



Roycemore School

1200 Davis Street
Evanston, IL 60201

Discovery Unlimited



Session I: June 18-July 6

Session II: July 9-July 27

Complete an application at
roycemoreschool.org/summer
and apply now!

Roycemore Discovery Unlimited

Now at our new home at
1200 Davis Street
near downtown Evanston!

Starts June 18th

Enrichment with an approach that
highlights fun and creativity

For Pre-Kindergarten through Grade 9



Roycemore School



Discovery Unlimited is Roycemore School's entertaining and challenging enrichment program for students who are gifted, talented or highly motivated in academics and creativity.

- Small classes with Roycemore teachers
- Hands-on learning experiences
- Afternoon day-camp for full-day option
- Door-to-door bus service (additional fee)

Cost: \$575 for each three week session
\$1150 for both sessions

When: Session I: June 18-July 6
Session II: July 9-July 27
Monday-Friday, 8:30-11:30 am

Questions? Contact Melinda Orzoff, Discovery Unlimited Coordinator, at 847-866-6055.

Registration forms are available online or downloadable at roycemoreschool.org/summer or call 847-866-6055 to request one by mail.

Pre-K4 & Kindergarten Instructors: Judy Wahl & Abby Saxon

Session I: Let's Get MESSY!

Get ready to create the messiest, most explosive projects you've ever seen. We will integrate science, art, math and language arts, to encourage your child's curiosity. Come in old clothes—we will get MESSY!!!!

Session II: Imagination Creation Station

Construct forts out of pillows and sheets, puppets out of socks, and theatrical costumes out of old clothes, taking imagination to new heights. After building a miniature town, children will role play a variety of neighborhood and city occupations and learn about safety signs around town.

Grades 1 & 2 Instructor: Shelley Brown

Session I: Up Above Our Heads

Birds, airplanes, clouds, weather, stars, sun, planets: "up above our heads" will come to life. Students learn about famous aviators and create paper airplanes; extreme weather and create a cloud and a tornado in a bottle; and about our most important star, the sun, and create real sundials.

Session II: Pond Explorers

Splash! Students jump right into the fun of learning about frogs, bugs, plant life, and the ecosystem of a pond through experiments, activities and a visit to a local pond. We will even observe real tadpoles completing their big change into frogs in our classroom!

Grades 3 & 4 Instructors: Elysia Sheehan & Annette O'Donnell

Session I: Picasso to Pythagoras

Experience the art in mathematics! Students will manipulate clay, create with paintbrushes, assemble with Legos® and much more as they develop spatial-visualization skills, work with ratios and proportion, and reinforce geometrical concepts such as congruency, similarity, symmetry.

Session II: Shape Explorers

How does our world take shape? How are shapes and forms configured in nature? Visit local areas of natural beauty like Millennium Park, Northerly Island, Osaka Garden and the Block Museum to see how the elements of art and geometry are all around us. Sketches will inspire us to create a variety of projects in the classroom.

Grades 5 & 6 Instructor: Andy Montgomery

Session I: Hogwarts for Muggles

Dive headfirst into the world of Harry Potter! Play quidditch, create your own magical creatures, concoct potions, and learn the history of magic. Come up with your own House, create wizard treats, and develop your own sequel to the saga.

Session II: iMac Boot Camp

Impress your friends and even your parents while building skills that you will use the rest of your life. Learn how to produce podcasts, create your own movies, edit photos, and design programs using Scratch.

Grades 7-9 Instructors: Tom Fogarty & Beth Shutters

Session I: Ultimate Robotics

The future is here! Learn to engineer, build, and program robots to perform simple tasks. In small groups, students use Lego® Mindstorms robotic kits, together with their math, science, physics, and problem solving skills. Kits have light, sound and touch sensors, motors, software, and all the necessary building blocks to make a robot.



Session II: Where in the World?

Do you know where Latvia is? How about Laos? Students will use Google Earth, GPS units, maps, mapmaker software, and geography games to explore the whole world! Learn not only about the geography, but also the environment, population, culture, and climate of various world areas. We'll also discuss the math, science, and technology behind global positioning systems (GPS), and do several fun activities with them.

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