

Summer at Lowell!

Ages 2^{3/4}–14

Newly-expanded
Stage and Studios
Arts Program

June 17–July 6
July 8–July 26



LAST CALL MINI CAMP
July 30–August 2



AFTER CARE AVAILABLE
for sessions 1 & 2



COUNSELOR-IN-TRAINING
Opportunities



LOWELL
SCHOOL

#STEAM⁺team



Science
Sam

Techno
Tim

Eva
Engineer

Artsy
Arianna

Math
Malik

STEAM Team Heroes

The Lowell STEAM Team Heroes are here!! Lowell summer 2019 is all STEAMED up with new programs to infuse even more Science, Technology, Engineering, Art, and Math into existing classes. This year we are taking a deep-dive into the place where thoughtful learning and insane fun frolic and flow freely. This high-velocity, think-tank, ultra fun summer will see many existing programs reach new heights, and introduce new classes to challenge our campers and expand thinking and problem-solving skills. Join the STEAM Team Heroes for a hot, STEAMy, summer to remember!

***NEWLY EXPANDED
STAGE AND STUDIOS
SUMMER ARTS
PROGRAM!***

TABLE OF CONTENTS

- 4-7 . . . General Programs (age 2³/₄–6th grade)
- 8 Summer Stage (Rising 3rd–Rising 9th grade)
- 9 Specialty Camps (1st–6th grade)
- 10 . . . Tweens n’ Teens (Rising 6th–9th grade)
- 11 CIT (ages 14–15)
- 12 Last Call Mini Camp (PK–8th grade)
- 13 Application
- 15 General Information



SUMMER 2019: SCHEDULE & FEES

TUITION AND FEES

APPLICATION & DEPOSIT

Application Fee (per camper; non-refundable)	\$65
Tuition Deposit (non-refundable)	\$150

1-WEEK LAST CALL MINI CAMP (JULY 29–AUGUST 2)

PP–2nd grade Yoga, Arts, Movement Last Call	\$455
1st–2nd grade Broadway Babies Camp Last Call	\$455
1st–3rd grade Super Mario “Camp Everything” . Last Call	\$455
1st–6th grade Aquatics Camp Last Call	\$455
3rd–6th grade Basketball Camp Last Call	\$355
6th–Rising 9th grade Get Out! Trips Camp Last Call	\$750

3–WEEK SESSIONS 1 (JUNE 17–JULY 5) AND 2 (JULY 8–JULY 26)

General Programs

Ages 2 ¾–5 Pre-Primary Half Day Session 1 or 2	\$925
Ages 2 ¾–5 Pre-Primary Full Day Session 1 or 2	\$1,295
Kindergarten Kindergarten Club Session 1 or 2	\$1,295
1st–2nd grade Best Buddies Session 1 or 2	\$1,295
Academic Mix-Ins Session 1 or 2	\$230
3rd–6th grade Fabulous Friends Session 1 or 2	\$1,295

Specialty Camps

1st–3rd grade ¡Hola Español! Session 1	\$1,295
3rd–6th grade Go Karts and Scooters Session 1 or 2	\$1,335
2nd–6th grade Horsemanship Session 1 or 2	\$1,725
4th–6th grade Outdoor Adventures Session 2	\$1,725

CIT: Counselor-in-Training

Ages 14–15 Counselor-in-Training Session 1 or 2	No Charge
---	-----------

WEEKLY SESSIONS: JUNE–JULY

Tweens n’ Teens	
Ages 12–14 All Programs 1 Week Sessions	\$455

AFTER CARE

General Programs Session 1 or 2	\$405
Drop-In (per use)	\$30

NEW! SUMMER STAGE AND STUDIO (JUNE 17–JULY 26)

3rd–Rising 9th Grade Stage: Seussical June 17– July 12	\$1,775
6th–Rising 9th Grade Summer Studios June 17– July 12	\$1,725
3rd–Rising 9th Grade Mini Musical Revue July 15– July 26	\$800

OPEN HOUSE

1:00–3:00 Sunday, January 13

SESSION TIMES

8:00–3:15	ALL PROGRAMS EXCEPT:
8:00–12:00	Pre-Primary Half Day
8:00–4:00	Outdoor Adventures
3:15–6:00	After Care
8:00–3:45	Horsemanship

MINI CAMP TIME

9:00–3:15 Last Call
No After Care Offered

REMEMBER:

No camp Thursday, July 4th
Half day on Friday, July 26th



1 1/4 + 2

3-WEEK SESSIONS: JUNE 17–JULY 5 & JULY 8–JULY 26 LAST CALL MINI CAMP: JULY 29–AUG. 2

AGES 2¾ TO 5 YEARS

RISING PRE-PRIMARY PLAYMATES

Playmates have their own indoor space and a dedicated outdoor space where they will explore, play, and learn together. Inside our Discovery, Adventurers, Explorers, and Willow Rooms, children will find puzzles, balls, blocks, and other manipulatives that stimulate imaginative play. They can also take advantage of Lowell's expansive campus grounds for climbing, riding Roller Racer scooters and tricycles, and completing art projects. Campers will enjoy instructional swim in our onsite pool each day.

Pre-Primary Playmates MUST be 2¾ years old by June 1, 2019 for the Half Day program and 3½ by June 1, 2019 for the Full Day program. All Pre-Primary Playmates MUST be completely TOILET Trained. Swim diapers will not be allowed in the pool.

No camp Thursday, July 4th

PLAYMATES SAMPLE DAY

Half Day

- 8:00 Arrival/Outside Activities
- 9:10 Morning Meeting
- 9:20 Swimming
- 10:00 Activities/Projects
- 11:50 Singing/Storytime
- 12:00 Dismissal/Outside

Full Day continues...

- 12:30 Lunch
- 1:00 Relaxation
- 1:45 Activities/Projects
- 2:45 Singing/Storytime
- 3:15 Dismissal

Camper/Counselor Ratio: 7:1



RISING KINDERGARTEN KINDERGARTEN CLUB

KINDERGARTEN CLUB SAMPLE DAY

- 8:00 Arrival/In the Zone
- 8:30 Morning Meeting
- 8:45 Choice Time
- 9:15 Storytime
- 10:00 Snack
- 10:30 Outside
- 11:00 Activities/Swimming
- 12:00 Lunch/Recess
- 1:00 Activities/Projects
- 3:15 Dismissal

Camper/Counselor Ratio: 8:1

Kindergarten Club provides a stimulating and nurturing environment for campers to engage in a variety of activities. Children are divided into cozy groups of 15 and stay with that group through the day. In their classrooms and on their own playground, they enjoy projects, crafts, and games centered around a theme. Their day includes a group swimming lesson and a balance of structured and free play.

No camp Thursday, July 4th



RIISING 1ST AND 2ND GRADE

Buddies enjoy making friends and welcome opportunities to try new things.

This age group is excited to be at camp and finds adventure and wonder in almost everything they experience. They enjoy making new friends, and welcome opportunities to try new things. We've carefully planned programs to ignite curiosity, build on emerging skills, and satisfy their natural zest for fun. Parents will select a morning program, and campers will spend mornings and lunch engaged in program-specific curriculum with their group. Following lunch, campers will join campers in other programs on the field for afternoon activity choices of mixed groupings, followed by a closing meeting.



BEST BUDDIES

8:30 Lunch Best Buddies Group Time

12:00–1:00 Lunch/ Recess or Swimming

1:00–3:15 Afternoon Choices

Campers are assigned a Best Buddies group and will spend the morning and lunch with a team of core counselors. Each day will be filled with exciting choices, some offered by the core counselors and some by specialized instructors with the assistance of the core counselors. Swim instruction is offered every day. Following lunch, Buddies will join other campers in 1st–6th grade on the field for the afternoon activity choices and a closing meeting.

Camper/Counselor Ratio 10:1

No camp Thursday, July 4th

AWESOME AUTHORS LITERACY CAMP

8:00 Lunch
Amazing Authors Group Time

12:30 Recess

1:00–3:15 Afternoon Choices

This is all things literacy! Campers will read books, write stories, create their own ebooks, and still have time to run around and enjoy summer! Small group reading instruction and enrichment will help hone skills and prevent summer backslide. A light run around campus will keep the juices flowing all morning. Campers will use their imagination to write their own stories and work on creating their very own ebook! Using a digital platform, campers can write, illustrate, and even record their own audio for original stories. It's the perfect way to have tons of fun with reading, writing, and building literacy skills.

NUMBER NINJAS

8:00 Lunch
Number Ninjas Group Time

12:30 Recess

1:00–3:15 Afternoon Choices

Math friends and foes are welcome to join this class for mind-bending fun. Through strategy games, puzzles, skills, and drills, campers will hone existing skills and broaden general math ability. This mind gym will require campers to stretch their thinking and use their skills in fun team math competitions. Addition, subtraction, problem-solving, and reasoning will be strengthened while having fun with numbers.

New STEAM Programs!

BEST BUDDIES ACADEMIC MIX-INS (CHOOSE ONE)

SUMMER READING

Session 1 and Session 2

Best Buddies can integrate Summer Reading into their day in lieu of one activity period.

The summer reading group is designed to enrich reading, spelling, speech, and writing skills. This approach has been popular with students from many schools and is a great way to reinforce language arts skills. Classes will be 45 minutes in length and may be added to the Best Buddies program.

SUMMER MATH

Session 1 and Session 2

Best Buddies can integrate Summer Math into their day in lieu of one activity period.

A summer session for review and reinforcement of math skills using manipulatives and fun, hands-on activities. This is a great opportunity for campers to enrich math skills. Best Buddies can integrate this program in their day. Classes will be 45 minutes in length and may be added to the Best Buddies program.



RIISING 3RD TO 6TH GRADE

FABULOUS FRIENDS

Fabulous Friends are honing in on their range of interests. While they have not tried everything, these campers have definite opinions about what they want to try.

For this age, we have created a developmentally appropriate range of courses that challenge friends to stretch themselves a little further. Campers choose two classes from the list that will comprise their morning schedule at camp. They will attend the same two classes each day for the entire three-week session. Afternoon choices will include new selections daily to ensure camper variety.

FABULOUS FRIENDS SAMPLE DAY

8:00	Arrival/In the Zone
8:30	First Period Choice
10:00	Break
10:20	Second Period Choice
12:00	Lunch
12:45	Recess
1:30	Afternoon Choice (including free swim)
2:45	Closing Meeting
3:15	Dismissal

1ST PERIOD CHOICES (PICK 1)

AMAZING AUTHORS BOOKS AND READING CAMP

Budding authors will revel in this opportunity to create their very own (first?) ebook! Whether pictures, poems, or chapters tickle their fancy, this word-wielding bunch will create as many books as they desire. Completed ebooks can even be published and sold online, if so desired. Whatever tales campers care to conjure are fair game. Keyboarding skills, and peer-editing will round out this librarylicious summer experience!

BEGINNING ROBOTICS

Engineering, computers, or math? Campers will use the latest technology from LEGO® to build mechanical robots and, using their computers and sensors, program them to move and react. No previous robotic or programming experience is needed. This class allow kids to turn LEGO® bricks, gears, and motors into vibrant, interactive creations.

BREAKING NEWS!: CAMP NEWS REPORTER

There's always something happening at camp! Mini roving reporters will bring you the story first hand each week. Fashion Week; Rock, Paper, Scissors All-Star Week; Mario Kart Nascar; you name it and our camp reporters will be live on the scene bringing you the latest!

No camp Thursday, July 4th

EXTREME CRAFTING

Calling all crafty kids! These creative campers will go way beyond basic scissors and glue and get their hands dirty on longer-term, more complex crafts. This is sure to be an arty party where campers can make it and take it! Creative expression, time with friends, and fun projects are sure to get the imagination going. Many take home treasures are sure to be revered by parents for years!

EXPLORATORIUM

Think! Learn! Discover! This exploration of science, art, and technology will be full of wonder and wow-factor. The natural curiosity of children will be the catalyst for developing questions that campers thirst to answer. Through research, presentation of findings, and reflection on what worked (or didn't) campers will enthusiastically exercise critical thinking skills in a way that is fun, engaging, and empowering. The Exploratorium! will have as many questions, as it does answers....by design! Great for campers who will love fun experiments and research projects.

CODEMASTER

Design games using Stencyl's user-friendly, drag-and-drop coding software. Introduction to Scratch coding language provides great learning experiences allowing campers to program every aspect of their game, while learning the basics of object-oriented programming. Campers learn to think critically about their work with the infinite possibilities of the game. The small group experience offers hands-on learning and covers the basics of object-oriented programming.

COLOSSAL CAMP ADVENTURES

High energy, on the move fun! This camp will leave no stone on our 8-acre campus unturned. Indoors, outdoors, games, sports, crafts, hikes....it's up to them. Campers will work together to construct adventures around campus. Don't let the "day" in day camp fool ya! Your active campers who like to mix up the fun and intensity levels will love this class. When it comes to fun, the sky's the limit for this group!

HIP HOP

This camper favorite is back again! Learn the latest hip hop dance moves. Body separations, choreography, and all-out fun will culminate in weekly performances. Smiling campers look forward to donning their dance gear and entertaining parents and fellow campers weekly.



New STEAM Programs!

KIDS IN THE KITCHEN

This is hot stuff! Campers learn to make fabulous recipes that they will sample as lunch creations each day. Nutrition and food safety are emphasized, and the session will end with an Iron-Chef style competition.

SPORTS

Inclusive group games build confidence, athletic skills, and friendships. Together, campers will choose games like tag, capture the flag, soccer, basketball, and baseball. New games will be created and old favorites will be on standby for friends seeking camp fun. Grab your ball, stick, cone, or glove and join the excitement!

2ND PERIOD CHOICES (PICK 1)

ADVANCED ROBOTICS

Campers must be at least 10 yrs. old and entering 4th-6th grades, WITH prior robotics or coding experience. Campers will use the VEX IQ robotics system to build, customize, and program their very own Clawbot. Once the robot has been completed, counselors will present various scenarios, encouraging campers to apply thinking, teamwork, and problem-solving skills to meet the challenges head on. Campers will watch code come alive on each uniquely crafted robot and start their journey on becoming our future engineers!

BEGINNER GUITAR

Get ready to learn to play the guitar this summer with a practical, hands-on playing experience! Campers are introduced to guitar fingering and chords, while learning to strum simple songs and tunes. Campers become familiar with basic musical symbols, play basic chords, and ease into playing songs. Instrument use included. Strum your way through summer fun!

COMPUTER ANIMATION

Campers will take their first leap into programming through building interactive stories, animations, games, music, and art. This visual approach to programming is the perfect way to teach students the fundamental concepts behind programming and software development. Campers will use Scratch, a visual programming language for children, and Animation-ish.

CRITTER CARE

Animal lovers rejoice! This class is for you! Campers will learn how to care for small critters such as frogs, hamsters, hermit crabs, and more! Create a maze for the mice, have a race with the turtles, or try your hand at animal training! Special visits from other animals will round out this class for a great experience.

DRAWING CARTOONING, AND COMIC ART

Pencils, Pads, and Pandemonium! Campers will learn sketch techniques and the foundations of comic art including cartoon elements, character development, and how to make a flip book. With a quiet backdrop of music and imagination, this class is a delight for budding artists.



IDEAISM!: THE MAKER SPACE

Imagination and ideas take center stage in this space full of materials and resources to spark imagination and inspire inventions. Campers will be encouraged to lead with their imagination and feel inspired by the people and materials around them. With their wildest ideas in tow, counselors will work with campers to unlock their minds and invent, inspire, and envision a new creation.

KIDS IN THE KITCHEN

This is hot stuff! Campers learn to make fabulous recipes that they will sample as lunch creations each day. Nutrition and food safety are emphasized, and the session will end with an Iron-Chef style competition.

NO SEW FASHION DESIGNER

Let the fashion fun begin! This fun class will upcycle existing clothing into something new and wonderful. Campers will also use fabric and other materials to create crafts, accessories, toys, and gifts. Let your imagination run free in this DIY studio. We will bedazzle, bejewel, and just be great! Campers will fuse their ideas and creative ideas with crafting techniques to make one-of-a-kind pieces.

PICKS AND STICKS FOR BUDDING ARCHITECTS

This course is not for the faint of heart! Campers will test the laws of physics as they seek to build structures with toothpicks and popsicle sticks. With an engaged imagination and sketch-designs, campers will grow to appreciate the concepts of load-bearing capacity, strength-to-weight ratio, and predicted failure point, as they glue, stack, and angle their supplies to perfection. Individual and collective projects will motivate campers to develop a new appreciation and respect for toothpicks and popsicle sticks! Campers will host a museum exhibit of their architectural creations at the end of each session.

SPORTS

Inclusive group games build confidence, athletic skills, and friendships. Together, campers will choose games like tag, capture the flag, soccer, basketball, and baseball. New games will be created, and old favorites will be on standby for friends seeking camp fun. Grab your ball, stick, cone, or glove and join the excitement!

RIISING 3RD TO RISING 9TH GRADE

STAGE AND STUDIOS SUMMER ARTS PROGRAM

SUMMER STAGE

SUMMER STAGE PRODUCTION: SEUSSICAL (JUNE 17-JULY 12)

"Oh, the things you can think!" when Dr. Seuss' best-loved characters collide and cavort in an unforgettable musical caper! Transporting audiences from the Jungle of Nool to the Circus McGurkus, the Cat in the Hat narrates the story of Horton the Elephant, who discovers a speck of dust containing tiny people called the Whos. Horton must protect the Whos from a world of naysayers and dangers, and he must also guard an abandoned egg that's been left in his care by the irresponsible Mayzie La Bird. Although Horton faces ridicule, danger and a trial, the intrepid Gertrude McFuzz never loses faith in him. Ultimately, the powers of friendship, loyalty, family and community are challenged and emerge triumphant! Registered campers will be notified of a placement audition date to be held in the spring. While all campers will be cast in the show, roles will be distributed based on an initial audition.



MINI MUSICAL REVUE (JULY 15-26)

Lights! Camera! Action! This summer stage showcase will give campers a chance to create their own destiny. In this two-week session campers will pick, stage, and perform their very own musical theater showcase piece. With the help of seasoned counselors, all personalities and talents will have an opportunity to shine, in this musical revue that will be sure to leave the audience in awe.



RISING 5TH TO RISING 9TH GRADE



SUMMER STUDIO

SET DESIGN CENTRAL (JUNE 17-JULY 12)

This four-week session is all about carpentry and creativity!

For the first time ever, campers will get a chance to take a peek behind the curtain and become a part of the creative team in this immersive set design course. Campers will undergo the rigorous process of planning, designing, and building sets to be displayed in the final summer stage performance!

SOUNDCHECK (JUNE 17-JULY 12)

Let's get techy! This brand new class will have an opportunity to explore a space never before open to campers: the tech booth. Kids will become familiar with all things tech through a number of duties including but not limited to: designing manual and digital stage lights, assigning and operating individual microphones, and mixing and mastering all music for the final performance.

COSTUMES AND COSMETICS (JUNE 17-JULY 12)

Costumes, fashion sketching, and makeup, oh my! This new camp course was made with fashionistas in mind, and will encourage campers' style and individuality to work hand in hand with group collaboration skills in an effort to create stunning makeup and fashion looks for the final summer stage performances.

PROPMASTERS AND WOODWORKING (JUNE 17-JULY 12)

Calling all crafty campers: this class is for you! This props and woodworking course takes the term "DIY" to the next level. Campers in this group will research, design, and create props for each summer stage show, incorporating all different styles of creation into their work.



SUMMER STUDIO SAMPLE DAY

- 8:00 Arrival/In the Zone
- 8:30-12:00 Summer Studio Class
- 12:00-1:00 Lunch/Break
- 1:15 STEAMy Afternoon Choice
- 3:15 Dismissal



RIISING 6TH TO 9TH GRADES

TWEENS N' TEENS

These programs are offered weekly with a new curriculum each time. Campers can repeat courses, or mix and match to create a summer sampler of great topics. It's a win for campers who like to keep it new and fresh!

AMAZING RACE

June 17–21 and June 24–28

This program is a consistent hit with tweens and teens every year. Campers are challenged to find points of interest and little known locations in and around DC. Armed with a set of clues, campers research, map public transportation routes, and set out to find the history and culture that make DC unique. Campers love traveling around DC and the independence this program allows.

CHEMISTRY OF COSMETICS: BUTTERS, BALMS, BARS!

July 1-5 (No camp July 4th)

Once you learn about all the harsh chemicals and additives in everyday skin products, you want to make your own! Campers in this course will use healthy skintastic products to make natural body butters, lip balms, and soap. Skin care will never be the same once campers discover how wonderfully creamy, fragrant, and healthy home-made products can be! This is a camper favorite!

DROP THAT BEAT DJ

June 24–28 and July 8–12

Get ready to take a peek into the world of DJing! Through hands-on experience, tweens and teens will learn the skills of beat matching, song dropping, scratching sounds, and experiment with the many ways of mixing on a turntable. Campers will then learn the fundamentals of digital music and creating their own sound. This program takes campers beyond just listening to music, they will make their own and even add a REMIX! This is an introductory course.

EXTREME ART: CERAMICS AND WELDING

July 15–19

Campers will spend their morning using clay to create original pieces of art. All creations will be fired in our own kiln and ready to go home by Friday. In the afternoon, campers will don the proper safety equipment and use welding to take their art to the next level with metal and other unique additions. Imagination and creativity will run wild!



MINI SHARK INVENTOR AND ENTREPRENEUR CAMP

July 8–12

Budding business owners will learn planning, marketing, cost analysis, and negotiation skills. This is not a simulation, but rather a hands-on opportunity to create flyers and business cards, create business plans, and bring business ideas to life. Whether baking, babysitting, dog walking, or more, campers will practice presentation skills and then pitch their businesses to a panel of "sharks" for critical feedback. This is a great workshop for campers with an interest in further developing their business ideas and actually taking their products or services to market.

SUMMER SERVICE: LEARNING, VOLUNTEERING, CARING

July 22–26

Join us for a week of donating time and talent to the causes that matter to us most. Campers will choose from a selection of ideas but will decide their own plan of action. Campers will get involved with their communities in a tangible way by integrating service projects with group learning. All projects will be eligible for service learning credit/recognition at local schools.

No camp Thursday, July 4th



TWEENS N TEENS FULL-DAY, ONE-WEEK SESSIONS: JUNE 17 - JULY 26

FILMMAKING: COMMERCIALS, ADVERTISING, AND MOVIE TRAILERS

July 1–5

Campers will get a peek into film production through pre-production planning, camera work, and editing an original project. Participation in the writing, production, and editing of a short film project, campers will establish the camper's own artistic voice and allow time to collaborate with peers, share ideas, and hone teamwork skills. This is an introductory course.

NO WAY OUT! June 17–21

This reality game will get your brain juices flowing! Escape rooms are the ultimate puzzle. Taking traditional who-dunnits to a new level, campers will divide into teams, and create escape rooms for one another to try. Once they've mastered the technique, they will create an age-appropriate escape room experience for younger campers, as well. Campers will round out the week by flexing their intellectual muscle with a real escape room experience in our local area.



New STEAM Programs!

MONEY MOVES July 15–19

Time to put their money where their mouth is! Campers will be introduced to age-appropriate concepts around the basics of banking and making wise decisions regarding earning, spending, and saving money. They will then apply that knowledge to Needs vs Wants, Designing a smart budget, Maintaining a sustainable Balance, Income and Careers, and Risk Management. Campers will be given a profile from which to make informed financial decisions. Other fun activities around campus will round out the experience for a week full of fun and financial literacy!



#STEAM^{3/4}team



RISING 3RD TO 6TH GRADE SPECIALTY CAMPS

Campers may choose to center their activities around one particular area of interest for an entire three-week session. This way, they can develop their interests and hone the skills required for them.



SESSION 1 AND 2

¡HOLA ESPAÑOL! (Session 1 Only)

Rising 1st–3rd graders

8:00–Lunch Spanish Group

12:30 Swimming

1:00–3:15 Afternoon Choices

Through a variety of activities, campers will spend their days speaking, listening to, and understanding Spanish. They will cook, perform music, dance, tell stories, and participate in games and arts-and-crafts projects. This is a heterogenous grouping of skill levels. Their day includes a group swimming lesson and a balance of structured and free play.

HORSEMANSHIP

Rising 2nd–6th graders

1:15 Depart for Stables

1:30 Learning and Lessons

3:30 Dismissal from Stables

A 1.5 mile bus ride from Lowell yields access to beautiful horses, professional instruction, lessons on grooming, instruction for tacking, comfort, and performance. Beginners are provided basic horse knowledge that forms a solid foundation for any discipline of future horseback riding. Intermediate riding instruction is provided for students who have previous riding experience. Campers will enjoy activities on campus before leaving for the stable each day. Parents can opt to pick up directly from the stable. Otherwise, campers will ride the Lowell bus back to campus for a 3:45pm arrival.

SUPER MARIO GO KARTS

Rising 3rd–6th graders

8:00–1:00 Work on Go Karts

1:00–3:15 Afternoon Choices

Campers design, create, and drive their own go karts for Lowell's greatly anticipated races at the end of the session! Hand tools and an introduction to power tools, including a sander, drill, and dremel tool are part of the experience. All tool use is closely supervised; safety is a priority. Projects provide a framework for campers as they create and design independently. Limited to 10 campers.

SESSION 2

OUTDOOR ADVENTURES

Rising 4th–6th graders

8:00–4:00 (approximately)

Come join us for three weeks of thrills and challenges outdoors! Campers and a counselor leave Lowell each morning for Calleva to join their staff for rock climbing on Sugarloaf Mountain, rafting, kayaking, canoeing on the Potomac River, tubing on the Shenandoah, hiking, rappelling, and biking on local trails. Participants can also try their hand at a day of paintball. The 3-week session ends with an overnight camping trip on Thursday July 25th.

No camp Thursday, July 4th

#STEAMteam

12

TWEENS N TEENS FULL-DAY, ONE-WEEK SESSIONS: JUNE 17 - JULY 26



CIT COUNSELOR-IN-TRAINING

Ages 14–15

Full Day, 3-week Sessions: June 17–July 5 and July 8–July 26

Teens who are 14–15 when camp starts are welcome to apply for acceptance into our Counselor-in-Training program. Counselors-in-Training will get hands-on experience caring for children and learn real-life lessons about early childhood development. In addition, they will gain invaluable experience as responsible, value-added employees—skills that will transfer to any and all future employment. Personal mentoring and CIT-only group meetings provide the opportunity for individual feedback on areas of strength and growth. Responsibilities are adjusted throughout the summer to align with proven abilities and interests and to ensure that each CIT gets the maximum learning and growth out of the experience at Lowell Summer Programs. This is an excellent path to possible employment as a Junior Counselor in future years. There is a minimum commitment of one full three-week session; a six-week commitment is preferred. Interested students should call the camp office (202-577-2091) for an application.



LAST CALL MINI CAMP: JULY 29–AUG. 2

LAST CALL MINI CAMP

Camp Hours: 9:00 – 3:15 pm
No After Care



AQUATICS CAMP

Rising 1st–6th graders
July 29–August 2

Campers will love having uninterrupted time in the pool for structured lessons, fun games, and skill-building. The program will include some outdoor play time and periodic breaks throughout the day. This program requires basic swim ability using any stroke, without personal flotation devices. To ensure safety for all campers, swim levels will be confirmed on the first day of camp. The week will conclude with a fun afternoon of hilarious games and challenges with the basketball campers.

BASKETBALL CAMP

Rising 3rd–6th graders
July 29–August 2

This is a competitive basketball skills camp offered by Marvin Cofield Basketball School.

Instruction is designed to build the fundamentals of basketball: ball handling, passing, defense, shooting form, footwork, and teamwork. These basic skills will be honed through daily stations, fun skill-building games, and games of two-on-two, three-on-three, and five-on-five. While campers will work hard and improve their games, the emphasis is on personal development and fun! The week will conclude with an afternoon of games and skills challenges.

BROADWAY BABIES

Rising 1st–2nd graders
July 29–August 2

It's never too early to introduce your performer to the magic of musical theater! Through songs and creative movement, our "Broadway Babies" will discover new means of communication and storytelling, while developing self-confidence and new friendships along the way. This class is for campers with a love of show tunes and a creative imagination. Each day will include arts and craft activities, costuming, and preparation for a final performance in our brand new black-box theater.



GET OUT! TRIPS CAMP

Rising 6th–Rising 9th graders
July 29–August 2

Oh the places they'll go! Tubing in Harper's Ferry; zip lining at Adventure Park; trips to Hershey Park, the Spy Museum, Escape Room; and more! Campers will report to Lowell in the morning and then set off on a different adventure each day. Counselors will accompany the group on the Lowell bus. With a little pocket change and a pair of comfortable shoes, this group is sure to be exhausted by the week's end.

SUPER MARIO'S "CAMP EVERYTHING"

Rising 1st-3rd graders
July 29–August 2

Lowell's own Super Mario will lead campers on a week-long adventure bursting with thrills and excitement. Whatever you want.....it's in there! Woodworking, hiking in Rock Creek Park, soccer, swimming, board games, arts and crafts, and more! This program is a power-punch to the summer season!

YOGA, ARTS, MOVEMENT (YAMS)

PP-K; Rising 1st–2nd graders
July 29–August 2

Pre-Primary campers will learn a variety of yoga poses and breathing exercises, combined with a mixture of indoor and outdoor games, and lively, engaged storytelling. Stimulating art projects, dance and expressive movement, and plenty of outdoor play will round out the week. This small group program is the perfect way to wind down summer, and enjoy one last week of summer camp.



#STEAMteam

3-WEEK SESSIONS: JUNE 17-JULY 5 & JULY 8-JULY 26 LAST CALL MINI CAMP: JULY 29-AUG. 2

GENERAL INFORMATION

APPLICATION PROCESS

Campers are enrolled by session on a first-come, first-served basis. Complete the application online using this link: lowellschool.campbrainregistration.com.

- The application form
- \$150 per session, non-refundable deposit toward the cost of the program
- \$65 non-refundable application fee

PAYMENT PROCEDURE

Billing statements will be sent by April 1, 2019. If payment is not received by May 1, 2019, the space will be given to a child on the waiting list. For campers applying after May 1, 2019 full payment is required at the time of application.

FINANCIAL AID

Partial financial aid may be available. For consideration, request information from the camp office. The financial aid application is not available online. Completed financial aid applications must be returned by March 1, 2019. A separate camp registration is required to hold a space.

REFUND POLICY

All deposits are non-refundable. However, the \$150 session deposit will be credited toward tuition. Withdrawals must be made before April 1, 2019 in order to receive a refund of 50% of total tuition (less the deposit). Partial refunds will not be granted after April 1, 2019 for any reason. Absences, for any reason, will not be considered for refund.

UNDER-ENROLLED COURSES

Lowell reserves the right to cancel under-enrolled programs at any time. Every effort will be made to make appropriate substitutions.

CLOTHING

Please put your child's name clearly on all clothing, equipment, and other belongings. It is important to send children in clothing and shoes appropriate for the activities.

SWIMMING

All campers have access to our four-lane indoor pool. Group lessons are given daily for campers in Pre-Primary through 2nd grade. Free swim will be offered as a choice for 3rd–6th grade campers. Campers are grouped by skill level. Non-swimmers are introduced to the pool through enjoyable water activities. More advanced campers are challenged to learn swimming strokes and water safety skills. Our highly qualified, year-round aquatics lifeguards and swim instructors manage our summer swim program.

HEALTH AND IMMUNIZATION VERIFICATION

D.C. Health and Immunization forms are required by law and must be on file for each camper by May 1, 2019. Current forms are accepted if dated after August 8, 2018. A physician must sign the form.

AFTER CARE (NO AFTER CARE JULY 29–AUGUST 2)

The extended day program is available to all campers until 6:00 pm each day. The three-week contract includes a discount for care; however, the program may also be used on a drop-in basis. The contract cost will not be refunded for non-use. Campers enjoy a nutritious snack and range of quiet to more vigorous indoor and outdoor activities and games.

LUNCH AND SNACK

LOWELL STRIVES TO MAINTAIN A NUT-FREE SCHOOL. Full-day campers bring their own lunches in sturdy lunchboxes labeled with their names. Snack is provided for all Pre-Primary campers. All other campers bring their own snacks packed separately from lunches. Candy, gum, and sodas are forbidden and, if sent, will be confiscated. Refrigeration and microwave capability are not available. Each camper also brings a filled (chilled if desired) water bottle each day.

PHOTOGRAPHY PERMISSION

Lowell reserves the right to use photographs and videos taken during summer programs in our brochures and advertisements, on our website, and on official Lowell School social media sites.

TRANSPORTATION

We have added additional bus routes to help alleviate some of the traffic that occurs during carpool. We will be offering a morning bus for drop-off, in addition to our afternoon dismissal bus!

This is exclusively for our older campers (K and up) and their younger siblings. This dismissal option is voluntary and is open to all campers. We'll be able to accept a maximum of 4 pre-primary campers, but they **MUST** be accompanied by an older sibling. Please note that the bus comes equipped with the proper seating for pre-school aged kids (MAX of 4 seats).

Space on the bus is limited, and this opportunity is offered on a first come, first served basis.

Drop-off and pick-up information will be included on our camp site and in the camp information packet.

FIELD TRIPS

Field trips are under the supervision of the Summer Programs staff. When you complete the field trip section on the application form, you are granting permission for your child to participate. Children are transported in a school bus. In general, field trips are not planned for campers younger than 3rd grade.

GENERAL CONDUCT

Lowell School Summer Programs reserves the right to dismiss, without refund, any camper for inappropriate or unsafe conduct.

1 1/4 + 2



Lowell Summer Program 2019

June 17–August 2

Online registration opens January 1st!

www.lowellschool.org



**LOWELL
SCHOOL**

1640 Kalmia Road NW Washington, DC 20012 202-577-2000