

Going Places SUMMER

Washington Township Schools



About the program

More than just a place for kids to learn and have fun, Going Places Summer uses the power of storytelling and experiential STEM learning to help transform the curious campers of today into tomorrow's thoughtful problem solvers and collaborators.

What's more, we help foster the important skills necessary to thrive in the 21st century, including communication, critical thinking and creativity.



Time

9:00 a.m. - 1:00 p.m.



Who can attend?

Rising K - 6th graders



Location

Port Colden Elementary
30 Port Colden Rd
Washington, NJ 07882

Program Information

RATES:

5 Days/week	\$100.00/week
3 Days/week	\$60.00/week
2 Days/week	\$40.00/week

Optional Wrap

7:00 a.m. - 9:00 a.m	\$10.00/day
1:00 p.m. - 6:00 p.m	\$15.00/day

Registration fee

Until 5/1	\$25.00/family
After 5/1	\$50.00/family

ARP ESSER - Summer Learning Grant Funds are being utilized to support this summer program for students.

DATES:

Monday, July 1 - Wednesday, July 31
Closed July 3 - 5

To learn more and register online, visit AlphaBEST.org/summer-specialty-enrichment

AlphaBEST
EDUCATION

AlphaBEST Education, Inc is an equal opportunity provider and employer.



WEEKLY DESCRIPTIONS:

July 1 - July 2

The Great Race

This week, campers join characters Maya and Rafael collaborating on the most amazing and imaginative go cart anyone has seen. We engineer unique racers, learn about propulsion, experiment with simple machines and design a challenging racecourse.

July 8 - July 12

Krazy Kinetic Parade

This week, characters Maya and Rafael create the Going Places Creative Problem-Solving Agency, based at the Eureka Public Library. Their challenge this week is to make the Eureka Town parade spectacular and they do this by building a kinetic parade float.

July 15 - July 19

Animal Adoption Match-up!

This week, characters Rafael and Maya build an app that matches cute shelter animals to loving families. Campers use the power of imagination to merge the world of pet care with the tools of technology.

July 22 - July 26

Lights On!

Characters Maya and Rafael create solar-powered lamps for hurricane victims who have no access to electricity. Campers investigate alternative forms of energy and have some fun with the sun.

July 29 - July 31

Ocean Rescue!

In Ocean Rescue, Maya and Rafael invent the PlasticSuperScooper3000 to extract hazardous trash from the ocean. Campers become marine biologists with a mission to protect the wildlife that lives in our oceans.

