Summer 2026 Catalog

OVER 60 STEAM CLASSES

Ages 5-14
WEEKLY SESSIONS
JUN 22 - AUG 14
HALF DAY OR
FULL DAY

INTERNATIONAL IVY

SUMMER ENRICHMENT PROGRAMS

Banking Ridge - Princeton - Schotch Plains - Somersat

Chatham - Saddle River - Short Hills - Summit - Wayne

908-899-1338   iisummer.com

WE'VE GOT THE CLASSES!

Keep your children busy and engaged throughout the summer with our wide selection of classes!

TABLE OF CONTENT

Register online today at: www.iisummer.com

ABOUT
US
Our Philosophy, Our Mission

With International Ivy, summer time is a great time to explore, meander, stretch the imagination.

We Design Our Classes So Our Campers Practice BEING...

- ✅ Creative
- ✅ Collaborative
- ✅ Communicative
- ✅ Critical thinkers
- ✅ Problem solvers
- ✅ Positive

Our classes give students the opportunity to develop these valuable life skills while completing fun projects with classmates. It's the perfect blend of fun and learning!

More About Our Class Atmosphere

Our classes are intentionally hands-on and experiential. Instructors begin by demonstrating and modeling new concepts, then devote the majority of class time to active practice and skill-building. As students work, instructors provide personalized guidance, encouragement, and feedback every step of the way.

Our students thrive on curiosity and joy. Relationships and positive interactions matter just as much as academic growth, and our caring instructors—many of whom are certified teachers or field experts—create an environment where students feel supported and inspired.

WHY IVY?

LIVE INSTRUCTION

All classesare led by alive instructor,who will teach and guide campers in discussions, interactionsand project-based challenges.

EXCITING CLASSES

Over 50+ classesfor kidsages5 and 14 in a wide range of subjects: Computer Programming,Digital Design,Video Game Creation,Minecraft,Science,Engineering,Math,Business,Arts, Humanitiesand more

SMALL CLASS EXPERIENCE

We cap classes to ensure your child receives individualized attention whenever they may need help. In this environment, students and instructors also get to create meaningful bonds.

COURSE DESCRIPTIONS

For more information about course requirements,prerequisites, and any other details,please visit: iisummer.com under "Class Descriptions"

CLASSES BY CATEGORY

BUSINESS & MATH

E-commerce: Creating Your Online Store, Ages 11–14

Have you ever wanted to start your own online business? In this hands-on entrepreneurship class, students learn how real e-commerce brands are built—from idea to launch. Young entrepreneurs explore how online stores work, brainstorm product ideas, design a storefront, and learn the basics of pricing, marketing, and customer experience, all while building creativity, confidence, and business-minded thinking.
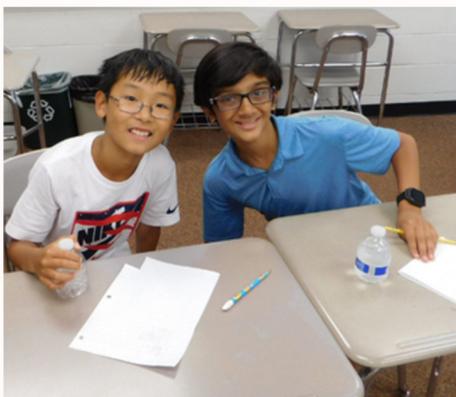
Financial Literacy, Ages 11-14

Imagine learning about personal finance while playing the board game, The Game of Life. Each day, students will randomly "draw cards" to establish their life conditions that day (i.e. the salary they are earning, the number of children, etc.). They will embark on research, analysis and decision-making for assignments related to opening bank accounts, getting a cell phone plan, finding housing, buying insurance, buying a car, getting a loan and other life decisions.
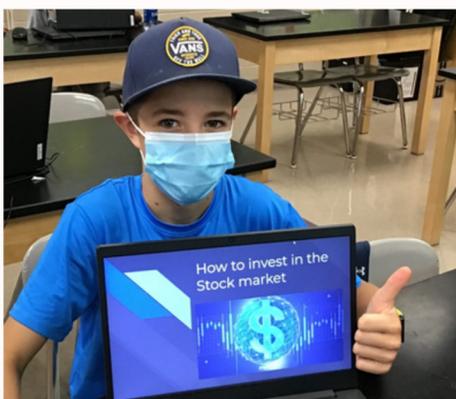
Investment Literacy and Stock Market Game, Ages 11-14

This class allows students to apply skills in math, language arts and social studies to real world financial decisions. We use the Stock Market Game (TM) endorsed by the New York Stock Exchange. Students take part in the following steps:
(1) Start with $100,000 in virtual cash and learn financial concepts like compound interest and long-term savings.

(2) Collaborate and research companies and current events. (3) Create, manage and analyze their online investment portfolio using a state-of-the-art trading platform by buying and selling stocks. Topics covered include: What is a company? What is a stock? What is diversification? What is a bond? What is risk? What cause stock prices to change? How does money grow over time? What are dividends and earnings?

Lemonade Stand Entrepreneur, Ages 8-10

Take the challenge of creating a great lemonade stand business. Students will touch upon design, production (making the product), sales (selling the product), accounting (keeping track of the money), marketing (telling people about your product & business) and managing (organizing the business). Budding entrepreneurs will be developing their lemonade recipe, creating a product name, analyzing competition and running an actual lemonade stand at camp.

Math Competition Training, Ages 11-14

This class was created to stimulate excitement for problem-solving. Students will be training for competition in the Math Olympiads by exploring the twelve problem-solving strategies recommended by Dr. George Lenchner, creator of the Math Olympiads. Mathletes will be taking math contests from prior years and even play Math Jeopardy! Students will be pumping their math muscle on topics like number patterns, factors, multiples, fractions, simple geometry and measurement.

Shark Tank Entrepreneur, Ages 11-14

Students play the role of young entrepreneurs as they start with the germ of an idea for a product and business and take it through the entire entrepreneurial process. Inspired by the TV show Shark Tank, our students will develop prototypes, formulate a business plan and devise a marketing strategy. Meanwhile, our teachers will provide guidance through contextual lessons on concepts

such as wages, profits and branding. These young entrepreneurs will apply critical thinking skills to their creative ideas while honing their presentation talents in the process. The week will conclude with our young executives pitching their ideas to a celebrity panel of parent judges. Having acquired a new understanding of entrepreneurial development, these young executives will really be taking care of business!

Marketing and Sales Lab, Ages 11-14

Marketing & Sales Lab turns curious tweens into confident creators, clever advertisers, and persuasive presenters. Students dive into the exciting world of branding, advertising, and selling—discovering how everyday products grab attention, build trust, and win customers. Through fast-paced games, creative challenges, and real-world examples, kids learn how ideas become brands and how communication, psychology, and storytelling influence what people buy. This class is energetic, interactive, and perfect for students who love creativity, teamwork, and sharing their ideas.

Math of Money, Ages 8-10

Students will take part in several scenarios where they apply their math skills to make the best decisions. In one scenario, they inherit a large sum of money and explore the topics of spending, saving, investing and taxes. In another scenario, they are planning a shopping trip in a foreign country and must convert currency, decide the best payment method and bargain with local vendors. Ultimately, students will research their own scenario and create money-related dilemmas for their fellow students to resolve. Along the way, they learn about how banks and credit cards work, how stores make money, and how individuals can save money and maximize value.

Youngster – Left Brain Mix, Ages 5-7

This class can be taken more than once. Students build different robot models and learn different math skills each week.

- **Lego WeDo Robotics** – Using the LEGO® Education WeDo™ Robotics Construction Set, the students are introduced to simple robotics through building models, attaching sensors and motors, and using a computer to program the model's behavior. Some of the robot models include dancing birds, smart spinner, drumming monkey, hungry alligator, roaring lion, flapping bird, soccer kicker, soccer goalie, and cheerful fans. Students will also learn about simple engineering concepts such as pulleys, belts, gears and levels, while having a blast with their creations.

- **Singapore Math** – The success of Singapore Math is related to covering a fewer topics but in a more in-depth level, greater visualization of math concepts and greater emphasis on solving word problems. We will focus on addition and subtraction of numbers up to 100, then to 1000. We will play math games like math relays and Eggspert.

- **Logic and Strategy Games** – Students are taught logic, strategy and spatial games like Logik Street, checkers, Connect 4, Othello, Guess Who! and Blokus to enhance "thinking ahead" and reasoning skills.

- **Keyboarding** – Students will spend 15 minutes each day practicing touch typing. This skill will become more and more important as standardized testing moves to the computer.

ENGINEERING & SCIENCE

Anatomy and Surgical Techniques, Ages 11-14

This class is for students who wonder about being a physician or surgeon. In this class, students will investigate how the body works by participating in hands-on activities, such as dissections and construction of physiological system maps (skeletal, nervous, circulatory, immune). Students will conduct simulated surgeries, perform biopsies, and learn how to suture.

Architecture – Designing Shelters, Ages 8-10

Step into the world of architecture and engineering! In Designing Shelters, students explore how real architects design structures to protect people and animals from sun, heat, wind, and rain. Through hands-on experiments and creative building challenges, students test materials, study shade and temperature, and design their own model shelters. Working in teams, they plan, build, test, and improve designs—developing problem-solving, collaboration, and design-thinking skills along the way.

Biomedical Engineering for Kids, Ages 9-11

Campers explore how biomedical engineers use their understanding of human body systems to design solutions to address health problems. The class begins with the story of a boy who applies his understanding of Biomedical Engineering in order to design a temporary knee brace for an injured classmate. Over the course of the class, campers collect and analyze data about variations in human feet and consider how this data affect the design of running shoes. They investigate the properties of materials and brainstorm how those materials might be useful in designing a knee brace.

Chemical Engineering – Bioplastics, Ages 11-14

When plastic items are thrown in the trash, they can quickly pile up in landfills and create a big mess! Students use their chemical engineering skills to explore problems created by traditional plastic materials and engineer bioplastics—plastics made from plant-based materials—as a potential solution to current plastic problems. Students will explore exciting new polymers that use environmentally friendly, biodegradable ingredients like corn, tapioca and even algae and their applications.

Civil Engineering – Bridges and Buildings, Ages 9-11

When civil engineers design bridges and buildings, they must take into account factors like balance and motion. They'll use what they know about balance and force as they experiment with beam, arch, and suspension bridges. Students plan, build, and test their own bridges. Students will also learn how to support and protect buildings during earthquakes. Students will engineer model buildings that are earthquake resistant while exploring how earthquakes impact buildings of different heights and shapes.

Crazy Chemworks, Ages 7-9

Shake up a flask of fun in the lab and become a junior chemist! Learn to recognize chemical reactions and mix up a few reactive ingredients for some sensational results. Check out the colors of chemistry with the power of pH paper and create a stopper-popping reaction. Probe the properties of light and discover some unusual applications of glow-in-the-dark technology. Students have a blast as they make some crazy concoctions.

Detective/Spy Lab, Ages 7-9

Step into the shoes of a detective — uncover the science involved in evidence gathering and analysis. Student will use the powers of observations and investigative gear to find, collect and analyze evidence. Students also become a super-spy. They build binoculars; discover what it takes to keep things safe and how technology works in the spy game! They will take turns on short surveillance shifts to test their observation abilities and create their very own Secret Safe while challenging others to crack the code! This course is offered in partnership with Mad Science.

Electrical Engineering with Makey-Makey, Ages 8-10

Students will obtain an introduction in electrical engineering by tinkering with Makey Makey, a circuit board kit that can be used to connect objects with a computer, transforming those objects into computer keys or mouse clicks. Students can invent new devices, instruments and controllers with objects that conduct electricity. For instance, bananas turn into piano keys. Students learn about the fundamentals of circuits and how computers work while boosting their creativity.

Engineering – Flight & Aerospace, Ages 9-11

Aerospace engineers design things that fly both inside and outside of our atmosphere, while aeronautical (flight) engineers design things that only fly inside of our atmosphere. Students dive into aeronautical engineering by designing models of flying technologies that help collect aerial photographs. Students also learn how to engineer rovers that can be used to explore faraway worlds in space while addressing trade-offs and variables involved in engineering.

Engineering and Programming with Arduino, Ages 11-14

Do you ever wonder how gadgets work? Students will be engineering and programming their own electronic circuits, motors, sensors and controllers to do a range of tasks using the Arduino™ electronics platform. They will use the engineering design process (i.e. create, test, improve) to break down a problem, design a solution and build it!

Engineering of Ice Cream – Food Science, Ages 8-11

Students are introduced the engineering design process to solve a team-based challenges. Ever wonder how ice cream gets to be so creamy and delicious? They will explore the process of making ice cream, developing new ice cream flavors and improving the packaging for ice cream, all from an engineer's perspective towards problem-solving.

Junior Physicians Academy, Ages 7-9

Get ready to dive into the wonders of the human body in this exciting, hands-on course where young scientists will uncover the secrets of what makes them tick! From exploring the building blocks of life by creating model cells to learning how body systems work by building stethoscopes, inflating model lungs, and sculpting mashed potato brains, kids will discover how cells, organs, and systems work in harmony to keep them alive and thriving—all while enjoying slimy, creative, and interactive adventures that bring science to life.

Mad Machines & Jr Engineers, Ages 6-8

Calling all young builders and budding engineers! This hands-on, action-packed class is perfect for kids who love to create, experiment, and explore the world of engineering by working with real tools and materials. From discovering how simple machines like pulleys, wedges, and levers make work easier, to designing and testing catapults, building a geodesic dome big enough for everyone, and playing an exciting game of robot soccer, kids will learn about teamwork, innovation, machines and structures.

Myth-Busting Science, Ages 9-11

Is everything kids see online, on TV, or hear from friends actually true? In Myth-Busting Science, young scientists investigate popular myths and surprising claims using hands-on experiments, teamwork, and real scientific thinking. Each day, students make predictions, test ideas, and uncover what's really going on—through launching balloon rockets, making slime, testing floating and sinking, and even designing their own experiments. This class is fast-paced, interactive, and packed with "aha!" moments that make science exciting, memorable, and fun.

NASA Journey to Outer Space, Ages 7-9

From our Earth's atmosphere to the outer reaches of our solar system, this hands-on program for children sends them on a quest for exploration! Comets, planets, stars and more are all waiting to be discovered. Learn about the four forces of flight, the challenges of space travel, and even participate in a rocket launch!

Science for Future Physicians, Ages 11-14

Science for Future Physicians is a hands-on, interactive course designed especially for curious students ages 11–14 who want to explore the fascinating world of medicine. Students step into the role of young medical interns as they investigate how the human body works, what happens when we get sick, and how doctors use science, data, and problem-solving to keep people healthy. Through experiments, simulations, and medical mystery challenges, students build real scientific thinking skills while discovering that the human body is one of the most complex—and amazing—systems there is.

Shockingly Sticky Science, Ages 7-9

In Shockingly Sticky Science, students will learn Watts-Up with electricity and build their own static tubes, learn the marvels of magnets as they construct their own Magnet Maze, and get sticky with polymers (a.k.a. slime)! We will create our own soda pop and as a grand finale students will learn all about heat and get to make their own cotton candy to eat!! This program promises to be educational and entertaining. This course is offered in partnership with Mad Science.

Youngster – Chemistry Experiments, Ages 5-7

People have been playing with chemistry for thousands of years, by stirring things together and boiling concoctions. Students will walk the path of early chemists by making perfumes, soap, chemical batteries and synthetic dyes. Students in this class will also conduct experiments to see evaporation, carbonation and oxidation in action.
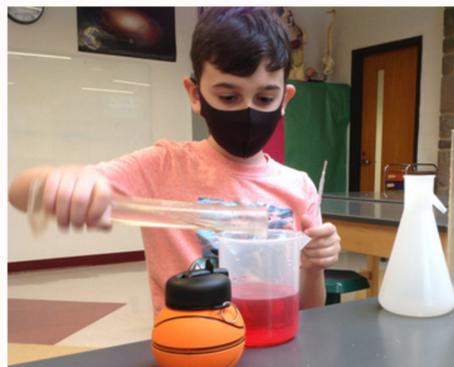
LANGUAGE, HUMANITIES & ARTS

3D Art and Sculpture, Ages 8-10

Our budding artists will be inspired by artists like Alexander Calder, Yahoi Kusama, Peter Carl Fabergé, Auguste Rodin, Dale Chihuly and Antoni Gaudí as they create their own 3D art. Projects include creating cardboard sculptures, dolls, papier marche eggs, clay heads, water bottle sculptures and bean mosaics.

Act It Out – Theater Games, Ages 8-10

Act It Out – Theater Games is a high-energy, hands-on class that builds confidence, creativity, and communication skills through playful theater and improvisation games. In a fun, supportive environment, campers explore key skills.

AdventureQuest – Leadership Games, Ages 6-8

Children go on a quest to play a series of fun and exciting games that require them to use their imagination and thinking skills. They will learn to blend both their cooperation and leadership abilities in order to finish the game. Some of the games include giant mazes with each child taking turns leading the ball thru the labyrinth, others require the group to build large structures using giant legos or foam blocks and then performing activities that include their use. While having fun, the reality is that they are developing leadership and socialization skills that will last a lifetime.

AI for Art and Music Makers, Ages 8-10

Kids discover how artificial intelligence can be a creative helper for making pictures and music. Students explore kid-friendly AI tools to turn ideas into colorful artwork, catchy beats, and short songs —no drawing or musical experience needed. Through playful experimentation, kids learn how to describe ideas clearly, make creative choices, and use AI safely and responsibly while building confidence as young creators.

Anime – Graphic Story Lab, Ages 11-14

A dynamic, hands-on digital studio experience where kids explore the world of anime and manga while creating original graphic stories using beginner-friendly art software. Through inspiring, age-appropriate viewing examples and interactive lessons, students learn how anime artists use character design, expressive visuals, and cinematic

panel layouts to tell powerful stories. Using digital tools to sketch, design, and refine their work, students transform imaginative ideas into anime-inspired graphic narratives—building creativity, confidence, and visual storytelling skills in a fun, collaborative environment.

Artificial Intelligence Tools, Ages 11-14

What is artificial intelligence—and how can kids actually use it? In Artificial Intelligence Tools, students explore eight powerful categories of AI that help people think, create, learn, and communicate. Through hands-on activities, guided exploration, and creative projects, students learn how AI can assist with writing, art, music,

studying, presentations, coding, and more—while also learning when not to use it. This class emphasizes curiosity, creativity, and responsibility, helping students become confident, thoughtful AI users in school and beyond.

Canvas Painting, Ages 8-11

Students will obtain step-by-step instructions to create and customize one painting each day. Students will learn about color theory, brush stroke and paint application. Students will study both old and modern artists, along with different styles and movements throughout the ages.
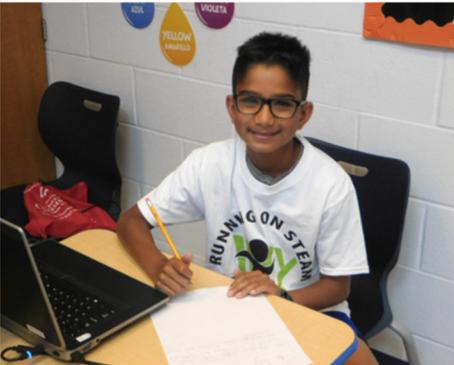
Debate and Public Speaking, Ages 9-12

Students will look a wide range of issues from the mundane to the worldly and argue "for" or "against" a variety of everyday items, events, and ideas. Along the way, they will research, structure, craft and execute their speeches to inform and persuade. Students will be practicing their public speaking skills, working on speaking from the diaphragm, projection, breath control, structure and conquering the quivers. The goal is to make students more aware of their self-presentation as well as give them a level of comfort with speaking in public.
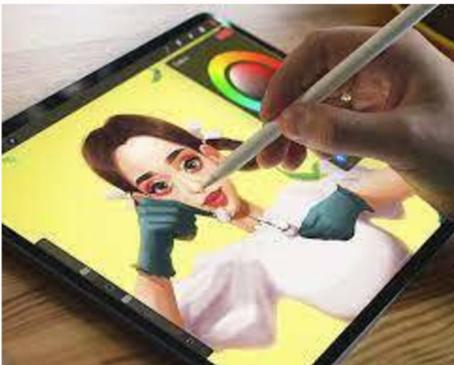
Digital Art, Ages 9-12

The class starts with the fundamentals of drawing from lines, shapes, 3D forms to using perspective, space, light and color. Campers will be drawing and painting still life, landscapes and people, using digital brushes, blending tools and textures through a series of fun projects.

Escape Room Creation, Ages 8-11

An escape room is a physical adventure game in which players solve a series of puzzles using clues to complete the objectives at hand by a certain time. Each day, students will participate in an escape room at the beginning of class. They will be exposed to a broad range of scenarios, clues and puzzles used in escape rooms. During the course of the week, students will team up and design their own escape room by creating their own scenario, clues and puzzles.

Fashion Design, Ages 8-10

Students walk through the steps of designing their own fashion line. They will start with an inspiration board and understanding their target customer. They will decide on the color palette and fabric mix of their collection. Students learn how the body moves and how to use the 9-head croquis to start sketching ideas. Students will apply their techniques for drawing body features like lips, eyes, hands and garments like skirts, blouses, jackets, pants and dresses. Finally, students will present their fashion line to potential buyers and investors.

Film-Making, Ages 9-12

Do you want to have a blast making a movie? You don't have to be an actor to star in these movies that you make from "Action" to "That's a wrap." We'll guide you through the Hollywood process as you brainstorm, script, location scout, bring in props and costumes, act and direct in a collaborative movie that will be fun for the entire audience.

Leadership – Negotiation – Persuasion, Ages 11-14

Step into the world of leadership and master the art of negotiation and persuasion in this interactive, hands-on course inspired by influential books like Getting to Yes and How to Win Friends and Influence People. Through engaging activities, students will learn key concepts such as BATNA, positions versus interests, and win-win solutions, while developing essential skills in effective communication, conflict resolution, and building relationships. From mock negotiations and persuasive pitches to conflict role-plays and team-building challenges, participants will practice active listening, empathy, and strategic thinking to inspire others, solve problems, and achieve their goals—preparing them to excel in school, teams, and beyond.

Mock Trial – The Criminal Justice System, Ages 11-14

Students will be learning about the United States legal system through real-life and fictional scenarios. Students will delve into the fundamental aspects of a courtroom such as: the basic structure of a courtroom, the function of different roles (judge, jury, defense, prosecutor), and the common procedures and language used in a courtroom environment. Students will also explore the importance of how to create an opening and closing statement, the legal grounds of when to object, and understand the dynamics of a direct and cross examination. Students will explore the elements of a valid contract and the rule of law. Students will hone their listening, reading, critical thinking and public speaking skills.
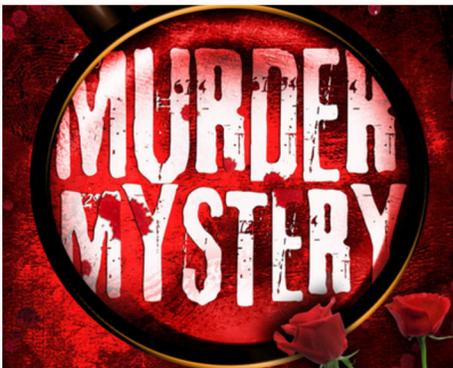
Murder Mystery Creation, Ages 10-13

Students explore the literary genre of mystery fiction. To get the blood flowing, students will participate in two murder mystery games where they will role-play characters and attempt to figure out who murdered the victim and how it was done. Then, students will analyze three short mysteries. Finally, students plan their own mystery incorporating the crime, suspects, motives, clues, alibis, witnesses, evidence and red herrings. The plot of this class will lead students to an ending of better narrative writing.

The Art of Storytelling, Ages 8-11

Whether by the light of the campfire or the glow of the computer screen, humans have always loved to tell stories. Through games, activities, and short writing prompts, students in this course will get a chance to practice the timeless art of storytelling using digital and analog means. In addition to concepts like story structure, characterization, and world-building, students will also be exposed to a range of stories across time and media that can serve as inspiration for their own narrative projects. Each day, students will have time to apply what they have learned to a story of their own, which they will develop over the course of the week and present on Friday!

War and Peace Simulation Games, Ages 10-14

Through this course, students will develop a better understanding of war, peace, and game theory through daily, real-world simulations that match student "nation teams" against one another. Students will be challenged to develop solutions to complex problems like wars, treaty collapses, and food shortages and develop problem-solving, collaborative, public-speaking, and negotiating skills. By the end of the week, students will have a more sophisticated understanding of the world and how teamwork, refined communication, and understanding people's bias can help create solutions in the face of the unknown.

Youngster – Right Brain Mix, Ages 5-7

This class can be taken more than once. There are different themes every week.

- **Yoga** – Students will learn various yoga poses taking cues from animals and nature. They will roar, stretch and learn the tools to relax and strengthen their bodies.

- **Country Adventure** – Each week, students embark on an imaginary adventure to a different country. They learn about the art, music, games, language and customs of that country

    Week 1 Japan   Week 5 France
    Week 2 China   Week 6 Italy
    Week 3 Spain   Week 7 Thailand
    Week 4 Mexico   Week 8 Germany

- **Story Time** – Students will be exposed to a different picture book every day. After each story, the instructor will lead a discussion to help students further their reading skills. Topics include cause and effect, making inferences, drawing conclusions, point of view, character traits, character motivation, etc. Students practice their communications skills in related activities including "reader's theater" or "reader's reviews". Each week, a different author is showcased

- **Digital Art**– Youngsters will create art projects on the computer like magazine covers, collages, movie posters, jigsaw puzzles, placemats, etc. while learning technical computer skills like opening, saving, closing, double-clicking, and dragging.

MINECRAFT

Minecraft Advanced, Ages 8-11

Students explore more advanced topics like engineering with Redstone, using enchantments, brewing potions, surviving zombie sieges and excavating structures. Students will also learn about World Edit, an application that enables Minecraft enthusiasts to build and edit maps.

Minecraft Creative – The Builder in You, Ages 8-11

Students will be building their dream home, setting up their village, replicating a famous building like the White House and building the Golden Gate Bridge as a team. Students will explore effective communications skills through discussions and group exercises in Minecraft.

Minecraft Obstacle Course – Make Your Own, Ages 8-11

Minecraft parkour / obstacle course is one of the main types of adventure maps for players to experiment with. This class will explore the most popular parkour courses for inspiration in developing their own parkour courses. Much of the fun will come from sharing and playing in parkour courses developed by fellow classmates.

Minecraft Survival for Beginners, Ages 8-11

The class will cover the basics of Minecraft in survival mode, including basic controls, managing inventory, how to survive the first night, avoiding hunger, building, mining, farming, reaching the Nether and conquering the end. Imagine playing survival with all the players in the same room, working together for a common goal. The teacher will facilitate discussions on traits of good teamwork.

PROGRAMMING & ROBOTICS

Electrical Engineering with Makey-Makey, Ages 8-10

Students will obtain an introduction in electrical engineering by tinkering with Makey Makey, a circuit board kit that can be used to connect objects with a computer, transforming those objects into computer keys or mouse clicks. Students can invent new devices, instruments and controllers with objects that conduct electricity. For instance, bananas turn into piano keys. Students learn about the fundamentals of circuits and how computers work while boosting their creativity.

Engineering and Programming with Arduino, Ages 10-14

Do you ever wonder how gadgets work? Students will be engineering and programming their own electronic circuits, motors, sensors and controllers to do a range of tasks using the Arduino™ electronics platform. They will use the engineering design process (i.e. create, test, improve) to break down a problem, design a solution and build it!

Programming – Python – Introduction, Ages 11-14

Python is a computer programming language that is excellent for aspiring computer programmers to start with. Python has easy-to-read syntax and programmers can quickly see the output of their programs. Students will be given programming exercises and projects to practice the use of Python programming. In this class, students will start

learning various commands like "print", "input" and use mathematical operators. Students will be able to understand and use different data types, lists, operators, strings and functions, apply the use of conditionals and loops, and practice user input and format output. By the end of the class, students will gain computational thinking skills in the fastest-growing programming language available.

Programming – Scratch Beginners, Ages 8-10

Scratch is a programming language developed by MIT Media Lab where kids can easily create and share their interactive stories, animation or simple games. Using simple drag-and-drop programming, students can select characters (called sprites) and control their actions and interactions. Students will create animation and games while learning the programming commands in Scratch. In the process, they are subtly exposed to basic programming concepts such as conditional statements, iteration, variables, and event triggers. Students share their creations with the rest of the class.

Robotics Accelerated with VEX IQ, Ages 11-14

See Description for Robotics with VEX IQ. This class is for an older age group so it will progress at a faster pace and cover more programming but prior experience with robotics is not required.

Robotics Accelerated with VEX IQ, Ages 11-14

In Coding Dash & Sphero, kids become robot programmers using easy, visual coding apps to control two amazing robots. With Dash, students can program the robot to drive, spin, light up, play sounds, respond to voices, and navigate obstacle courses they help design. They'll create sequences and simple loops to make Dash dance, race, tell stories, and complete missions. With Sphero, kids code a rolling robot to zoom through mazes, knock down pins, follow paths, change colors, and play interactive coding games that build accuracy and problem-solving skills.

Robotics with VEX IQ, Ages 9-11

VEX IQ is a snap-together robotics system to provide future engineers the opportunity to build and program robots. Students will learn about sensors, motors, gear ratios and object manipulation. Students advance to programming tele-operated robots which navigate through challenges. Some of the robots students will build and program include a bulldozer and forklifts.

Youngster – Left Brain Mix, Ages 5-7

This class can be taken more than once. Students build different robot models and learn different math skills each week.

- **Lego WeDo Robotics** – Using the LEGO® Education WeDo™ Robotics Construction Set, the students are introduced to simple robotics through building models, attaching sensors and motors, and using a computer to program the model's behavior. Some of the robot models include dancing birds, smart spinner, drumming monkey, hungry alligator, roaring lion, flapping bird, soccer kicker, soccer goalie, and cheerful fans. Students will also learn about simple engineering concepts such as pulleys, belts, gears and levels, while having a blast with their creations.

- **Singapore Math** – The success of Singapore Math is related to covering a fewer topics but in a more in-depth level, greater visualization of math concepts and greater emphasis on solving word problems. We will focus on addition and subtraction of numbers up to 100, then to 1000. We will play math games like math relays and Eggspert.

- **Logic and Strategy Games** – Students are taught logic, strategy and spatial games like Logik Street, checkers, Connect 4, Othello, Guess Who! and Blokus to enhance "thinking ahead" and reasoning skills.

- **Keyboarding** – Students will spend 15 minutes each day practicing touch typing. This skill will become more and more important as standardized testing moves to the computer.

Youngster – Programming ScratchJr, Ages 5-7

Scratch Jr is an introductory programming language that enables youngsters to create their own interactive stories and games. Children snap together graphical programming blocks to make characters move, jump, dance, and sing. Children can modify characters in the paint editor, add their own voices and sounds, even insert photos of themselves — then use the programming blocks to make their characters come to life. During the course of the week, students will create a collage, a story and game. They will also go outside to play typical playground games like tag and monkey in the middle and then go inside and replicate these games on Scratch Jr.

Youngster – WeDo Robotics, Ages 6-8

Using the LEGO® Education WeDo™ Robotics Construction Set, the students are introduced to simple robotics through building models, attaching sensors and motors, and using a computer to program the model's behavior. Students will also learn about simple engineering concepts such as pulleys, belts, gears and levels, while having a blast with their creations.
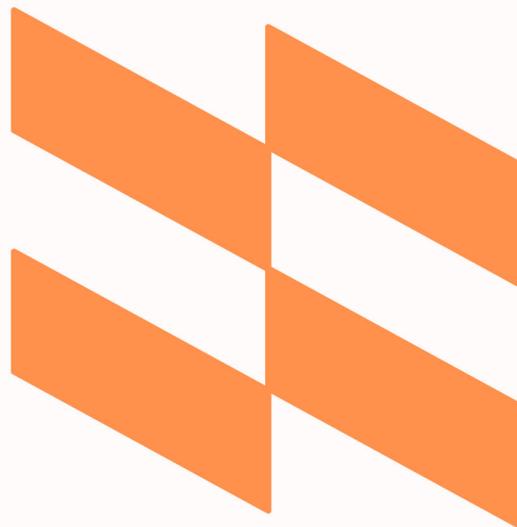
TECHNOLOGY & DESIGN
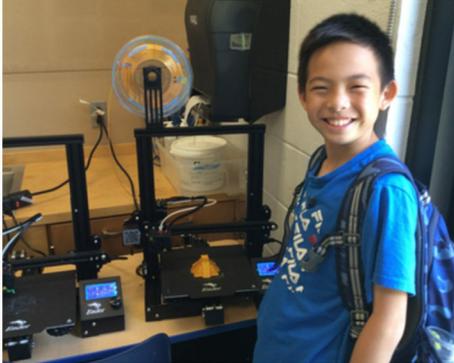
3D Printing Beginner, Ages 10-14

3D printing is the technology that will change the way we live! Students will learn how to use Tinkercad, a design software used for creating 3D models. Students will learn to design, sculpt, texture, arrange and render their 3D models. Students will be able to move, rotate, scale shapes in 3D and take basic shapes and combine them in advanced 3D designs. Students in the past have created jewelry, phone cases and ornaments. At the completion of the course, each student will select two items he/she designed to be printed.

AI for Art and Music Makers, Ages 8-10

Kids discover how artificial intelligence can be a creative helper for making pictures and music. Students explore kid-friendly AI tools to turn ideas into colorful artwork, catchy beats, and short songs —no drawing or musical experience needed. Through playful experimentation, kids learn how to describe ideas clearly, make creative choices, and use AI safely and responsibly while building confidence as young creators.

Artificial Intelligence Tools, Ages 11-14

What is artificial intelligence—and how can kids actually use it? In Artificial Intelligence Tools, students explore eight powerful categories of AI that help people think, create, learn, and communicate. Through hands-on activities, guided exploration, and creative projects, students learn how AI can assist with writing, art, music, studying, presentations, coding, and more—while also learning when not to use it. This class emphasizes curiosity, creativity, and responsibility, helping students become confident, thoughtful AI users in school and beyond.

Artificial Intelligence Tools, Ages 11-14

What is artificial intelligence—and how can kids actually use it? In Artificial Intelligence Tools, students explore eight powerful categories of AI that help people think, create, learn, and communicate. Through hands-on activities, guided exploration, and creative projects, students learn how AI can assist with writing, art, music, studying, presentations, coding, and more—while also learning when not to use it. This class emphasizes curiosity, creativity, and responsibility, helping students become confident, thoughtful AI users in school and beyond.

Virtual Reality, Ages 10-14

This Virtual Reality class engages students with coding, game and app design and VR game-play using the Oculus Go, a stand-alone virtual reality VR headset. Students will ultimately experience and modify interactive virtual reality games! *Note – Student does not take the Oculus Go headsets home.

Website Design with WordPress, Ages 10-14

Students will create their website in one week using HTML and WordPress. They will learn to organize their thoughts in a theme they select, develop content and create web pages. Students will learn to use popular plugins to make contact forms, sliders, polls, photo galleries, maps and blogs. At the end of the class, students have the option of publishing their website.

Youngster – Right Brain Mix, Ages 5-7

This class can be taken more than once. There are different themes every week.

- **Yoga** – Students will learn various yoga poses taking cues from animals and nature. They will roar, stretch and learn the tools to relax and strengthen their bodies.

- **Country Adventure** – Each week, students embark on an imaginary adventure to a different country. They learn about the art, music, games, language and customs of that country

  Week 1 Japan
  Week 2 China
  Week 3 Spain
  Week 4 Mexico

  Week 5 France
  Week 6 Italy
  Week 7 Thailand
  Week 8 Germany

- **Story Time** – Students will be exposed to a different picture book every day. After each story, the instructor will lead a discussion to help students further their reading skills. Topics include cause and effect, making inferences, drawing conclusions, point of view, character traits, character motivation, etc. Students practice their communications skills in related activities including "reader's theater" or "reader's reviews". Each week, a different author is showcased

- **Digital Art** – Youngsters will create art projects on the computer like magazine covers, collages, movie posters, jigsaw puzzles, placemats, etc. while learning technical computer skills like opening, saving, closing, double-clicking, and dragging.

NEW CLASSES
THIS YEAR

Act It Out – Theater Games, Ages 8-10

Act It Out – Theater Games is a high-energy, hands-on class that builds confidence, creativity, and communication skills through playful theater and improvisation games. In a fun, supportive environment, campers explore key skills.

AI for Art and Music Makers, Ages 8-10

Kids discover how artificial intelligence can be a creative helper for making pictures and music. Students explore kid-friendly AI tools to turn ideas into colorful artwork, catchy beats, and short songs—no drawing or musical experience needed. Through playful experimentation, kids learn how to describe ideas clearly, make creative choices, and use AI safely and responsibly while building confidence as young creators.

Anime – Graphic Story Lab, Ages 11-14

A dynamic, hands-on digital studio experience where kids explore the world of anime and manga while creating original graphic stories using beginner-friendly art software. Through inspiring, age-appropriate viewing examples and interactive lessons, students learn how anime artists use character design, expressive visuals, and cinematic panel layouts to tell powerful stories. Using digital tools to sketch, design, and refine their work, students transform imaginative ideas into anime-inspired graphic narratives—building creativity, confidence, and visual storytelling skills in a fun, collaborative environment.

Architecture – Designing Shelters, Ages 8-10

Step into the world of architecture and engineering! In Designing Shelters, students explore how real architects design structures to protect people and animals from sun, heat, wind, and rain. Through hands-on experiments and creative building challenges, students test materials, study shade and temperature, and design their own model shelters. Working in teams, they plan, build, test, and improve designs—developing problem-solving, collaboration, and design-thinking skills along the way.

Artificial Intelligence Tools, Ages 11-14

What is artificial intelligence—and how can kids actually use it? In Artificial Intelligence Tools, students explore eight powerful categories of AI that help people think, create, learn, and communicate. Through hands-on activities, guided exploration, and creative projects, students learn how AI can assist with writing, art, music, studying, presentations, coding, and more—while also learning when not to use it. This class emphasizes curiosity, creativity, and responsibility, helping students become confident, thoughtful AI users in school and beyond.

Cybersecurity and Cryptography, Ages 11-14

How do hackers crack passwords, hide secret messages, or trick people online—and how can we stop them? In Cybersecurity & Cryptography, students become ethical cyber-defenders as they explore how data, websites, and computers are protected in the digital world. Through hands-on puzzles, team challenges, and real-world scenarios, students learn how cyberattacks work and how professionals defend against them.

E-commerce – Creating your Online Store, Ages 11-14

E-commerce: Creating Your Online Store (Ages 11–14) Have you ever wanted to start your own online business? In this hands-on entrepreneurship class, students learn how real e-commerce brands are built—from idea to launch. Young entrepreneurs explore how online stores work, brainstorm product ideas, design a storefront, and learn the basics of pricing, marketing, and customer experience, all while building creativity, confidence, and business-minded thinking.

Marketing and Sales Lab, Ages 11-14

Marketing & Sales Lab turns curious tweens into confident creators, clever advertisers, and persuasive presenters. Students dive into the exciting world of branding, advertising, and selling —discovering how everyday products grab attention, build trust, and win customers. Through fast-paced games, creative challenges, and real-world examples, kids learn how ideas become brands and how communication, psychology, and storytelling influence what people buy. This class is energetic, interactive, and perfect for students who love creativity, teamwork, and sharing their ideas.

Myth-Busting Science, Ages 9-11

Is everything kids see online, on TV, or hear from friends actually true? In Myth-Busting Science, young scientists investigate popular myths and surprising claims using hands-on experiments, teamwork, and real scientific thinking. Each day, students make predictions, test ideas, and uncover what's really going on—through launching balloon rockets, making slime, testing floating and sinking, and even designing their own experiments. This class is fast-paced, interactive, and packed with "aha!" moments that make science exciting, memorable, and fun.

Science for Future Physicians, Ages 11-14

Science for Future Physicians is a hands-on, interactive course designed especially for curious students ages 11–14 who want to explore the fascinating world of medicine. Students step into the role of young medical interns as they investigate how the human body works, what happens when we get sick, and how doctors use science, data, and problem-solving to keep people healthy. Through experiments, simulations, and medical mystery challenges, students build real scientific thinking skills while discovering that the human body is one of the most complex—and amazing—systems there is.

Youngster – Coding Dash and Sphero, Ages 6-8

In Coding Dash & Sphero, kids become robot programmers using easy, visual coding apps to control two amazing robots. With Dash, students can program the robot to drive, spin, light up, play sounds, respond to voices, and navigate obstacle courses they help design. They'll create sequences and simple loops to make Dash dance, race, tell stories, and complete missions. With Sphero, kids code a rolling robot to zoom through mazes, knock down pins, follow paths, change colors, and play interactive coding games that build accuracy and problem-solving skills.

WEEKLY SCHEDULE & DAILY SESSIONS

WEEKLY SCHEDULE

- Week 1: June 22 - June 26
- Week 2: June 29 - July 2 (closed 7/3)
- Week 3: July 6 - July 10
- Week 4: July 13 - July 17
- Week 5: July 20 - July 24
- Week 6: July 27- July 31
- Week 7: August 3 - August 7
- Week 8: August 10 - August 14

TYPICAL DAY

Time	Activity
8:30 am – 9:00 am	Student Drop-off
9:00 am – 10:30 am	AM Class – Part 1
10:30 am – 11:00 am	Break & Snack
11:00 am – 12:30 pm	AM Class – Part 2
12:30 pm – 1:30 pm	**Lunch for full-day students**
12:30 pm - 1:00 pm	**Pick-up AM only students**
1:00 pm - 1:30 pm	**Drop-off PM only student**
1:30 pm – 3:00 pm	PM Class – Part 1
3:00 pm – 3:30 pm	Break & Snack
3:30 pm – 5:00 pm	PM Class – Part 2
5:00 pm – 5:30 pm	Student Pick-up

Full-day campers (those registered for both an AM class and a PM class) will be supervised during lunch between 12:30PM and 1:30PM. Campers should bring lunch and 2 snacks.

Half-day campers (those registered for either an AM class or a PM class only) will not take lunch at camp. Campers should bring 1 snack.

- AM session: 9 AM - 12:30 PM EST
- PM session: 1:30 PM - 5 PM EST

LOCATIONS & RATES

BASKING RIDGE, NJ
THE PINGRY SCHOOL, 131 MARTINSVILLE ROAD

- Half-day (1 class) ……………………… $480/week
- Full-day (2 classes)…………………… $960/week

CHATHAM, NJ
CHATHAM DAY SCHOOL, 700 SHUNPIKE ROAD

- Half-day (1 class) ……………………… $480/week
- Full-day (2 classes)…………………… $960/week

PRINCETON, NJ
PRINCETON MONTESSORI SCHOOL, 487 CHERRY VALLEY RD

- Half-day (1 class) ……………………… $440/week
- Full-day (2 classes)…………………… $880/week

SADDLE RIVER, NJ
SADDLE RIVER DAY SCHOOL, 147 CHESTNUT RIDGE ROAD

- Half-day (1 class) ……………………… $440/week
- Full-day (2 classes)……………………$880/week

SCOTCH PLAINS, NJ
CREATIVE KIDS, 551 PARK AVENUE

- Half-day (1 class) ……………………… $440/week
- Full-day (2 classes)……………………$880/week

SHORT HILLS, NJ
THE PINGRY SCHOOL, 50 COUNTRY DAY DRIVE

- Half-day (1 class) ……………………… $480/week
- Full-day (2 classes)……………………$960/week

SOMERSET, NJ
RUTGERS PREPARATORY SCHOOL, 1345 EASTON AVENUE

- Half-day (1 class) $440/week
- Full-day (2 classes).......................$880/week

SUMMIT, NJ
KENT PLACE SCHOOL, 42 NORWOOD AVENUE

- Half-day (1 class) $480/week
- Full-day (2 classes).......................$960/week

WAYNE, NJ
IMMACULATE HEART OF MARY SCHOOL, 580 RATZER ROAD

- Half-day (1 class) $440/week
- Full-day (2 classes).......................$880/week

CLASS SCHEDULE BY LOCATION

Register online now at:

iisummer.com

Basking Ridge, NJ - CLASS SCHEDULE

Week 3 - July 6 - 10

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Act It Out - Theater Games	Ages 8-10	AdventureQuest - Leadership Games	Ages 6-8
Artificial Intelligence Tools	Ages 11-14	AI for Art and Music Makers	Ages 8-10
Engineering of Ice Cream	Ages 8-11	Chemical Engineering - Bioplastics	Ages 11-14
Junior Physicians Academy	Ages 7-9	Cybersecurity and Cryptography	Ages 11-14
Leadership - Negotiation - Persuasion	Ages 11-14	Film-Making	Ages 9-12
Math Competition Training	Ages 11-14	Mad Machines & Jr Engineers	Ages 6-8
Website Creation using Wordpress	Ages 11-14	Math of Money	Ages 8-10
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7

Week 4 - July 13 - 17

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Chemical Engineering - Bioplastics	Ages 11-14	Act It Out - Theater Games	Ages 8-10
Crazy Chemworks	Ages 7-9	Artificial Intelligence Tools	Ages 11-14
Cybersecurity and Cryptography	Ages 11-14	Detective/Spy Lab	Ages 7-9
E-commerce - Creating your Online Store	Ages 11-14	Engineering of Ice Cream	Ages 8-11
Film-Making	Ages 9-12	Marketing and Sales Lab	Ages 11-14
Minecraft Advanced	Ages 8-11	Minecraft Creative - The Builder	Ages 8-11
Murder Mystery Creation	Ages 10-13	Programming - Python - Introduction	Ages 11-14
Programming - Scratch Beginners	Ages 8-10	The Art of Storytelling	Ages 8-11
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7

Week 5 - July 20 - 24

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Art and Sculpture	Ages 8-10	Anatomy and Surgical Techniques	Ages 11-14
3D Printing Beginner	Ages 10-14	Canvas Painting in Acrylics	Ages 8-11
Biomedical Engineering for Kids	Ages 9-11	Investment and the Stock Market	Ages 11-14
Escape Rooms & Scavenger Hunts	Ages 8-11	Shockingly Sticky Science	Ages 7-9
Financial Literacy	Ages 11-14	Virtual Reality	Ages 10-14
NASA Journey to Outer Space	Ages 7-9	War & Peace Games - Game Theory	Ages 10-13
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7
Youngster - Programming Scratch Jr	Ages 5-7	Youngster - WeDo Robotics	Ages 6-8

Week 6 - July 27 - 31

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
AI for Art and Music Makers	Ages 8-10	3D Art and Sculpture	Ages 8-10
Anatomy and Surgical Techniques	Ages 11-14	3D Printing Beginner	Ages 10-14
Canvas Painting in Acrylics	Ages 8-11	Biomedical Engineering for Kids	Ages 9-11
Electrical Engineering with Makey-Makey	Ages 8-10	Debate and Public Speaking	Ages 9-12
Lemonade Stand Entrepreneur	Ages 8-10	Engineering & Programming Arduinos	Ages 11-14
Mad Machines & Jr Engineers	Ages 6-8	Junior Physicians Academy	Ages 7-9
Mock Trial - The Criminal Justice System	Ages 11-14	Shark Tank Entrepreneur	Ages 11-14
Virtual Reality	Ages 10-14	Website Creation using Wordpress	Ages 11-14
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7
Youngster - WeDo Robotics	Ages 6-8	Youngster - Programming Scratch Jr	Ages 5-7

Week 7 - Aug 3 - 7			
AM (9:00-12:30) - select one AM class for the week.		**PM (1:30-5:00) - select one PM class for the week.**	
AdventureQuest - Leadership Games	Ages 6-8	Civil Engineering - Bridges & Buildings	Ages 9-11
Detective/Spy Lab	Ages 7-9	Crazy Chemworks	Ages 7-9
Engineering - Flight and Aerospace	Ages 9-11	Digital Art	Ages 9-12
Engineering & Programming Arduinos	Ages 11-14	Electrical Engineering with Makey-Makey	Ages 8-10
Fashion Design	Ages 8-10	Leadership - Negotiation - Persuasion	Ages 11-14
Math of Money	Ages 8-10	Math Competition Training	Ages 11-14
Programming - Python - Introduction	Ages 11-14	Programming - Scratch Beginners	Ages 8-10
Robotics with VEX IQ	Ages 9-11	Robotics Accelerated with VEX IQ	Ages 11-14

Week 8 - Aug 10 - 14			
AM (9:00-12:30) - select one AM class for the week.		**PM (1:30-5:00) - select one PM class for the week.**	
Architecture - Designing Shelters	Ages 8-10	Anime - Graphic Story Lab	Ages 11-14
Engineering - Flight and Aerospace	Ages 9-11	Civil Engineering - Bridges & Buildings	Ages 9-11
Marketing and Sales Lab	Ages 11-14	E-commerce - Creating your Online Store	Ages 11-14
Minecraft Survival for Beginners	Ages 8-11	Minecraft Obstacle Course	Ages 8-11
Robotics Accelerated with VEX IQ	Ages 11-14	Murder Mystery Creation	Ages 10-13
Shockingly Sticky Science	Ages 7-9	NASA Journey to Outer Space	Ages 7-9
The Art of Storytelling	Ages 8-11	Robotics with VEX IQ	Ages 9-11

Chatham, NJ - CLASS SCHEDULE

Week 1 : June 22 - 26

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Anime - Graphic Story Lab	Ages 11-14	AdventureQuest - Leadership Games	Ages 6-8
Artificial Intelligence Tools	Ages 11-14	Architecture - Designing Shelters	Ages 8-10
Debate and Public Speaking	Ages 9-12	Cybersecurity and Cryptography	Ages 11-14
E-commerce - Creating your Online Store	Ages 11-14	Leadership - Negotiation - Persuasion	Ages 11-14
Junior Physicians Academy	Ages 7-9	Mad Machines & Jr Engineers	Ages 6-8
Leadership - Negotiation - Persuasion	Ages 11-14	Marketing and Sales Lab	Ages 11-14
Robotics with VEX IQ	Ages 9-11	Myth-Busting Science	Ages 9-11
Science for Future Physicians	Ages 11-14	Robotics Accelerated with VEX IQ	Ages 11-14
Youngster - Chemistry Experiments	Ages 5-7	Youngster - Coding Dash and Sphero	Ages 6-8
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7

Week 2 - June 29 - July 2 (closed 7/3)

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Architecture - Designing Shelters	Ages 9-12	AI for Art and Music Makers	Ages 8-10
Crazy Chemworks	Ages 7-9	Anime - Graphic Story Lab	Ages 11-14
Cybersecurity and Cryptography	Ages 11-14	Artificial Intelligence Tools	Ages 11-14
Financial Literacy	Ages 11-14	Detective/Spy Lab	Ages 7-9
Murder Mystery Creation	Ages 10-13	Investment and the Stock Market	Ages 11-14
Myth-Busting Science	Ages 9-11	Robotics with VEX IQ	Ages 9-11
Robotics Accelerated with VEX IQ	Ages 11-14	Science for Future Physicians	Ages 11-14
Website Creation using Wordpress	Ages 11-14	The Art of Storytelling	Ages 8-11
Youngster - Coding Dash and Sphero	Ages 6-8	Youngster - Chemistry Experiments	Ages 5-7
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7

Week 3 - July 6 - 10

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Act It Out - Theater Games	Ages 8-10	Biomedical Engineering for Kids	Ages 9-11
Anatomy and Surgical Techniques	Ages 11-14	Cybersecurity and Cryptography	Ages 11-14
Artificial Intelligence Tools	Ages 11-14	Film-Making	Ages 9-12
Escape Rooms & Scavenger Hunts	Ages 8-11	Lemonade Stand Entrepreneur	Ages 8-10
NASA Journey to Outer Space	Ages 7-9	Programming - Python - Introduction	Ages 11-14
Programming - Scratch Beginners	Ages 8-10	Robotics Accelerated with VEX IQ	Ages 11-14
Robotics with VEX IQ	Ages 9-11	Shockingly Sticky Science	Ages 7-9
Shark Tank Entrepreneur	Ages 11-14	War & Peace Games - Game Theory	Ages 10-13
Youngster - Coding Dash and Sphero	Ages 6-8	Youngster - Chemistry Experiments	Ages 5-7
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7

Week 4 - July 13 - 17

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Biomedical Engineering for Kids	Ages 9-11	Act It Out - Theater Games	Ages 8-10
Cybersecurity and Cryptography	Ages 11-14	Anatomy and Surgical Techniques	Ages 11-14
Film-Making	Ages 9-12	Artificial Intelligence Tools	Ages 11-14
Mad Machines & Jr Engineers	Ages 6-8	Debate and Public Speaking	Ages 9-12
Math of Money	Ages 8-10	Junior Physicians Academy	Ages 7-9
Minecraft Survival for Beginners	Ages 8-11	Math Competition Training	Ages 11-14
Mock Trial - The Criminal Justice System	Ages 11-14	Minecraft Obstacle Course	Ages 8-11
Robotics Accelerated with VEX IQ	Ages 11-14	Robotics with VEX IQ	Ages 9-11
Youngster - Chemistry Experiments	Ages 5-7	Youngster - Coding Dash and Sphero	Ages 6-8
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7

Week 5 - July 20 - 24			
AM (9:00-12:30) - select one AM class for the week.		**PM (1:30-5:00) - select one PM class for the week.**	
3D Art and Sculpture	Ages 8-10	Canvas Painting in Acrylics	Ages 8-11
3D Printing Beginner	Ages 10-14	Civil Engineering - Bridges & Buildings	Ages 9-11
AdventureQuest - Leadership Games	Ages 6-8	E-commerce - Creating your Online Store	Ages 11-14
AI for Art and Music Makers	Ages 8-10	Engineering & Programming Arduinos	Ages 11-14
Electrical Engineering with Makey-Makey	Ages 8-10	Leadership - Negotiation - Persuasion	Ages 11-14
Engineering - Flight and Aerospace	Ages 9-11	Minecraft Creative - The Builder	Ages 8-11
Marketing and Sales Lab	Ages 11-14	Virtual Reality	Ages 10-14
Minecraft Advanced	Ages 8-11	Website Creation using Wordpress	Ages 11-14
Youngster - Programming Scratch Jr	Ages 6-8	Youngster - Left Brain Mix	Ages 5-7
Youngster - Right Brain Mix	Ages 5-7	Youngster - WeDo Robotics	Ages 6-8

Week 6 - July 27 - 31			
AM (9:00-12:30) - select one AM class for the week.		**PM (1:30-5:00) - select one PM class for the week.**	
Canvas Painting in Acrylics	Ages 8-11	3D Art and Sculpture	Ages 8-10
Civil Engineering - Bridges & Buildings	Ages 9-11	3D Printing Beginner	Ages 10-14
Detective/Spy Lab	Ages 7-9	Crazy Chemworks	Ages 7-9
Engineering & Programming Arduinos	Ages 11-14	Electrical Engineering with Makey-Makey	Ages 8-10
Investment and the Stock Market	Ages 11-14	Engineering - Flight and Aerospace	Ages 9-11
Minecraft Obstacle Course	Ages 8-11	Financial Literacy	Ages 11-14
The Art of Storytelling	Ages 8-11	Minecraft Survival for Beginners	Ages 8-11
Virtual Reality	Ages 10-14	Murder Mystery Creation	Ages 10-13
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7
Youngster - Programming Scratch Jr	Ages 5-7	Youngster - WeDo Robotics	Ages 6-8

Week 7 - Aug 3 - 7			
AM (9:00-12:30) - select one AM class for the week.		**PM (1:30-5:00) - select one PM class for the week.**	
3D Printing Beginner	Ages 10-14	Chemical Engineering - Bioplastics	Ages 11-14
Engineering of Ice Cream	Ages 8-11	Digital Art	Ages 9-12
Fashion Design	Ages 8-10	Escape Rooms & Scavenger Hunts	Ages 8-11
Lemonade Stand Entrepreneur	Ages 8-10	Minecraft Advanced	Ages 8-11
Minecraft Creative - The Builder	Ages 8-11	NASA Journey to Outer Space	Ages 7-9
Programming - Python - Introduction	Ages 11-14	Programming - Scratch Beginners	Ages 8-10
Shockingly Sticky Science	Ages 7-9	Shark Tank Entrepreneur	Ages 11-14
War & Peace Games - Game Theory	Ages 10-13	Virtual Reality	Ages 10-14
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7
Youngster - WeDo Robotics	Ages 6-8	Youngster - Programming Scratch Jr	Ages 5-7

Week 8 - Aug 10 - 14			
AM (9:00-12:30) - select one AM class for the week.		**PM (1:30-5:00) - select one PM class for the week.**	
Chemical Engineering - Bioplastics	Ages 11-14	3D Printing Beginner	Ages 10-14
Debate and Public Speaking	Ages 9-12	Anime - Graphic Story Lab	Ages 11-14
Digital Art	Ages 9-12	Debate and Public Speaking	Ages 9-12
Junior Physicians Academy	Ages 7-9	Engineering of Ice Cream	Ages 8-11
Leadership - Negotiation - Persuasion	Ages 11-14	Mad Machines & Jr Engineers	Ages 6-8
Math Competition Training	Ages 11-14	Math of Money	Ages 8-10
Virtual Reality	Ages 10-14	Mock Trial - The Criminal Justice System	Ages 11-14
Youngster - Left Brain Mix	Ages 5-7	Youngster - Programming Scratch Jr	Ages 5-7
Youngster - WeDo Robotics	Ages 6-8	Youngster - Right Brain Mix	Ages 5-7

Princeton, NJ - CLASS SCHEDULE

Week 5 - July 20 - 24

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Printing Beginner	Ages 10-14	3D Printing Beginner	Ages 10-14
Engineering - Flight and Aerospace	Ages 9-11	Civil Engineering - Bridges & Buildings	Ages 9-11
Financial Literacy	Ages 11-14	Escape Rooms & Scavenger Hunts	Ages 8-11
Minecraft Creative - The Builder	Ages 8-11	Investment and the Stock Market	Ages 11-14
Robotics with VEX IQ	Ages 9-11	Robotics Accelerated with VEX IQ	Ages 11-14

Week 6 - July 27 - 31

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
AI for Art and Music Makers	Ages 8-10	Escape Rooms & Scavenger Hunts	Ages 8-11
Debate and Public Speaking	Ages 9-12	Film-Making	Ages 9-12
Investment and the Stock Market	Ages 11-14	Financial Literacy	Ages 11-14
The Art of Storytelling	Ages 8-11	Mock Trial - The Criminal Justice System	Ages 11-14
Virtual Reality	Ages 10-14	Virtual Reality	Ages 10-14

Saddle River, NJ - CLASS SCHEDULE

Week 3 - July 6 - 10

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Printing Beginner	Ages 10-14	Anatomy and Surgical Techniques	Ages 11-14
AI for Art and Music Makers	Ages 8-10	Detective/Spy Lab	Ages 7-9
Biomedical Engineering for Kids	Ages 9-11	Escape Rooms & Scavenger Hunts	Ages 8-11
Crazy Chemworks	Ages 7-9	Investment and the Stock Market	Ages 11-14
Financial Literacy	Ages 11-14	Virtual Reality	Ages 10-14
War & Peace Games - Game Theory	Ages 10-13	Website Creation using Wordpress	Ages 11-14
Youngster - Coding Dash and Sphero	Ages 6-8	Youngster - Chemistry Experiments	Ages 5-7

Week 4 - July 13 - 17

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Anatomy and Surgical Techniques	Ages 11-14	3D Printing Beginner	Ages 10-14
Electrical Engineering with Makey-Makey	Ages 8-10	Biomedical Engineering for Kids	Ages 9-11
Lemonade Stand Entrepreneur	Ages 8-10	Debate and Public Speaking	Ages 9-12
Mock Trial - The Criminal Justice System	Ages 11-14	Engineering & Programming Arduinos	Ages 11-14
NASA Journey to Outer Space	Ages 7-9	Programming - Python - Introduction	Ages 11-14
Programming - Scratch Beginners	Ages 8-10	Shark Tank Entrepreneur	Ages 11-14
Virtual Reality	Ages 10-14	Shockingly Sticky Science	Ages 7-9

Week 5 - July 20 - 24

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Engineering - Flight and Aerospace	Ages 9-11	AdventureQuest - Leadership Games	Ages 6-8
Engineering & Programming Arduinos	Ages 11-14	Civil Engineering - Bridges & Buildings	Ages 9-11
Fashion Design	Ages 8-10	Digital Art	Ages 9-12
Leadership - Negotiation - Persuasion	Ages 11-14	Electrical Engineering with Makey-Makey	Ages 8-10
Mad Machines & Jr Engineers	Ages 6-8	Junior Physicians Academy	Ages 7-9
Math of Money	Ages 8-10	Math Competition Training	Ages 11-14
Robotics with VEX IQ	Ages 9-11	Robotics Accelerated with VEX IQ	Ages 11-14

Week 6 - July 27 - 31

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Act It Out - Theater Games	Ages 8-10	AI for Art and Music Makers	Ages 8-10
Detective/Spy Lab	Ages 7-9	Civil Engineering - Bridges & Buildings	Ages 9-11
Engineering - Flight and Aerospace	Ages 9-11	Crazy Chemworks	Ages 7-9
Marketing and Sales Lab	Ages 11-14	E-commerce - Creating your Online Store	Ages 11-14
Murder Mystery Creation	Ages 10-13	Film-Making	Ages 9-12
Robotics Accelerated with VEX IQ	Ages 11-14	Robotics with VEX IQ	Ages 9-11
Website Creation using Wordpress	Ages 11-14	The Art of Storytelling	Ages 8-11

Week 7 - Aug 3 - 7

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Artificial Intelligence Tools	Ages 11-14	Chemical Engineering - Bioplastics	Ages 11-14
Engineering of Ice Cream	Ages 8-11	Cybersecurity and Cryptography	Ages 11-14
Escape Rooms & Scavenger Hunts	Ages 8-11	Financial Literacy	Ages 11-14
Investment and the Stock Market	Ages 11-14	NASA Journey to Outer Space	Ages 7-9
Programming - Python - Introduction	Ages 11-14	Programming - Scratch Beginners	Ages 8-10
Shockingly Sticky Science	Ages 7-9	War & Peace Games - Game Theory	Ages 10-13
Youngster - WeDo Robotics	Ages 6-8	Youngster - Programming Scratch Jr	Ages 5-7

Scotch Plains, NJ - CLASS SCHEDULE

Week 1 : June 22 - 26

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Debate and Public Speaking	Ages 9-12	Digital Art	Ages 9-12
Fashion Design	Ages 8-10	Mock Trial - The Criminal Justice System	Ages 11-14
Programming - Python - Introduction	Ages 11-14	Programming - Scratch Beginners	Ages 8-10
Youngster - WeDo Robotics	Ages 6-8	Youngster - Programming Scratch Jr	Ages 5-7

Week 2 - June 29 - July 2 (closed 7/3)

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Digital Art	Ages 9-12	AdventureQuest - Leadership Games	Ages 6-8
Electrical Engineering with Makey-Makey	Ages 8-10	Engineering & Programming Arduinos	Ages 11-14
Leadership - Negotiation - Persuasion	Ages 11-14	Fashion Design	Ages 8-10
Youngster - Programming Scratch Jr	Ages 5-7	Youngster - WeDo Robotics	Ages 6-8

Week 3 - July 6 - 10

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Anime - Graphic Story Lab	Ages 11-14	AI for Art and Music Makers	Ages 8-10
Crazy Chemworks	Ages 7-9	Architecture - Designing Shelters	Ages 8-10
Financial Literacy	Ages 11-14	Detective/Spy Lab	Ages 7-9
Murder Mystery Creation	Ages 10-13	Investment and the Stock Market	Ages 11-14
Website Creation using Wordpress	Ages 11-14	The Art of Storytelling	Ages 8-11

Week 4 - July 13 - 17

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Architecture - Designing Shelters	Ages 8-10	Anime - Graphic Story Lab	Ages 11-14
Escape Rooms & Scavenger Hunts	Ages 8-11	Lemonade Stand Entrepreneur	Ages 8-10
NASA Journey to Outer Space	Ages 7-9	Programming - Python - Introduction	Ages 11-14
Programming - Scratch Beginners	Ages 8-10	Shockingly Sticky Science	Ages 7-9
Shark Tank Entrepreneur	Ages 11-14	War & Peace Games - Game Theory	Ages 10-13

Week 5 - July 20 - 24

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Mad Machines & Jr Engineers	Ages 6-8	Debate and Public Speaking	Ages 9-12
Math of Money	Ages 8-10	Junior Physicians Academy	Ages 7-9
Minecraft Advanced	Ages 8-11	Math Competition Training	Ages 11-14
Mock Trial - The Criminal Justice System	Ages 11-14	Minecraft Creative - The Builder	Ages 8-11

Short Hills, NJ - CLASS SCHEDULE

Week 1 : June 22 - 26

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Printing Beginner	Ages 10-14	AI for Art and Music Makers	Ages 8-10
Act It Out - Theater Games	Ages 8-10	Anatomy and Surgical Techniques	Ages 11-14
Biomedical Engineering for Kids	Ages 9-11	Detective/Spy Lab	Ages 7-9
Crazy Chemworks	Ages 7-9	Film-Making	Ages 9-12
Financial Literacy	Ages 11-14	Investment and the Stock Market	Ages 11-14
Minecraft Creative - The Builder	Ages 8-11	Minecraft Advanced	Ages 8-11
Murder Mystery Creation	Ages 10-13	The Art of Storytelling	Ages 8-11
Website Creation using Wordpress	Ages 11-14	Virtual Reality	Ages 10-14
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7
Youngster - Programming Scratch Jr	Ages 5-7	Youngster - WeDo Robotics	Ages 6-8

Week 2 - June 29 - July 2 (closed 7/3)

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Anatomy and Surgical Techniques	Ages 11-14	3D Printing Beginner	Ages 10-14
Civil Engineering - Bridges & Buildings	Ages 9-11	Act It Out - Theater Games	Ages 8-10
Escape Rooms & Scavenger Hunts	Ages 8-11	Biomedical Engineering for Kids	Ages 9-11
Film-Making	Ages 9-12	Engineering - Flight and Aerospace	Ages 9-11
NASA Journey to Outer Space	Ages 7-9	Lemonade Stand Entrepreneur	Ages 8-10
Programming - Scratch Beginners	Ages 8-10	Programming - Python - Introduction	Ages 11-14
Shark Tank Entrepreneur	Ages 11-14	Shockingly Sticky Science	Ages 7-9
Virtual Reality	Ages 10-14	War & Peace Games - Game Theory	Ages 10-13
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7
Youngster - WeDo Robotics	Ages 6-8	Youngster - Programming Scratch Jr	Ages 5-7

Week 3 - July 6 - 10

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Art and Sculpture	Ages 8-10	Canvas Painting in Acrylics	Ages 8-11
3D Printing Beginner	Ages 10-14	Civil Engineering - Bridges & Buildings	Ages 9-11
Debate and Public Speaking	Ages 9-12	Engineering & Programming Arduinos	Ages 11-14
Electrical Engineering with Makey-Makey	Ages 8-10	Junior Physicians Academy	Ages 7-9
Engineering - Flight and Aerospace	Ages 9-11	Math of Money	Ages 8-10
Mad Machines & Jr Engineers	Ages 6-8	Minecraft Obstacle Course	Ages 8-11
Math Competition Training	Ages 11-14	Mock Trial - The Criminal Justice System	Ages 11-14
Minecraft Survival for Beginners	Ages 8-11	Virtual Reality	Ages 10-14
Youngster - Left Brain Mix	Ages 5-7	Youngster - Programming Scratch Jr	Ages 5-7
Youngster - WeDo Robotics	Ages 6-8	Youngster - Right Brain Mix	Ages 5-7

Week 4 - July 13 - 17

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
AdventureQuest - Leadership Games	Ages 6-8	3D Art and Sculpture	Ages 8-10
AI for Art and Music Makers	Ages 8-10	3D Printing Beginner	Ages 10-14
Canvas Painting in Acrylics	Ages 8-11	E-commerce - Creating your Online Store	Ages 11-14
Civil Engineering - Bridges & Buildings	Ages 9-11	Electrical Engineering with Makey-Makey	Ages 8-10
Engineering & Programming Arduinos	Ages 11-14	Engineering - Flight and Aerospace	Ages 9-11
Marketing and Sales Lab	Ages 11-14	Leadership - Negotiation - Persuasion	Ages 11-14
Minecraft Advanced	Ages 8-11	Minecraft Creative - The Builder	Ages 8-11
Virtual Reality	Ages 10-14	Website Creation using Wordpress	Ages 11-14
Youngster - Programming Scratch Jr	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7
Youngster - Right Brain Mix	Ages 5-7	Youngster - WeDo Robotics	Ages 6-8

Register online today at: (www.iisummer.com)

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Week 5 - July 20 - 24

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Artificial Intelligence Tools	Ages 11-14	Crazy Chemworks	Ages 4 - 5
Chemical Engineering - Bioplastics	Ages 11-14	Cybersecurity and Cryptography	Ages 5 - 6
Detective/Spy Lab	Ages 7-9	Digital Art	Ages 6 - 7
Fashion Design	Ages 8-10	Engineering of Ice Cream	Ages 7 - 8
Investment and the Stock Market	Ages 11-14	Financial Literacy	Ages 8 - 9
Minecraft Obstacle Course	Ages 8-11	Minecraft Survival for Beginners	Ages 9 - 10
Robotics with VEX IQ	Ages 9-11	Murder Mystery Creation	Ages 10 - 11
The Art of Storytelling	Ages 8-11	Robotics Accelerated with VEX IQ	Ages 11 - 12
Youngster - Chemistry Experiments	Ages 5-7	Youngster - Coding Dash and Sphero	Ages 12 - 13
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 23 - 24

Week 6 - July 27 - 31

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Cybersecurity and Cryptography	Ages 11-14	Anime - Graphic Story Lab	Ages 11-14
Digital Art	Ages 9-12	Artificial Intelligence Tools	Ages 11-14
Engineering of Ice Cream	Ages 8-11	Chemical Engineering - Bioplastics	Ages 11-14
Lemonade Stand Entrepreneur	Ages 8-10	Escape Rooms & Scavenger Hunts	Ages 8-11
Programming - Python - Introduction	Ages 11-14	NASA Journey to Outer Space	Ages 7-9
Robotics Accelerated with VEX IQ	Ages 11-14	Programming - Scratch Beginners	Ages 8-10
Shockingly Sticky Science	Ages 7-9	Robotics with VEX IQ	Ages 9-11
War & Peace Games - Game Theory	Ages 10-13	Shark Tank Entrepreneur	Ages 11-14
Youngster - Coding Dash and Sphero	Ages 6-8	Youngster - Chemistry Experiments	Ages 5-7
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7

Week 7 - Aug 3 - 7

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Anime - Graphic Story Lab	Ages 11-14	Architecture - Designing Shelters	Ages 8-10
Artificial Intelligence Tools	Ages 11-14	Cybersecurity and Cryptography	Ages 11-14
Junior Physicians Academy	Ages 7-9	Debate and Public Speaking	Ages 9-12
Math of Money	Ages 8-10	Mad Machines & Jr Engineers	Ages 6-8
Minecraft Survival for Beginners	Ages 8-11	Math Competition Training	Ages 11-14
Mock Trial - The Criminal Justice System	Ages 11-14	Minecraft Obstacle Course	Ages 8-11
Robotics with VEX IQ	Ages 9-11	Myth-Busting Science	Ages 9-11
Science for Future Physicians	Ages 11-14	Robotics Accelerated with VEX IQ	Ages 11-14
Youngster - Coding Dash and Sphero	Ages 6-8	Youngster - Chemistry Experiments	Ages 5-7
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7

Week 8 - Aug 10 - 14

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Architecture - Designing Shelters	Ages 8-10	AdventureQuest - Leadership Games	Ages 6-8
Artificial Intelligence Tools	Ages 11-14	Anime - Graphic Story Lab	Ages 11-14
Crazy Chemworks	Ages 7-9	Detective/Spy Lab	Ages 7-9
Debate and Public Speaking	Ages 9-12	Leadership - Negotiation - Persuasion	Ages 11-14
E-commerce - Creating your Online Store	Ages 11-14	Marketing and Sales Lab	Ages 11-14
Leadership - Negotiation - Persuasion	Ages 11-14	Robotics with VEX IQ	Ages 9-11
Myth-Busting Science	Ages 9-11	Science for Future Physicians	Ages 11-14
Robotics Accelerated with VEX IQ	Ages 11-14	Virtual Reality	Ages 10-14
Youngster - Chemistry Experiments	Ages 5-7	Youngster - Coding Dash and Sphero	Ages 6-8
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7

Somerset, NJ - CLASS SCHEDULE

Week 2 - June 29 - July 2 (closed 7/3)

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Detective/Spy Lab	Ages 7-9	AI for Art and Music Makers	Ages 8-10
Engineering & Programming Arduinos	Ages 11-14	Crazy Chemworks	Ages 7-9
Escape Rooms & Scavenger Hunts	Ages 8-11	Electrical Engineering with Makey-Makey	Ages 8-10
Investment and the Stock Market	Ages 11-14	Financial Literacy	Ages 11-14
Minecraft Survival for Beginners	Ages 8-11	Minecraft Obstacle Course	Ages 8-11
Robotics with VEX IQ	Ages 9-11	Robotics Accelerated with VEX IQ	Ages 11-14
Website Creation using Wordpress	Ages 11-14	War & Peace Games - Game Theory	Ages 10-13
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7

Week 3 - July 6 - 10

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Electrical Engineering with Makey-Makey	Ages 8-10	Civil Engineering - Bridges & Buildings	Ages 9-11
Engineering - Flight and Aerospace	Ages 9-11	Debate and Public Speaking	Ages 9-12
Fashion Design	Ages 8-10	Digital Art	Ages 9-12
Lemonade Stand Entrepreneur	Ages 8-10	Engineering & Programming Arduinos	Ages 11-14
Mock Trial - The Criminal Justice System	Ages 11-14	NASA Journey to Outer Space	Ages 7-9
Programming - Scratch Beginners	Ages 8-10	Programming - Python - Introduction	Ages 11-14
Robotics Accelerated with VEX IQ	Ages 11-14	Robotics with VEX IQ	Ages 9-11
Shockingly Sticky Science	Ages 7-9	Shark Tank Entrepreneur	Ages 11-14
Youngster - Programming Scratch Jr	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7
Youngster - Right Brain Mix	Ages 5-7	Youngster - WeDo Robotics	Ages 6-8

Week 4 - July 13 - 17

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
AdventureQuest - Leadership Games	Ages 6-8	Civil Engineering - Bridges & Buildings	Ages 9-11
Digital Art	Ages 9-12	Fashion Design	Ages 8-10
Engineering - Flight and Aerospace	Ages 9-11	Leadership - Negotiation - Persuasion	Ages 11-14
Junior Physicians Academy	Ages 7-9	Mad Machines & Jr Engineers	Ages 6-8
Math Competition Training	Ages 11-14	Math of Money	Ages 8-10
Minecraft Creative - The Builder	Ages 8-11	Minecraft Advanced	Ages 8-11
Robotics with VEX IQ	Ages 9-11	Robotics Accelerated with VEX IQ	Ages 11-14
Youngster - Left Brain Mix	Ages 5-7	Youngster - Programming Scratch Jr	Ages 5-7
Youngster - WeDo Robotics	Ages 6-8	Youngster - Right Brain Mix	Ages 5-7

Week 5 - July 20 - 24

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Act It Out - Theater Games	Ages 8-10	Cybersecurity and Cryptography	Ages 11-14
AI for Art and Music Makers	Ages 8-10	Detective/Spy Lab	Ages 7-9
Artificial Intelligence Tools	Ages 11-14	E-commerce - Creating your Online Store	Ages 11-14
Chemical Engineering - Bioplastics	Ages 11-14	Engineering of Ice Cream	Ages 8-11
Crazy Chemworks	Ages 7-9	Film-Making	Ages 9-12
Marketing and Sales Lab	Ages 11-14	Science for Future Physicians	Ages 11-14
Murder Mystery Creation	Ages 10-13	The Art of Storytelling	Ages 8-11
Myth-Busting Science	Ages 9-11	Website Creation using Wordpress	Ages 11-14
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7

Week 6 - July 27 - 31

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Cybersecurity and Cryptography	Ages 11-14	Act It Out - Theater Games	Ages 8-10
Engineering of Ice Cream	Ages 8-11	Artificial Intelligence Tools	Ages 11-14
Escape Rooms & Scavenger Hunts	Ages 8-11	Chemical Engineering - Bioplastics	Ages 11-14
Film-Making	Ages 9-12	Investment and the Stock Market	Ages 11-14
Financial Literacy	Ages 11-14	Minecraft Survival for Beginners	Ages 8-11
Minecraft Obstacle Course	Ages 8-11	Myth-Busting Science	Ages 9-11
NASA Journey to Outer Space	Ages 7-9	Programming - Scratch Beginners	Ages 8-10
Programming - Python - Introduction	Ages 11-14	Shockingly Sticky Science	Ages 7-9
Science for Future Physicians	Ages 11-14	War & Peace Games - Game Theory	Ages 10-13
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7

Week 7 - Aug 3 - 7

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Printing Beginner	Ages 10-14	Biomedical Engineering for Kids	Ages 9-11
Act It Out - Theater Games	Ages 8-10	Debate and Public Speaking	Ages 9-12
Anatomy and Surgical Techniques	Ages 11-14	Film-Making	Ages 9-12
Lemonade Stand Entrepreneur	Ages 8-10	Junior Physicians Academy	Ages 7-9
Mad Machines & Jr Engineers	Ages 6-8	Minecraft Creative - The Builder	Ages 8-11
Minecraft Advanced	Ages 8-11	Shark Tank Entrepreneur	Ages 11-14
Mock Trial - The Criminal Justice System	Ages 11-14	Virtual Reality	Ages 10-14
Youngster - Chemistry Experiments	Ages 5-7	Youngster - Coding Dash and Sphero	Ages 6-8
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7

Week 8 - Aug 10 - 14

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Biomedical Engineering for Kids	Ages 9-11	3D Printing Beginner	Ages 10-14
Detective/Spy Lab	Ages 7-9	Act It Out - Theater Games	Ages 8-10
Film-Making	Ages 9-12	AdventureQuest - Leadership Games	Ages 6-8
Leadership - Negotiation - Persuasion	Ages 11-14	Anatomy and Surgical Techniques	Ages 11-14
Math of Money	Ages 8-10	Crazy Chemworks	Ages 7-9
Virtual Reality	Ages 10-14	Math Competition Training	Ages 11-14
Youngster - Chemistry Experiments	Ages 5-7	Youngster - Coding Dash and Sphero	Ages 6-8
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7

Summit, NJ - CLASS SCHEDULE

Week 4 - July 13 - 17

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Crazy Chemworks	Ages 7-9	AI for Art and Music Makers	Ages 8-10
Digital Art	Ages 9-12	Chemical Engineering - Bioplastics	Ages 11-14
Engineering of Ice Cream	Ages 8-11	Detective/Spy Lab	Ages 7-9
Financial Literacy	Ages 11-14	Fashion Design	Ages 8-10
Murder Mystery Creation	Ages 10-13	Investment and the Stock Market	Ages 11-14
Science for Future Physicians	Ages 11-14	Myth-Busting Science	Ages 9-11
Website Creation using Wordpress	Ages 11-14	The Art of Storytelling	Ages 8-11
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7

Week 5 - July 20 - 24

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Act It Out - Theater Games	Ages 8-10	Biomedical Engineering for Kids	Ages 9-11
Anatomy and Surgical Techniques	Ages 11-14	Film-Making	Ages 9-12
Escape Rooms & Scavenger Hunts	Ages 8-11	Lemonade Stand Entrepreneur	Ages 8-10
NASA Journey to Outer Space	Ages 7-9	Programming - Python - Introduction	Ages 11-14
Programming - Scratch Beginners	Ages 8-10	Shockingly Sticky Science	Ages 7-9
Shark Tank Entrepreneur	Ages 11-14	War & Peace Games - Game Theory	Ages 10-13
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7

Week 6 - July 27 - 31

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
AI for Art and Music Makers	Ages 8-10	Act It Out - Theater Games	Ages 8-10
Biomedical Engineering for Kids	Ages 9-11	Anatomy and Surgical Techniques	Ages 11-14
Film-Making	Ages 9-12	Debate and Public Speaking	Ages 9-12
Mad Machines & Jr Engineers	Ages 6-8	Junior Physicians Academy	Ages 7-9
Math Competition Training	Ages 11-14	Math of Money	Ages 8-10
Mock Trial - The Criminal Justice System	Ages 11-14	Website Creation using Wordpress	Ages 11-14
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7

Week 7 - Aug 3 - 7

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Art and Sculpture	Ages 8-10	Canvas Painting in Acrylics	Ages 8-11
AdventureQuest - Leadership Games	Ages 6-8	Civil Engineering - Bridges & Buildings	Ages 9-11
Detective/Spy Lab	Ages 7-9	Crazy Chemworks	Ages 7-9
E-commerce - Creating your Online Store	Ages 11-14	Engineering & Programming Arduinos	Ages 11-14
Electrical Engineering with Makey-Makey	Ages 8-10	Leadership - Negotiation - Persuasion	Ages 11-14
Engineering - Flight and Aerospace	Ages 9-11	Marketing and Sales Lab	Ages 11-14
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7

Wayne, NJ - CLASS SCHEDULE

Week 3 - July 6 - 10

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Junior Physicians Academy	Ages 7-9	E-commerce - Creating your Online Store	Ages 11-14
Marketing and Sales Lab	Ages 11-14	Mad Machines & Jr Engineers	Ages 6-8
Minecraft Survival for Beginners	Ages 8-11	Minecraft Obstacle Course	Ages 8-11
The Art of Storytelling	Ages 8-11	Murder Mystery Creation	Ages 10-13
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7

Week 4 - July 13 - 17

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
AI for Art and Music Makers	Ages 8-10	Detective/Spy Lab	Ages 7-9
Crazy Chemworks	Ages 7-9	Investment and the Stock Market	Ages 11-14
Escape Rooms & Scavenger Hunts	Ages 8-11	War & Peace Games - Game Theory	Ages 10-13
Financial Literacy	Ages 11-14	Website Creation using Wordpress	Ages 11-14
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7

Week 5 - July 20 - 24

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Lemonade Stand Entrepreneur	Ages 8-10	Debate and Public Speaking	Ages 9-12
Mock Trial - The Criminal Justice System	Ages 11-14	Programming - Python - Introduction	Ages 11-14
NASA Journey to Outer Space	Ages 7-9	Shark Tank Entrepreneur	Ages 11-14
Programming - Scratch Beginners	Ages 8-10	Shockingly Sticky Science	Ages 7-9
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7

Week 6 - July 27 - 31

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Fashion Design	Ages 8-10	AdventureQuest - Leadership Games	Ages 6-8
Leadership - Negotiation - Persuasion	Ages 11-14	Digital Art	Ages 9-12
Mad Machines & Jr Engineers	Ages 6-8	Junior Physicians Academy	Ages 7-9
Math of Money	Ages 8-10	Math Competition Training	Ages 11-14
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7

Week 7 - Aug 3 - 7

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Detective/Spy Lab	Ages 7-9	AI for Art and Music Makers	Ages 8-10
Marketing and Sales Lab	Ages 11-14	Crazy Chemworks	Ages 7-9
Murder Mystery Creation	Ages 10-13	E-commerce - Creating your Online Store	Ages 11-14
Website Creation using Wordpress	Ages 11-14	The Art of Storytelling	Ages 8-11
Youngster - Left Brain Mix	Ages 5-7	Youngster - Right Brain Mix	Ages 5-7

Week 8 - Aug 10 - 14

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Cybersecurity and Cryptography	Ages 11-14	Artificial Intelligence Tools	Ages 11-14
Escape Rooms & Scavenger Hunts	Ages 8-11	Financial Literacy	Ages 11-14
Investment and the Stock Market	Ages 11-14	NASA Journey to Outer Space	Ages 7-9
Programming - Python - Introduction	Ages 11-14	Programming - Scratch Beginners	Ages 8-10
Shockingly Sticky Science	Ages 7-9	War & Peace Games - Game Theory	Ages 10-13
Youngster - Right Brain Mix	Ages 5-7	Youngster - Left Brain Mix	Ages 5-7

FREQUENTLY ASKED QUESTIONS

WHAT IS YOUR CANCELLATION/ REFUND POLICY?

If you (the family) cancel your enrollment more than 14 days in advance, we will issue a credit voucher for the full amount paid to date. If the cancellation is caused by the Program, we can either transfer your camper to another class or issue a full refund of the amount paid. The credit voucher can be used for other classes we offer with no expiration.

HOW CAN I FIND OUT MORE ABOUT CLASSES?

Other than the class descriptions in this catalog and on the website, please contact us at: info@iisummer.com

CAN MY CHILD SWITCH CLASSES?

In the event a student needs to switch classes, he or she may do so provided a space is available in the other class. We ask for at least two weeks advance notice for any class switches. If you need more details, contact us at: info@iisummer.com

DO YOU HAVE SCHOLARSHIPS OR FINANCIAL ASSISTANCE?

Yes, we believe all children would benefit from the International Ivy camp experience. For this reason, we do set aside a pool of funds for financial assistance. Financial assistance is offered in the form of discounts between 20% to 50%. We do not give full financial assistance. Please contact us for details at: info@iisummer.com

WHO ARE THE TEACHERS?

A significant number of our teachers are certified educators in both public and private schools. There are also experts in certain fields and with outstanding experience who serve as instructors. The remaining number of instructors are college students and college graduates who are extensively trained to teach our curricula. All of our teachers have been background-checked in accordance with the standards of the American Camp Association.

WHAT IS THE STUDENT - TEACHER RATIO?

Our class sizes are restricted to ten students to ensure the best experience for them. Registration is based on a first come first serve basis.

WHAT IF MY CHILD IS A FEW MONTHS YOUNGER THAN THE AGE RANGE LISTED?

We allow students to join a class if the student is within 6 months of the recommended age range. We believe parents know their children best. Please reach out to us if you have extenuating circumstances to be considered for placing your child in a class that is not in age range. You can reach us at: info@iisummer.com.

DO YOU PROVIDE TRANSPORTATION?

No, we do not provide transportation for campers.

WHAT DO I HAVE TO SEND IN WITH MY CHILD?

All materials used in class (e.g. robotics, laptops, pencils, paper, fabric) are provided by the Program. Families are responsible for sending in snacks and water bottle for their children and should mark their containers clearly. For full-day students, families should send in lunch.