SUMMER CAMP 2015

The summer program at Palm Harbor Montessori Academy is 8 weeks of fun and learning for students who have a wide range of interests. Browse our schedule of programs here and register online in just a few minutes.

We offer full day camps for children from 3 to 12 years old in arts, humanities, sciences and more. Camps are from 9:00 am until 3:00 pm, with before and after care options provided.

Daily Camp Schedule

7:30 to 9:00 am
Before care

9:00 to 3:00 pm
Camp
Montessori and STEM Activities
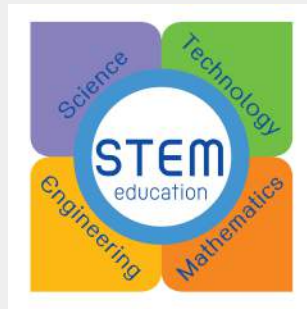*Outdoor Play and Swimming*

30-Minute Lunch
Students should bring a packed lunch each day.

3:00 to 5:30 pm
After care

NEW! STEM CAMPS

We are excited to announce that we have partnered with Launch Math + Science Centers to offer inspiring STEM (Science, Technology, Engineering and Math) camps this summer! Founded by a real life rocket scientist, they offer engaging one-week day camps that feature hands-on, real world STEM activities for children ages 4 to 12.

Our STEM campers will create flying vehicles, code video games, explore biological wonders, and build and program autonomous robots – and that's just the beginning! Our low student-to-teacher ratio of 5:1 ensures that our campers have the support they need to have a memorable summer camp experience. And all campers get to keep their projects so that the fun continues at home!

Register Online Now

Two-Week Camps for Primary Students		
Session 1-A & 1-B | June 15 - June 26	**Camp Day**	**Full Day (Before & After Care)**
ages 3-6 *Master Artists & Masterpieces*	*$300 for two weeks*	*$380 for two weeks*
Session 2-A & 2-B | June 29 - July 10	**Camp Day**	**Full Day (Before & After Care)**
ages 3-6 *Ocean Adventures*	*$300 for two weeks*	*$380 for two weeks*
Session 3-A & 3-B | July 13 - July 24	**Camp Day**	**Full Day (Before & After Care)**
ages 3-6 *The Great Rain Forest*	*$300 for two weeks*	*$380 for two weeks*
Session 4-A & 4-B | July 27 - August 7	**Camp Day**	**Full Day (Before & After Care)**
ages 3-6 *La Fiesta!*	*$300 for two weeks*	*$380 for two weeks*

One-Week Camps for 4 - 12 year olds

Session 1-A June 15 - June 19		Camp Day (9 am - 3pm)	Full Day (7:30 am - 5:30 pm)	Session 1-B June 22 - June 26		Camp Day (9 am - 3pm)	Full Day (7:30 am - 5:30 pm)
ages 4-6	*Jr. STEM Explorers*	*$195*	*$235*	**ages 4-6**	*The Answer is STEM!*	*$195*	*$235*
ages 6-9	*STEM: Coding & Gaming with Scratch*	*$195*	*$235*	**ages 6-9**	*STEM: Actions & Reactions*	*$195*	*$235*
ages 9-12	*STEM: Coding & Gaming with Scratch*	*$195*	*$235*	**ages 9-12**	*STEM: Actions & Reactions*	*$195*	*$235*
Session 2-A June 29 - July 2		Camp Day (9 am - 3pm)	Full Day (7:30 am - 5:30 pm)	**Session 2 - B July 6 - July 10**		Camp Day (9 am - 3pm)	Full Day (7:30 am - 5:30 pm)
ages 4-6	*STEM is all around us!*	*$195*	*$235*	**ages 4-6**	*Putting STEM into Action!*	*$195*	*$235*
ages 6-9	*STEM: 3-2-1 Blast Off*	*$195*	*$235*	**ages 6-9**	*STEM: Rockin' Robotics*	*$225*	*$265*
ages 9-12	*STEM: 3-2-1 Blast Off*	*$195*	*$235*	**ages 9-12**	*STEM: Rockin' Robotics*	*$225*	*$265*
Session 3-A July 13 - July 17		Camp Day (9 am - 3pm)	Full Day (7:30 am - 5:30 pm)	**Session 3-B July 20 - July 24**		Camp Day (9 am - 3pm)	Full Day (7:30 am - 5:30 pm)
ages 4-6	*Jr. STEM Explorers*	*$195*	*$235*	**ages 4-6**	*The Answer is STEM!*	*$195*	*$235*
ages	*STEM: Coding & Gaming with*	*$195*	*$235*	**ages**	*STEM: Actions &*	*$195*	*$235*

	Session 4-A				Session 4-B		
6-9	Scratch			6-9	Reactions		
ages 9-12	STEM: Coding & Gaming with Scratch	$195	$235	ages 9-12	STEM: Actions & Reactions	$195	$235
Session 4-A July 27 - July 31		Camp Day (9 am - 3pm)	Full Day (7:30 am - 5:30 pm)	**Session 4-B August 3 - August 7**		Camp Day (9 am - 3pm)	Full Day (7:30 am - 5:30 pm)
ages 4-6	STEM is all around us!	$195	$235	ages 4-6	Putting STEM into Action!	$195	$235
ages 6-9	STEM: 3-2-1 Blast Off	$195	$235	ages 6-9	STEM: Rockin' Robotics	$225	$265
ages 9-12	STEM: 3-2-1 Blast Off	$195	$235	ages 9-12	STEM: Rockin' Robotics	$225	$265

Camp Descriptions

ages 3-6	Master Artists & Masterpieces	Go back in time and learn about the great artists. Children will create their own impressions and do activities from "Mommy, it's a Renoir."
ages 3-6	Ocean Adventures	Children will explore animals from the sea learning where and how they live, create ocean creatures and have a visit from Clearwater Marine Aquarium.
ages 3-6	The Great Rain Forest	Create a rain forest! Explore the jungle and learn about animals that live there.
ages 3-6	La Fiesta!	Make a piñata, learn some Spanish, sing and dance.
ages 4-6	The Answer is STEM	It's time to ask lots of questions! How big is one foot? How long is ten seconds? Kids play games that help them develop a sense of space and time. What causes friction? Campers explore sources of friction by racing their derby car creations on different surfaces. How do I create my very own computer animation? Our youngest campers get to unleash their inner programmer using MIT's Scratch Jr. tablet-based software.
ages 4-6	Jr. STEM Explorers	Explorers abound! Through game play campers learn to read calendars and sequence days and months. Number, color, and shape patterns are all the rage as we explore where these patterns are found in nature. Campers dive into the world of tech by learning what it means to code! While using computers children learn to drag and drop, order commands, and compile a set of instructions in order to create their very own computer programs! Lastly, we investigate science topics such as density, gravity, and fossils.
ages 4-6	STEM is All Around Us!	Real-world math and science! Campers set out on a pretend "shopping spree" while learning to differentiate coins and recall their values. Sports games are used to demonstrate the concept of subtraction during group activities. Campers explore the science behind planting seeds, build catapults to learn about projectile motion, and construct shadow theaters to discover the principles of light. Finally, the group is introduced to robotics and the art of programming using a robot developed specifically for computer science education by Carnegie Mellon's CREATE lab.
ages 4-6	Putting STEM into Action!	It's time to think and do like real scientists! From plotting farm animal bar graphs to identifying symmetry, campers explore advanced math concepts! The mini-scientists learn what it means to hypothesize, experiment, record data, and ask questions. Through hands-on activities the little electrical engineers learn all about the flow of electricity by creating their own light up circuits! Lastly, future biology majors explore human anatomy by creating their own hand "x-ray", and campers are trained as architects to design the floor plans for their very own dream home.

ages 6-9	**STEM: 3-2-1 Blast Off**	*From paper airplanes to air-powered rockets, from balsa wood gliders to balloon helicopters, kids explore the mechanical how's and why's of aerospace engineering in a fun, hands-on way. Campers will learn all about the experiences of a real rocket scientist through an inspiring and motivating presentation. Kids end camp with flying models of their own, a 747-sized inspiration and new friends who share common interests!*
ages 6-9	**STEM: Actions and Reactions**	*Double, double toil and trouble! In this exciting science-based camp, kids explore the world of chemistry through captivating chemical reactions and test the principles of physics through engaging real-world experiments! With projects ranging from a glow-in-the-dark magic wand to a camera obscura to invisible ink "potions," campers put scientific principles to the test while learning about optics, kinetic energy, chemical substances and more. And, as always with our STEM camps, campers can take their projects home to continue their scientific investigations!*
ages 6-9	**STEM: Coding and Gaming with Scratch**	*Get ready to figure out the how, why, and wow! of computer programming in this interactive camp! This camp explores many aspects of gaming, both on and off the computer. Using MIT's Scratch computer language, kids learn how to program their very own unique games and animations. In addition, campers apply problem-solving strategies to create their own offline, traditional games. All camper projects are theirs for the taking, whether it's a computer program uploaded to MIT's website or a board game carried out of the center to be played at home with friends. No previous programming experience is required. Note: To fully enjoy their experience with Scratch, campers must be able to read on a first grade level or better.*
ages 6-9	**STEM: Rockin' Robotics**	*Experience robot-building like never before! In this do-it-yourself camp, kids tinker with gadgets and gizmos to produce a series of mechanized contraptions ranging from vibrating bug 'bots to real programmable roaming robots! Campers learn about the hardware and coding that's required to build machines that function on their own. Each kid builds an advanced robot that can travel along a pre-programmed path or follow a line as a completely autonomous vehicle! Campers also explore their creative side with robot-themed craft building. At the end of the week campers take home all of their mechanized and artistic creations! Note: This is not a LEGO camp. Kids build real robots and they take home all of their projects!*
ages 9-12	**STEM: 3-2-1 Blast Off**	*From rubber band powered model planes to high-pressure rockets, from flight simulators to remote control helicopters, kids begin camp by exploring the four forces of flight (thrust, drag, lift, and gravity) and end with a solid understanding of various types of airborne vehicles. The kids will even have an opportunity to fly their kites and fire off rockets under the supervision of our staff. So get ready because a week of high-flying fun is in store!*
ages 9-12	**STEM: Actions and Reactions**	*Young scientists probe the foundation of physics and chemistry in this hands-on camp. Experimentation is the theme as campers learn about oxidation and polymerization one day, and force, density and magnetism the next. Sample projects include constructing a ballista, producing slime, building an electromagnetic motor, and demonstrating exothermic and endothermic chemical reactions. And the excitement does not end when camp wraps up! The science principles that campers learn and all of the projects that they build remain with them well after camp ends!*
ages 9-12	**STEM: Coding and Gaming with Scratch**	*Using MIT's Scratch computer language, kids learn high-level problem solving strategies that allow them to compose and reconstruct programming code. Campers create their own unique games and animations while applying logic and mathematical concepts such as Cartesian (x,y) coordinates, variables, and iterative processes. Each child receives his/her own Picoboard – a microcontroller specifically designed for use with Scratch. Using sound, light and resistance sensors on the Picoboard, campers build computer creations that interface with the real world. Campers use everyday objects such as bananas or tin foil to control their Scratch programs. With access to the MIT Website, kids are able to publish, download, play, and share their creations at home. No previous programming experience is required.*
ages 9-12	**STEM: Rockin' Robotics**	*Join the growing maker culture in this advanced robotics camp. Move beyond LEGO and build real robots – robots kids take home for further exploration! The camp starts with an introduction to electronics hardware including an Arduino compatible microcontroller with integrated motor driver, an accelerometer, and an infrared LED sensor. As the camp progresses students build their robots from the ground up while learning how to program the "brains" of their machines using a simplified version of the C++ coding language. By the end of camp, each child takes home an autonomous roving vehicle that can navigate around obstacles and provide countless hours of enjoyment and further learning.*