Summer Program for Youth (SPY)
July 15th – 26th, 2019

Children’s College
Entering Grades 1 – 3

Adventures at the University (2) Sections
Explore various topics while integrating science in a hands-on discovery learning environment. Students have a different workshop experience each day, including topics such as physics, chemistry, biology and more.

July 15 – 19 | 9:00 AM – 12:00 PM | Mendez | Rm 608 | $150
July 15 – 19 | 9:00 AM – 12:00 PM | Cordova | Rm 610 | $150

Youth College
Entering Grades 4 – 6

Minecraft – Architecture 1
Learn about common circuits and use them in cool projects to solve problems. This class encourages teamwork and develops a variety of skills, including design, logic, problem solving and more.

July 15 – 19 | 9:00 AM – 12:00 PM | Ortega | Rm 628 | $150

Engineering Circuits
Learn to design, construct, test, and evaluate models. Explore the steps involved in the production, and experiment with the different sequences used to create a design.

July 15 – 19 | 9:00 AM - 12:00 PM | Dryja | Rm 406 | $150

The Science in Science Fiction
Explore the real science -- and debunk some myths -- in popular science fiction. Students will try their hand at creating science-based short stories, comic strips, concept art, or dramatic skits.

July 15 – 19 | 9:00 AM - 12:00 PM | Richards | Rm 515 | $150

Game Design 1
Learn to create and modify games. In this fun and exciting class, students will work with RPG Maker MV to learn programming concepts and basic game design.

July 15 – 19 | 1:00 PM – 4:00 PM | Ortega | Rm 628 | $150

Chemistry in the Kitchen
Curious about the chemistry that happens in a kitchen with food? In this class students will explore science with candy chromatography, cabbage juice indicator, and how to make ice cream as well as other fun experiments.

July 15 – 19 | 1:00 PM – 4:00 PM | Staff TBD | Rm 610 | $150
Robotics
Students will use Lego MindStorm kits to build and use robots. They will learn to work in teams and develop programming skills while creating amazing robots.
July 15 – 19 | 1:00 PM - 4:00PM | Cordova | Rm 406 | $150

Minecraft – Architecture 2
A continuation or more advanced course in Minecraft using similar projects with an added challenge of problem solving skills. (Open to grades 4th – 10th)
July 22 – 26 | 9:00 AM - 12:00 PM | Ortega | Rm 628 | $150

Fun Science Labs
An exploratory thematic approach laboratory, experiment based for younger grades. (Open to Grades 4th – 6th)
July 22 – 26 | 1:00 PM - 4:00 PM | Staff TBD | Rm 515 | $150

Game Design 2
A continuation or more advanced course in game design using similar projects with an added challenge of problem solving skills. (Open to grades 4th – 10th)
July 22 – 26 | 1:00 PM - 4:00 PM | Ortega | Rm 628 | $150

Teen College
Entering grades 7 - 10

The Science of Art
A week long exploration of sculptural forms. Students will create their own mask. Students will use various mediums (and learn the science behind them) to create the embellishments for their mask, such as polymer clay, Raku beads, foam core and wire. Students will create a bowl from paper and then paint it. Students will glaze and fire a pot and learn the science of glazing and firing using the Raku firing method. (Class capacity-10)
July 22 – 26 | 9:00 AM - 12:00 PM | Yarnell | Room B-17 | $150

Minecraft – Architecture 2
A continuation or more advanced course in Minecraft using similar projects with an added challenge of problem solving skills.
July 22 – 26 | 9:00 AM - 12:00 PM | Staff TBD | Rm 628 | $150

The Science in Science Fiction
Explore the real science -- and debunk some myths -- in popular science fiction. Students will try their hand at creating science-based short stories, comic strips, concept art, or dramatic skits.
July 22 – 26 | 9:00 AM - 12:00 PM | Staff TBD | Rm 626 | $150

Fun Science Labs
An exploratory thematic approach laboratory, experiment based for Teens.
July 22 – 26 | 9:00 AM - 12:00 PM | Staff TBD | Rm 515 | $150

Forensics
Use forensic science to investigate and solve crimes. Topics include trace evidence, impressions, blood, and DNA. Participants will practice and develop skills in the areas of data analysis, critical thinking, and problem-solving.

**Game Design 2**  
A continuation or more advanced course in game design using similar projects with an added challenge of problem solving skills. (Open to grades 4th to 10th)  
**July 22 – 26 | 1:00 PM – 4:00 PM | Staff TBD | Rm 628 | $150**

**Coding, Microbits, and 3 D Printing**  
Using coding language, designing basic Microbit projects and using the 3D Printer in a small project.  
**July 22 – 26 | 1:00 PM – 4:00 PM | Staff TBD | Rm 406 | $150**

**Future Doctors and Nurses**  
For students who have ever wondered, "Why do I get a brain freeze when I drink a milkshake too fast?" or "Why does asparagus make my pee smell funny?" or "Why do old people grow hair in their ears?" The answers to all these questions and more will be learned in this fun, hands-on activities class. Students will also learn basic first aid and how different human body systems work.  
**July 22 – 26 | 1:00 PM – 4:00 PM | Colgan | Rm 631 | $150**

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