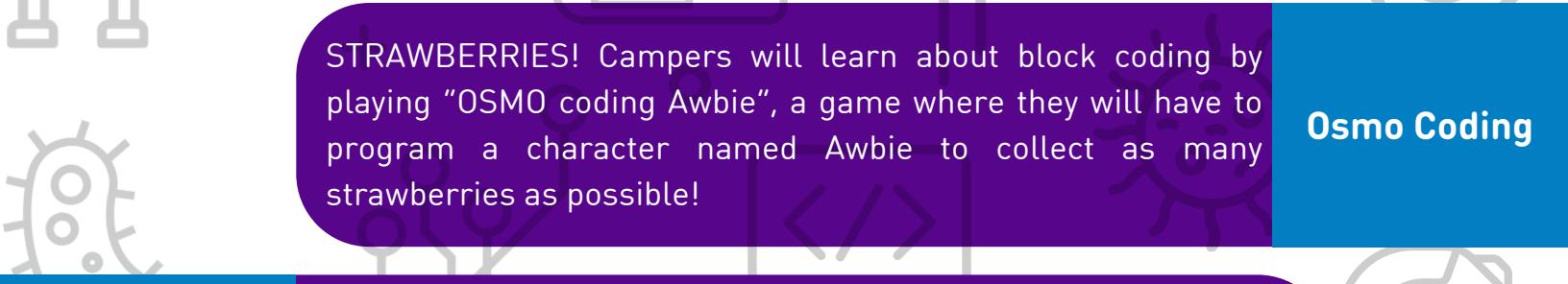
Cyber Hero



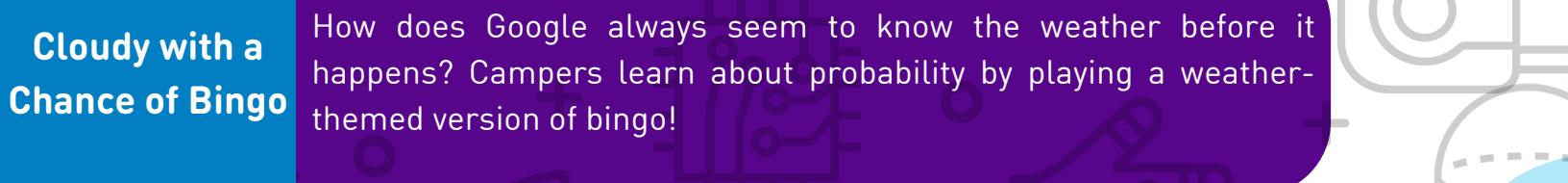
Campers learn about basic circuits by building their own functioning snappable circuit!

STRAWBERRIES! Campers will learn about block coding by playing "OSMO coding Awbie", a game where they will have to program a character named Awbie to collect as many strawberries as possible!

Osmo Coding



How does Google always seem to know the weather before it happens? Campers learn about probability by playing a weather-themed version of bingo!



Through an interactive game, campers learn ways to be safe and kind online!

Interland

