



Summer Academic Enrichment Program

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About the Minnesota Office of Higher Education

The Minnesota Office of Higher Education is a cabinet-level state agency providing students with financial aid programs and information to help them gain access to postsecondary education. The agency also serves as the state's clearinghouse for data, research and analysis on postsecondary enrollment, financial aid, finance and trends.

The Minnesota State Grant Program is the largest financial aid program administered by the Office of Higher Education, awarding up to \$207 million in need-based grants to Minnesota. The agency oversees tuition reciprocity programs, a student loan program, Minnesota's 529 College Savings Plan, licensing and early college awareness programs for youth.

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Introduction

Summer breaks from school often take a toll on student learning as students are deprived of academic stimulation. Research shows that during the summer, low-income students suffer disproportionate learning loss; and those losses accumulate over time, contributing substantially to the achievement gap between low- and higher-income children (Reardon, 2011). This “summer learning loss” is one of the least acknowledged causes of achievement gaps in America’s schools. Minnesota’s Summer Academic Enrichment Program seeks to counter the achievement gap and give children access to high quality experiences that keep exercising their minds and boost academic performance through participation in challenging enrichment classes in core curricular areas.

The Summer Academic Enrichment Program (SAEP) provides stipends for low-income students completing grades 3 to 11 to attend approved summer academic enrichment programs offered by postsecondary educational institutions and nonprofits located in Minnesota. To participate, students in grades 7-11 need at least an overall “C” average or its equivalent for the most recently recorded academic term in the subject area applicable for the summer program of interest. Low-income students are designated SAEP participants because this student group has a low high school graduation rate and is identified as being at risk for not enrolling in or completing postsecondary education. For the 2018-2019 academic year, 36.3% of Minnesota’s public school students qualified for free or reduced-price meals. The 2018 Minnesota public high school graduation rate for free/reduced price eligible students was 70.2%, compared to a statewide graduation rate of 83.2%. Participating students were recruited through school district and building contacts, mailings and e-mails to community organizations and after school program providers, and by distribution of flyers (Appendix A) to sites such as libraries and community centers.

Programs attended by students provide an opportunity for students to improve academic skills and gain exposure to the college environment. Programs approved for student participation provide documentation of grade appropriate curricular offerings in the core content areas of mathematics, science, English/language arts, history, economics, geography, government, performing arts, fine arts, and world languages.

The governing state statute (Minn. Stat. 136A.091) indicates that the Summer Academic Enrichment Program is to: “ . . . enable elementary and secondary students to attend academic summer programs sponsored by postsecondary institutions and nonprofit organizations.

Subd.2. Eligibility. To be eligible for a program stipend, a student shall:

- (1) be a resident of Minnesota;
- (2) attend an eligible office-approved program;
- (3) be in grades 3 through 12, but not have completed high school;
- (4) meet income requirements for free or reduced-price school meals; and
- (5) be 19 years of age or younger.

Subd. 3. Financial need. Need for financial assistance is based on student eligibility for free or reduced-price school meals. Student eligibility shall be verified by sponsors of approved academic programs. The office shall award stipends for students within the limits of available appropriations for this section. If the amount appropriated is insufficient, the office shall allocate the available appropriation in the manner it determines. A stipend must not exceed \$1,000 per student.”

The full content of the statute can be found in Appendix B.

Fiscal Year 2019 Appropriation

The base appropriation for the Summer Academic Enrichment Program remains at \$125,000 each fiscal year, with \$3,750 of the appropriation to be used each year for program administration. To supplement the \$121,250 available to support eligible student participation in the 2019 program, funding was augmented with funds from the Get Ready program. This allowed total program funds of \$473,071 to be awarded in stipends to 568 students for participation in the 2019 program.

Students Served

As directed by the statute language, the 2019 participants were Minnesota residents enrolled in grades 3 through 12 for the 2019-2020 academic year. To comply with the program's focus on serving low-income students, all participants were required to document their eligibility for free or reduced-price school meals as defined by the Richard B. Russell National School Lunch Act. Five institutions/organizations served the majority (81.8%) of the students. The five institutions/organizations were:

- Concordia Language Villages, Concordia College – 106 students
- BestPrep – 104 students
- St. Cloud State University – 79 students
- Wolf Ridge Environmental Learning Center – 72 students
- Minnesota Institute for Talented Youth, Macalester College – 64 students

Available funds supported 568 students. Due to the funding augmentation, the Office of Higher Education was able to fund 79% of students who applied; however, there were 73 potentially eligible students left on a waiting list for a program stipend. Students from racial/ethnic groups underrepresented in postsecondary education were 69.3% of the applicant pool.

Organizations Providing Services

A listing of the institutions/organizations providing service, the students served by each site, and the grade levels of participating students is shown below:

Institution / Organization	Total Students Awarded	Grade Levels Served
The Bakken Museum	6	3-9
Bell Museum of Natural History	10	3-6
BestPrep	104	9-11
Concordia College	106	3-11
D.I.V.I.N.E. Institute	26	3-11
Healthforce Minnesota	76	6-11
Minnesota Institute for Talented Youth	64	5-11
St. Cloud State University	79	3-11
St. Olaf College	14	3-11
University of St. Thomas	11	9-11
Wolf Ridge Environmental Learning Center	72	3-11
Total	568	

Programs Offered

Of the 36 programs provided by 11 program sponsors, 27 were science programs, four were fine arts, two were performing arts, and one program in each of the following areas: social science, mathematics and world language arts and culture.

The goals and activities of each program are described in Appendix C.

Program Outcomes

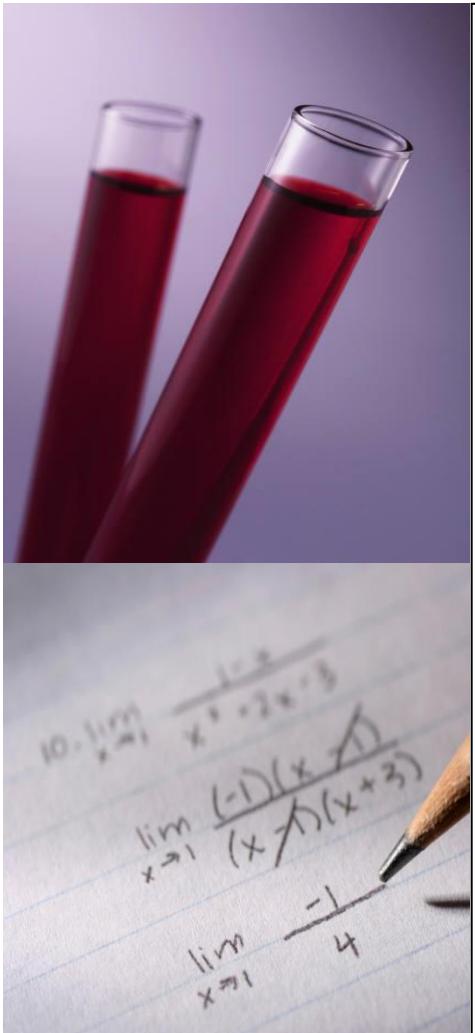
End of summer project information indicated that students were engaged in and learned from their academic coursework and postsecondary experiences. Noted outcomes of program funding included:

- SAEP support increased the percentage of low-income students enrolled in approved OHE summer academic programming. For some programs, 50% of their participants were SAEP students.
- Participating students showed interest in continuing their education beyond high school and a commitment to four-year postsecondary programs.
- Students indicated that their horizons were broadened regarding career options.
- Students indicated that SAEP participation affected their personal growth, academic planning, and career planning. For some students their plans for secondary school now include courses in career-related fields.
- Students in the Minnesota Institute for Talented Youth program showed a positive attitudinal shift of how they viewed themselves as a mathematician or a scientist.
- Students in the Minnesota Institute for Talented Youth program reported being more likely to believe that they could achieve their ideal education/career profile, reported improved locus of control and sense of self about their futures, and reported improved self-efficacy.

Reference

Reardon, Sean F., "The Widening Academic Achievement Gap Between the Rich and the Poor: New Evidence and Possible Explanations," in Richard Murnane and Greg J. Duncan, eds., *Whither Opportunity? Rising Inequality and the Uncertain Life Chances of Low-Income Children*, New York: Russell Sage Foundation Press, 2011.

APPENDIX A: SUMMER 2019 FLYERS



Summer 2019

WHAT WILL YOU BE DOING?

Plan now to attend a summer academic enrichment program!

If you are eligible for free or reduced price lunches and are in grades 3-11, apply for a stipend to attend a summer academic enrichment program. A stipend for up to a \$1,000 will be paid directly to the summer academic enrichment program you attend. If you are in grades 7-11, you must have either an overall "C" average or its equivalent for the most recently recorded academic term in the subject area applicable to the summer program you wish to attend. Awards will be made on a first-come, first-serve basis.

FIND ELIGIBLE PROGRAMS

[http://www.ohe.state.mn.us/Summer
Enrichment/](http://www.ohe.state.mn.us/SummerEnrichment/)

Humanities • Language Arts

English

Social Studies • Science

Mathematics • Fine Arts

Performing Arts

World Languages and Cultures

Please contact the eligible program for additional information. The eligible program will collect eligibility documents from the student and enter the student's application.

This program is made available by the Minnesota Office of Higher Education

2019 SUMMER ACADEMIC ENRICHMENT PROGRAMS

Institution/Organization

Program Name

The Bakken Museum

Summer Science Camp

St. Cloud State University

Advanced Program in Technology and Science

Math-Science-Computer Camp

Bell Museum of Natural History

Aerospace Engineering

St. Olaf College

Botany, Potions and Magical Creatures

OleChess Camp

CSI: Bell Museum

St. Olaf Acting Camp

Field Biology

St. Olaf Summer Music Camp

Dance Workshop

BestPrep

Minnesota Business Venture

University of St. Thomas

ThreeSixty Journalism Summer Camps

Concordia College

Concordia Language Villages

Wolf Ridge Environmental Learning Center

Adventurers – 1 week program

D.I.V.I.N.E. Institute

Verbal Advantage

Adventurers – 2 week program

Camp Ichthyology Fish

HealthForce Minnesota

Saint Paul College Scrubs Camp

Discoverers

Scrubs Camp – Metro Augsburg

Eco-Artists

Middle School Scrubs Camp – Rochester

Ecology Inquiry Immersion

Scrubs Camp – WSU

Green Energy

Junior Naturalist – 2 week

Organic Farming – Farm, Feast & Fire

Minnesota Institute for Talented Youth

Expand Your Mind

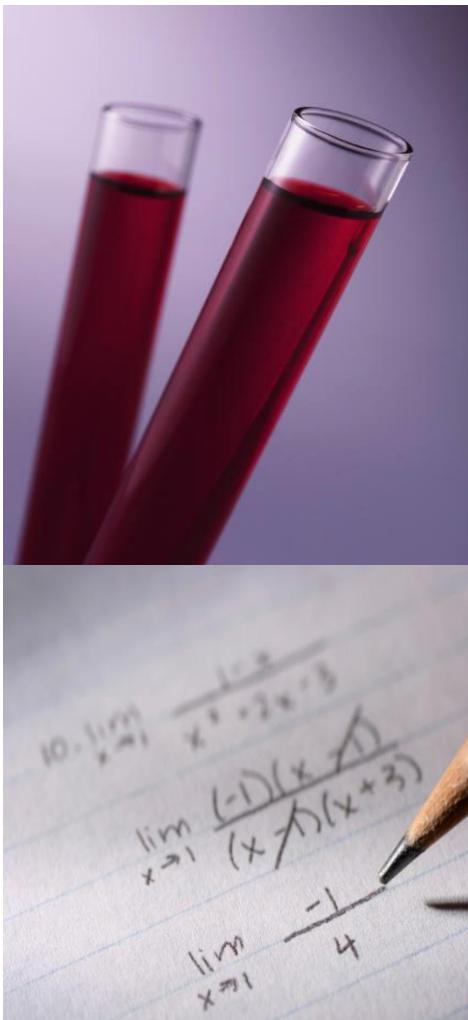
Ornithology Field Camp

ExplorSchool

Summer High School Ecology Credit Camp

Voyageurs – 2 week Ultimate Survival

Wildlife Camp



Summer 2019

WHAT WILL YOUR CHILD BE DOING?

Plan now to have him/her attend a summer academic enrichment program!

If your child is eligible for free or reduced price lunches and is in grades 3-11, apply for a stipend for their attendance at a summer academic enrichment program. A stipend for up to a \$1,000 will be **paid directly to the summer academic enrichment program** that he/she attends. If your child is in grades 7-11, he/she must have either an overall "C" average or its equivalent for the most recently recorded academic term in the subject area applicable to the summer program he/she wishes to attend. Awards will be made on a first-come, first-serve basis.

FIND PROGRAMS AND APPLY ONLINE AT
<http://www.ohe.state.mn.us/SummerEnrichment/>

Humanities • Language Arts
Communication
Social Studies • Science
Mathematics • Fine Arts
Performing Arts
World Languages and Cultures

Please contact the eligible program for additional information. The eligible program will collect eligibility documents from the student and enter the student's application.

This program is made available by the Minnesota Office of Higher Education

2019 SUMMER ACADEMIC ENRICHMENT PROGRAMS

Institution/Organization

Program Name

The Bakken Museum

Summer Science Camp

Bell Museum of Natural History

Aerospace Engineering
Botany, Potions and Magical Creatures
CSI: Bell Museum
Field Biology

BestPrep

Minnesota Business Venture

Concordia College

Concordia Language Villages

D.I.V.I.N.E. Institute

Verbal Advantage

HealthForce Minnesota

Saint Paul College Scrubs Camp
Scrubs Camp – Metro Augsburg
Middle School Scrubs Camp – Rochester
Scrubs Camp – WSU

Minnesota Institute for Talented Youth

Expand Your Mind
ExplorSchool

St. Cloud State University

Advanced Program in Technology and Science
Math-Science-Computer Camp

St. Olaf College

OleChess Camp
St. Olaf Acting Camp
St. Olaf Summer Music Camp
Dance Workshop

University of St. Thomas

ThreeSixty Journalism Summer Camps

Wolf Ridge Environmental Learning Center

Adventurers – 1 week program
Adventurers – 2 week program
Camp Ichthyology Fish
Credit Academy: Wilderness Ethics
Discoverers
Eco-Artists
Ecology Inquiry Immersion
Green Energy
Junior Naturalist – 2 week
Organic Farming – Farm, Feast & Fire
Ornithology Field Camp
Summer High School Ecology Credit Camp
Voyageurs – 2 week Ultimate Survival
Wildlife Camp

APPENDIX B: 2019 MINNESOTA STATUTES

136A.091 SUMMER ACADEMIC ENRICHMENT PROGRAM.

Subdivision 1. **Establishment.** The summer academic enrichment program is established to enable elementary and secondary students to attend academic summer programs sponsored by postsecondary institutions and nonprofit organizations.

Subd. 2. **Eligibility.** To be eligible for a program stipend, a student shall:

- (1) be a resident of Minnesota;
- (2) attend an eligible office-approved program;
- (3) be in grades 3 through 12, but not have completed high school;
- (4) meet income requirements for free or reduced-price school meals; and
- (5) be 19 years of age or younger.

Subd. 3. **Financial need.** Need for financial assistance is based on student eligibility for free or reduced-price school meals. Student eligibility shall be verified by sponsors of approved academic programs. The office shall award stipends for students within the limits of available appropriations for this section. If the amount appropriated is insufficient, the office shall allocate the available appropriation in the manner it determines. A stipend must not exceed \$1,000 per student.

Subd. 4. **Eligible program sponsors.** (a) A program stipend may be used only at an eligible sponsor that is a postsecondary institution or nonprofit educational organization. A Minnesota public postsecondary institution is an eligible program sponsor. A private postsecondary institution is an eligible program sponsor if it:

- (1) is accredited by an agency recognized by the United States Department of Education for purposes of eligibility to participate in title IV federal financial aid programs;
 - (2) offers an associate or baccalaureate degree program approved under sections 136A.61 to 136A.71; and
 - (3) is located in Minnesota.
- (b) A nonprofit educational organization is an eligible program sponsor if it:
- (1) is incorporated;
 - (2) has had favorable financial performance with federal or state funds; and
 - (3) has not had significant audit findings.

Subd. 5. **Eligible programs.** A program stipend may be used only for an eligible program. To be eligible, a program must:

- (1) provide, as its primary purpose, academic instruction for student enrichment in core curricular areas of English and language arts, humanities, social studies, science, mathematics, fine arts, performing arts, and world languages and culture;
- (2) not be offered for credit to postsecondary students;
- (3) not provide remedial instruction;

- (4) meet any other program requirements established by the office; and
- (5) be approved by the commissioner.

Subd. 6. Information. The office shall assemble and distribute information about eligible student participants, program stipends, and eligible programs.

Subd. 7. Administration. The office shall determine the time and manner of program applications, program approval, stipend applications, and final awards.

Subd. 8. Program evaluation. Each program sponsor must annually submit a report to the office stating its program goals, activities, and stipend recipient eligibility and demographic information.

Subd. 9. Report. Annually, the office shall submit a report to the legislative committees with jurisdiction over higher education finance regarding the program providers, stipend recipients, and program activities. The report shall include information about the students served, the organizations providing services, program goals and outcomes, and student outcomes.

History: 2015 c 69 art 3 s 7

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APPENDIX C: 2019 SUMMER ACADEMIC ENRICHMENT ELIGIBLE PROGRAMS

Summer Academic Enrichment Eligible Programs

Program:	Advanced Program in Technology and Science
Sponsoring Institution:	ST CLOUD STATE UNIVERSITY
Grades Served:	9, 10 , 11

Goals

One of the goals of this project is to encourage college participation. Another is to promote interest in science and technology. Students also acquire first-hand experience with scientific research methods and writing.

Activities

The Advanced Program in Technology and Science is a three-week residential program that targets high ability, high potential students who have completed 9th, 10th and 11th grade and are seriously interested in a future in technology and science. The program provides them with a program of individual research and study of scientific and technical topics on the campus of St. Cloud State University. The immediate and direct focus is on methods of scientific research and individual research projects. In addition, students are organized in small groups and are given topics of contemporary scientific and technical concern to research and present in research seminars before peer students in the APTS program, participants and the Scientific Discovery Program, and faculty and staff. These presentations are subject to much discussion, critique and analysis. Students in this program also participate in many field trip experiences, which expose the students to positive role models in the science fields; professional mentor/mentee relationships are encouraged.

Program:	Adventurers - 1 Week Program
Sponsoring Organization:	Wolf Ridge Environmental Learning Center
Grades Served:	7 , 8

Goals

The goals and objectives of the Adventurers 1-Week Program is for participants to develop skills and become more comfortable in outdoor living, develop and put into practice leadership and team building skills, gain knowledge and skills in the environmental sciences and understand human connections to the environment.

Activities

Environmental education explores the science of ecosystems, plus relationships between people and their environment. We encourage participants to consider how their values and behaviors can influence and ultimately impact the world around them. Our curriculum and activities provide hands-on, memorable experiences that involve the whole person and address multiple learning styles.

The Adventurers 1 Week program was created for those participants with a high interest in developing their outdoor skills while researching and gaining knowledge of the ecosystem. Participants will be making birch bark baskets, researching Wolf Lake, exploring wildlife and how to manage their habitat, rock climbing, developing team building and leadership skills and challenging themselves on the adventure ropes course. The highlight will be learning navigation skills by using a map, compass and GPS to read the land in-preparation for a 2-day backpacking trip on the Superior Hiking Trail.

Program:	Adventurers - 2 Week Program
Sponsoring Organization:	Wolf Ridge Environmental Learning Center
Grades Served:	7 , 8

Goals

The goals and objectives of the Adventurers 2-Week Program are for participants to: 1) go home with newfound self-confidence, self-direction and ability to take responsibility for their own success; 2) gain

knowledge that allows participants to better care for our environment; and 3) develop skills and become more comfortable in outdoor living and camping.

Activities

Environmental education explores the science of ecosystems, plus relationships between people and their environment. We encourage participants to consider how their values and behaviors can influence and ultimately impact the world around them. Our curriculum and activities provide hands-on, memorable experiences that involve the whole person and address multiple learning styles. Participants in the Adventurers 2-week program are immersed into Minnesota's natural environment during a 7-day Boundary Waters Canoe Area Wilderness Trip. During this time, they will be developing their leadership, team building and community skills by working together to set up camp, cook, complete daily activities and portaging equipment. Prior to the 7 days spent in the BWCA, participants will be honing their wilderness travel skills by learning how to use a map, compass, and GPS; gaining knowledge to help them identify flora and fauna located in Minnesota; making a birch bark basket in Ojibwe fashion; rock climbing; and challenging themselves on the Adventure Ropes course.

Program:

Aerospace Engineering

Sponsoring Organization:

Bell Museum of Natural History

Grades Served:

5, 6

Goals

Impress upon campers the diversity of disciplines that need to come together to make space exploration possible. Explore the different branches of engineering that are involved in space exploration and learn what each branch has contributed to the technology used today for the study and exploration of far off planets. Give campers the opportunity to design and test their own solutions to technical challenges faced by NASA and experience the trials, tribulations and ultimately the success of working through the Engineering Design Process.

Activities

Through project based and experiential learning, campers will learn about: An overview of NASA's various missions and the interdisciplinary nature of ensuring the success of these missions. There will be particular focus on the Apollo missions in light of its anniversary this year. Experience the Engineering Design Process from the perspective of different kinds of engineers to solve problems that NASA may face when preparing for missions. Explore the questions that astrophysicists, engineers and other scientists are looking to answer by exploring our cosmos. Activities include: Lunar Module Design, Rover Design Challenge, Rocketry, and Visiting the Bell Museum's Planetarium to discover the technology that makes it work.

Program:

Botany, Potions and Magical Creatures

Sponsoring Organization:

Bell Museum of Natural History

Grades Served:

3 , 4

Goals

The goal of the Bell Museum's Science Discovery Day Camps is to spark a strengthened connection, a thoughtful insight, and a new way of experiencing science and the natural world for K - 6th youth. We facilitate the self-discovery of curiosity, observation skills, and natural scientific abilities. We pioneer approaches to learning, engage all senses and ask questions fostering imagination and inquiry linked to university research that is timely and cutting edge. We advance the quest to discover, understand, and motivate those we serve to seek their role in the stewardship of life's diversity. All camps focus on four primary pedagogical approaches: 1. Hands-on Learning - Campers handle and work with collection specimens, live animals, and field and lab equipment. Teachers demonstrate many field and lab techniques. For instance, campers will learn the mechanics of netting, pinning, preserving, and writing correct labels for insects to create their own insect collections. 2. Object-based Learning - Object-based learning allows for creative analysis, original data

collection, and interpretation based on observations. The natural habitat surrounding the museum and the museum scientific collections provide “real” study objects for campers. 3. Interdisciplinary Learning—Camp teachers combine many disciplines such as art, language arts, math, and social studies to access difficult science content and concepts, to address the heavy focus in K-8 schools on improving reading and math skills. 4. Scientific Inquiry—Problem solving in science is a structured and direct way of asking and answering questions. Science inquiry requires mastering certain science process skills such as observing, classifying, communicating, measuring, estimating, identifying patterns, collecting data, predicting, making models, analysis, and interpretation of data. Campers practice these skills as they work individually or in small groups to solve problems in the field.

Activities

Explore all of your favorite magical subjects such transfiguration and how animal's change in appearance, experiment with magnets and learn about levitation, discover animal mimicry and plants that eat meat, and practice your hand at different chemical reactions.

The camps are led by Bell education staff and give campers the opportunity to meet university scientists, take field trips to university learning centers such as the Raptor Center, Insect Museum, research greenhouses and more. Campers also get to take part in recreational activities including swim trips to the world class University Aquatic Center.

Program:

CSI: Bell Museum

Sponsoring Organization:

Bell Museum of Natural History

Grades Served:

5 , 6

Goals

Meet a real crime investigator and assist in solving a crime. Learn the fundamentals of identification and classification by using plant and animal evidence found at crime scenes to crack the case.

Activities

Currently, there are eighteen camps ranging from mammals to invertebrates, outer space and engineering. The week-long camps include hands-on, inquiry-based classroom and laboratory activities, as well as outdoor exploration and recreation. One example, the Sunfish, Catfish, Go FISH camp which involves fish anatomy, behavior and habitat includes daily activities such as: Day 1: Aquatic Habitats and Eco-systems: Learn about different aquatic habitats such as ponds, lakes and rivers; discover the properties of water and collect water samples, and create a habitat. Day 2: MN Fish: Dissect a fish to learn about the anatomy, learn about fish behavior and the evolution of fish. Day 3: Fishy Activities: Create a fish using a variety of materials, discuss fish adaptations, build a pop can fishing pole and make some fish prints. Day 4: Go Fishing: Visit St. Anthony Falls to try and catch fish using homemade poles, seine nets and real fishing poles. Day 5: Fisheries Management: Discuss fishing regulations and learn about invasive species, make posters for a town meeting and meet with a conservation officer. The camps are led by University of Minnesota undergraduate and graduate students and give campers the opportunity to meet University scientists and researchers. In addition, campers take part in recreational activities on the St. Paul campus and also swim trips to the world class University Aquatic Center. Campers also take field trips to University learning centers such as the Raptor Center, Bee Lab, and Small Animal Veterinary Hospital. These visits serve to provide tangible experiences that link learning and fun to post- secondary aspirations and also provide opportunities to become familiar with an institution that can seem inaccessible to individuals without personal experiences at a college or university. All camps focus on four primary pedagogical approaches: 1. Hands-on Learning; 2. Object-based Learning; 3. Interdisciplinary Learning; and 4. Scientific Inquiry.

Program:	Camp Ichthyology fish
Sponsoring Organization:	Wolf Ridge Environmental Learning Center
Grades Served:	5, 6

Goals

The goals and objectives for Camp Ichthyology (Fish) are to: 1. Describe herbivores, carnivores and herbivores. 2. Learn the important of herbivores, carnivores and herbivores in the food pyramid and food web. 3. Name the aquatic life zones found in Minnesota lakes and streams. 4. Understand the importance of water quality. 5. Identify the common fishes of Minnesota. 6. Learn about non-native invasive species and how they impact the environment. 7. Through the use of Minnesota Game Laws, develop a stewardship plan for action. 8. Develop a person environmental ethic towards Minnesota's fisheries and water ecosystem.

Activities

Environmental education explores the science of ecosystems, plus relationships between people and their environment. We encourage participants to consider how their values and behaviors can influence and ultimately impact the world around them. Our curriculum and activities provide hands-on, memorable experiences that involve the whole person and address multiple learning styles.

Stream trout, walleyes and northern pike are plentiful in the BWCA and the greater Superior National Forest. Knowing where the fish are comes with a thorough understanding of aquatic data that is sometimes provided by the DNR, but that other times must be collected and assessed by the angler turned "citizen scientist." Lake and stream habitat assessment will be an area of focus for this course as will ethics and the natural history of each of these species of interest. Students will record and assess data on a number of area lakes and streams before applying what they have learned as anglers. The course culminates in a 3-day, 2-night field experience on a handful of lakes in the Superior National Forest.

Program:	Concordia Language Villages
Sponsoring Organization:	Concordia College
Grades Served:	3 , 4 , 5 , 6 , 7 , 8 , 9 , 10 , 11

Goals

In a nationally recognized program of language and culture immersion, we provide a quality and life-changing experience for youth who are prepared to be responsible citizens in our global community. Language and culture in our program are inextricably intertwined, as they are in life. Students will increase both their language and cultural proficiency in one of 15 different languages, as well as their global citizenship skills.

Activities

Students are residents in a "Language Village," living the language and culture through daily life in this residential camp program, while increasing their language and cultural proficiency, as well as their global citizenship skills. The experiential, residential setting immerses the participants in the culture of the countries where the target language is spoken through food, music, sports, dance, games, and activities, and students build skills in a variety of communicative tasks, such as asking and answering questions, describing, expressing opinions, and telling stories. They function in language contexts such as stores, social settings, and homes. Language and culture are embedded in "content," the content of daily life and of recreational activities (sports, crafts) and academic subjects (environmental science, poetry).

Program:	Credit Academy: Wilderness Ethics
Sponsoring Organization:	Wolf Ridge Environmental Learning Center
Grades Served:	9, 10, 11

Goals

Hands-on activities combined with an unbelievably beautiful campus make our living laboratory the kind of educational experience you cannot get anywhere else. The Credit Academy: Wilderness Ethics Program was created for those campers with a high interest in developing their knowledge and skills surrounding Minnesota's ecosystems, as well as, their outdoor adventure and recreation skills. The goals and outcomes of the Credit Academy: Wilderness Ethics Program are in alignment with the State of Minnesota Academic Standards and are to;

- * Participate in hands-on field-based experiences with professionals to learn how scientific investigation is essential to understanding and responding to real life issues
- * Earn Minnesota high school science credits and/or college credits in accordance to Minnesota state policies and regulations of teaching hours accomplished and content covered.
- * Strengthening the participant's interest in environmental concerns
- * Understand that natural systems and include a variety of organisms that interact with one another in several ways
- * Understand that science is a way of knowing about the natural world and is characterized by empirical criteria, logical argument and skeptical review
- * Men and women throughout history of all cultures, including Minnesota American Indian tribes and communities have had connections to the land for survival
- * Understand that humans have a great ability to alter natural systems
- * Develop self-reliance, self-confidence and self-respect
- * Develop the skills needed to be a self-leader, peer leader, designated leader and active follower
- * Grow individually; to provide situations for each camper to set goals and learn new skills while reflecting on their camp experience

Activities

The Credit Academy: Wilderness Ethics Program explores the science of ecosystems, plus relationships between people and their freshwater environment. We encourage participants to consider how their values and behaviors can influence and ultimately affect the world around them. Our curriculum and activities provide hands-on, memorable experiences that involve the whole person and address multiple learning styles. We choose curricular content for the based on the local, natural and cultural history of Minnesota, as well as broader environmental issues. Science-based classes provide opportunities to learn more about our planet and how it works; cultural history classes give a glimpse of the way our predecessors interacted with local ecosystems to create a life for themselves; current event classes help us to understand emerging issues; personal growth and team-building classes develop skills for meeting personal and group challenges; and outdoor skill classes help participants discover ways to keep learning about their environments for a lifetime. Activities and classes in the Credit Academy: Wilderness Ethics Program includes;

- * Classes and activities focus on environmental ethics and land use
- * Investigate society's evolving views of wilderness through its depiction by artists, writers, and ecologists
- * Examine how land use choices impact the environment
- * 7 day backpacking trip to Isle Royale National Park
- * Develop your personal ethic regarding land and the environment
- * Meet with researchers and park rangers on Isle Royale National Park to learn about human impacts
- * Use art to present your environmental ethic

Program:	Dance Workshop
Sponsoring Organization:	St. Olaf College
Grades Served:	7 , 8 , 9 , 10 , 11

Goals

Students will enhance their technical skills and broaden their scope of dance genres. They will develop creativity and spontaneity by the exploration of dance, critical-thinking and problem-solving skills through collaboration with other dancers by choreography and performing, and communication skills via presentations. Students will learn the use of the essential vocabulary and processes for the art of dance. Students will explore the concepts of self, body, and teamwork, improvisation, dance techniques, and public performance. They demonstrate a practical application of gained knowledge through a variety of dance and technical projects and presentations at the conclusion of the workshop.

Activities

Dancers will participate in two of the three core dance styles during morning workshops: Ballet, Hip Hop, or Modern Dance. A range of classes will be offered each afternoon. Dancers will participate in unique studio experiences from the following: African Fusion, American Dance, Native and Immigrant Traditions, Ballet, Beginning, Intermediate, and Advanced Offered, Social/Ballroom Dance, Choreography and Improvisation, Hip Hop, International/World Dance, and Modern Dance. Dance Conversations take place each day where dancers learn about the breadth of dance from a variety of perspectives.

Program: Discoverers

Sponsoring Organization: Wolf Ridge Environmental Learning Center

Grades Served: 3 , 4

Goals

The goals and objectives of the Discoverers program are to help participants develop skills and become more comfortable in outdoor living. Develop and put into practice leadership and team building skills. Gain knowledge and skills in the environmental sciences and understand human connections to the environment.

Activities

Environmental education explores the science of ecosystems, plus relationships between people and their environment. We encourage participants to consider how their values and behaviors can influence and ultimately affect the world around them. Our curriculum and activities provide hands-on, memorable experiences that involve the whole person and address multiple learning styles.

Discoverers will be investigating animal habitats and signs, learning about the importance of Minnesota's plants, exploring Wolf Ridge using a GPS, understanding how insects adapt and survive in Minnesota, canoeing, and swimming at Wolf Lake. A highlight of the week is an all-day adventure on the Superior Hiking Trail. Participants will enjoy learning and building friendships in a nurturing, fun environment.

Program: Eco-Artists

Sponsoring Organization: Wolf Ridge Environmental Learning Center

Grades Served: 3, 4

Goals

Hands-on activities combined with an unbelievably beautiful campus make our living laboratory the kind of educational experience you cannot get anywhere else. The Eco-Artists Program was created for those campers with a high interest in developing their environmental science knowledge and skills, as well as, their artistic, outdoor adventure and recreation skills. The goals and objectives for the Eco-Artists Program are to;
* Have the ability to combine existing knowledge or understanding in new and interesting ways to create innovative works of art and personal expression * Understand that we can protect the environment through recycling/reuse, conservation, regeneration and restoration * Understand that all living and non-living components of an environment interact with one another to form an ecosystem * Understand that humans have a great ability to alter natural systems * Gain an appreciation of their natural surroundings * Understand how various cultures use art to express traditions * To develop self-reliance, self-confidence and self-respect
* Work together with someone to produce an art project * To develop skills needed to build life-long friendships * To grow individually; to provide situations for each camper to set goals and learn new skills while reflecting on their camp experience. * To enrich their spirit, mind and body and gain skills through challenging and fun activities that can be applied in lifelong learning experiences in nature.

Activities

The Eco-Artists Program explores the science of ecosystems, plus relationships between people and their environment. We encourage participants to consider how their values and behaviors can influence and

ultimately affect the world around them. Our curriculum and activities provide hands-on, memorable experiences that involve the whole person and address multiple learning styles. We choose curricular content based on the local, natural and cultural history of Minnesota, as well as broader environmental issues. Science-based classes provide opportunities to learn more about our planet and how it works; cultural history classes give a glimpse of the way our predecessors interacted with local ecosystems to create a life for themselves; current event classes help us to understand emerging issues; personal growth and team-building classes develop skills for meeting personal and group challenges; and outdoor skill classes help students discover ways to keep learning about their environments for a lifetime. The Eco-Artists Program combines the great outdoors with artistic expression in the natural environment. It is the perfect combination of creativity and artistic expression using nature as your canvas. Participants spend time learning and exploring outdoors finding different mediums for art projects. Through hands-on experiments, they will learn the science of color and form to make expressive artworks. Eco-Artists has plenty of room for adventure and participants will be encouraged to challenge themselves both in their art expression and in outdoor adventure. Courses and activities for the Eco-Artists Program include; * Earth Art * Exploring the Science of Color in Nature * Environmental Ethics * Exploring Conservation, Recycling and Sustainability * Canoeing * Use Driftwood and Other Items Found at Lake Superior to Create Art * Rock Climbing * Adventure Ropes * Plant ID * Exploring Human Connections to the Land

Program: Ecology Inquiry Immersion

Sponsoring Organization: Wolf Ridge Environmental Learning Center

Grades Served: 7

Goals

The goals and outcomes of the Ecology Inquiry Immersion program are in alignment with the State of Minnesota Academic Standards. They are to understand that: 1. Natural systems can include a variety of organisms that interact with one another in several ways. 2. The flow of energy and the recycling of matter are essential to a stable ecosystem. 3. Human activity can change living organisms and ecosystems. 4. Science is a way of knowing about the natural world and is characterized by empirical criteria, logical argument and skeptical review. 5. Scientific inquiry uses multiple interrelated processes to investigate questions and propose explanations about the natural world. Men and women throughout history of all cultures, including Minnesota American Indian tribes and communities, have been involved in engineering design and scientific inquiry. 6. Science and engineering operate in the context of society and both influence and are influenced by this concept. 7. Science, technology, engineering and mathematics rely on each other to enhance knowledge and understanding. 8. In order to maintain and improve their existence, humans interact with and influence earth systems. 9. Patterns of atmospheric movement influence global climate and local weather.

Activities

Environmental education explores the science of ecosystems, plus relationships between people and their environment. We encourage participants to consider how their values and behaviors can influence and ultimately affect the world around them. Our curriculum and activities provide hands-on, memorable experiences that involve the whole person and address multiple learning styles.

The Ecology Inquiry Immersion (EII) program is designed for 8th grade students who want to challenge themselves with an in-depth science curriculum. It will provide a meaningful and authentic setting to develop reading, writing and math skills that will spark a deeper interest in science and prepare them for high school level science programs. The coursework will include research projects with professionals from the U.S. Forest Service and Minnesota Department of Natural Resources, hands on activities that will allow them to explore the flora and fauna of Minnesota's ecosystems and discussions that will challenge their thoughts on environmental ethics. This program will also include a 4-day backpacking trip on the Superior Hiking trail to get a first-hand look at land use and how humans affect their environment.

Program: Expand Your Mind

Sponsoring Organization: Minnesota Institute for Talented Youth

Grades Served: 8 , 9 , 10 , 11

Goals

The Minnesota Institute for Talented Youth's mission is to provide an educational community where diverse, intellectually curious students can experience the excitement of learning and expand their academic and social vision. The organization's goals are: 1. provide an array of enriched, hands-on courses in three age-appropriate programs; 2. attract and retain master teachers interested in sharing their commitment to their discipline; 3. attract a diverse group of students, including those not generally encouraged to attend; and 4. maintain a financially stable organization.

Activities

Approximately 370 students at MITY's summer program, Expand Your Mind, immerse themselves in an intense study of one course ranging from creative writing, engineering, theatre, jazz band, art, social sciences, math, and sciences. Class sizes are small so that everyone feels welcome and receives the attention they need for a high level of learning. Unique and experiential classroom activities help students stay excited and motivated about learning. MITY also has extracurricular activities and social events that reflect the whole-child approach to developing students academically, physically and socially. Expand Your Mind, for students in grades 8 through 12, is held on the campus of Macalester College in St. Paul. From its stages to chemistry labs, rehearsal halls to classrooms, cafeterias to athletic fields, students catch a rare glimpse of what college life is like.

Program: ExplorSchool

Sponsoring Organization: Minnesota Institute for Talented Youth

Grades Served: 5 , 6, 7

Goals

The Minnesota Institute for Talented Youth's mission is to provide an educational community where diverse, intellectually curious students can experience the excitement of learning and expand their academic and social vision. The organization's goals are: 1. provide an array of enriched, hands-on courses in three age-appropriate programs; 2. attract and retain master teachers interested in sharing their commitment to their discipline; 3. attract a diverse group of students, including those not generally encouraged to attend; and 4. maintain a financially stable organization.

Activities

Approximately 100 students at MITY's summer program, ExplorSchool, immerse themselves in an intense study of two courses ranging from chemistry, drama, electricity and magnetism, aerodynamics, photography, Spanish, and mock trial. Students take half-day classes for extended time to deeply explore topics of interest and take on new challenges. Class sizes are small so that everyone feels welcome and receives the attention they need for a high level of learning. Unique and experiential classroom activities and course related field trips help students stay excited and motivated about learning. Each day, students experience the noontime special events and recreation program to help build friendships and community. This "super rec time" includes activities such as chess tournaments, soccer, board games, ultimate Frisbee, and relaxation. MITY has created a perfect mix of academic challenge and summer fun, which reflects the whole-child approach to developing students academically, physically and socially. ExplorSchool, for students in grades 4 through 6, is held at St. Paul Academy and Summit School in St. Paul.

Program:	Field Biology
Sponsoring Organization:	Bell Museum of Natural History
Grades Served:	3 , 4

Goals

Explore the life of a wildlife biologist by studying living flora and fauna, and their relationship to their environment. Learn to use field equipment and track animals.

Activities

Currently, there are eighteen camps ranging from mammals to invertebrates, outer space and engineering. The week-long camps include hands-on, inquiry-based classroom and laboratory activities, as well as outdoor exploration and recreation. One example, the Sunfish, Catfish, Go FISH camp, which involves fish anatomy, behavior and habitat, includes daily activities such as: Day 1: Aquatic Habitats and Eco-systems: Learn about different aquatic habitats such as ponds, lakes and rivers; discover the properties of water and collect water samples, and create a habitat. Day 2: MN Fish: Dissect a fish to learn about the anatomy, learn about fish behavior and the evolution of fish. Day 3: Fishy Activities: Create a fish using a variety of materials, discuss fish adaptations, build a pop can fishing pole and make some fish prints. Day 4: Go Fishing: Visit St. Anthony Falls to try to catch fish using homemade poles, seine nets and real fishing poles. Day 5: Fisheries Management: Discuss fishing regulations and learn about invasive species, make posters for a town meeting and meet with a conservation officer. The camps are led by University of Minnesota undergraduate and graduate students and give campers the opportunity to meet university scientists and researchers. In addition, campers take part in recreational activities on the St. Paul campus and swim trips to the world class University Aquatic Center. Campers also take field trips to university learning centers such as the Raptor Center, Bee Lab, and Small Animal Veterinary Hospital. These visits serve to provide tangible experiences that link learning and fun to post- secondary aspirations and provide opportunities to become familiar with an institution that can seem inaccessible to individuals without personal experiences at a college or university.

All camps focus on four primary pedagogical approaches: 1. Hands-on Learning; 2. Object-based Learning; 3. Interdisciplinary Learning; and 4. Scientific Inquiry.

Program:	Green Energy
Sponsoring Organization:	Wolf Ridge Environmental Learning Center
Grades Served:	3 , 4

Goals

The Green Energy Program was created for those campers with a high interest in developing their environmental science knowledge and skills, as well as, their outdoor adventure and recreation skills. The goals and objectives for the Green Energy program are; describe the various forms of energy, explain how one form of energy can be transformed into another, distinguish between kinetic and potential energy, explore how fossil fuels formed from heat and pressure, explain how the different types of fossil fuels are mined and used, explain how biomass contains energy that can be used to generate electricity, demonstrate how wind turbines are used to generate electricity, relate the advantages and disadvantages of wind energy, differentiate between active and passive solar energy, relate the advantages and disadvantages of solar energy, explore the advantages and disadvantages of hydroelectric energy, investigate the advantages and disadvantages of geothermal energy, comprehend how the use of some resources, such as fossil fuels, has an effect on the environment, explain what is meant by carbon footprint, explore the consequences of the current balance of renewable and nonrenewable energy resources used, investigate promising future renewable energy technologies. Understand that all living and non-living components of an environment interact with one another to form an ecosystem. Understand that humans have a great ability to alter natural systems. Gain an appreciation of their natural surroundings and take an active role in the conservation and stewardship of our environment. Understand that a complex natural system is.

Activities

The Green Energy Program explores the science of ecosystems, plus relationships between people and their environment. We encourage participants to consider how their values and behaviors can influence and ultimately affect the world around them. Our curriculum and activities provide hands-on, memorable experiences that involve the whole person and address multiple learning styles. We choose curricular content based on the local, natural and cultural history of Minnesota, as well as broader environmental issues. Science-based classes provide opportunities to learn more about our planet and how it works; cultural history classes give a glimpse of the way our predecessors interacted with local ecosystems to create a life for themselves; current event classes help us to understand emerging issues; personal growth and team-building classes develop skills for meeting personal and group challenges; and outdoor skill classes help students discover ways to keep learning about their environments for a lifetime. In the Green Energy Program, participants will use inventive and creative activities to incorporate science, technology, engineering and math (STEM) to explore the world of renewable energy. Using hands-on activities, they will build electronic components to light up camp at night, power a radio or computer using manual power, cook meals with a solar powered oven and design and build their own small sailboat to harness wind power. Participants will also investigate how Wolf Ridge uses renewable energy. At the end of the week, participants will work in groups to apply the knowledge of renewable energy to design a sustainable campsite. They will consider the electrical power, hot water, appliances, costs, and environmental and social impacts. Courses and activities for the Green Energy Program include; Explore renewable energy in action by visiting areas at Wolf Ridge that are powered using alternative fuels; Experiment with designing a rechargeable battery.

Program: Junior Naturalist - 2 Week

Sponsoring Organization: Wolf Ridge Environmental Learning Center

Grades Served: 9 , 10 , 11

Goals

The goals and objectives of the Junior Naturalists 2 - Week Program 1) Develop skills and become more comfortable in outdoor living. 2) Develop and put into practice leadership and team building skills. 3) Gain knowledge that allows participants to better care for our environment. 4) Learn about and participate in various research techniques involved in the management of birds. 5) Understand the techniques involved in caring for educational program animals. 6) Gain a stronger sense of appreciation for Lake Superior and the environment surrounding it.

Activities

Environmental education explores the science of ecosystems, plus relationships between people and their environment. We encourage participants to consider how their values and behaviors can influence and ultimately affect the world around them. Our curriculum and activities provide hands-on, memorable experiences that involve the whole person and address multiple learning styles. The Junior Naturalists 2-Week program is designed to immerse participants into 2 weeks of research, bird management and kayaking. Together with naturalists and researchers, Junior Naturalist will kayak and explore Lake Superior and the bird life around it. They will shadow ornithologists to learn what birds live where, how their nesting areas are doing and what they eat. Participants will work with researchers to help band local birds, work with and care for program animals, and hone their bird watching skills while on a week-long kayaking trip in the Apostle Islands National Seashore.

Program:	Math-Science-Computer Camps
Sponsoring Institution:	ST CLOUD STATE UNIVERSITY
Grades Served:	3 , 4 , 5 , 6 , 7 , 8

Goals

This program is designed to expose students from underrepresented groups to science, math, and computers in fun and innovative ways. While specially designed for students of color and girls, all students are welcome to participate.

Activities

This program emphasizes the study and exploration of science, mathematics and computer technology from a discovery perspective. Students engage in problem-solving and research-oriented activities designed to improve their knowledge of science, the environment and culture. There is a major focus on the biological and environmental sciences with many activities taking place on farms or in parks and other outdoor, natural environments.

Program:	Middle School Scrubs Camp -- Rochester
Sponsoring Organization:	HealthForce Minnesota
Grades Served:	6 , 7 , 8

Goals

This camp is located at Rochester Community and Technical College. Programs focus on math and science. This is just a sampling of what type of classes students are taking Anatomy, Forensic Science, Clinical Lab Sciences, Dental, and Health Exercise and Rehabilitation Science. Among the most popular sessions are Anatomy in Clay, DNA in Action, Public Health and Epidemiology, and the SIM LAB. Students are creating the human body and its organs from clay, collecting their DNA in test tubes, conducting a food-borne disease outbreak investigation through lab analysis as part of the epidemiology focus, and working together as a team to save a person's life on simulation mannequin by reading the vital signs, determining how much medication to give the person, etc. One lab experience is testing water quality after collecting water samples. As part of the camp evaluations, students take a pre-survey and post-survey to see what types of math and science classes they are taking, and after camp what type of math and science classes they are going to take. We ask about such classes as algebra, geometry, pre-calculus, biology, chemistry and physics. Scrubs Camps are unlike any other science-based summer camp. Participants are learning much and applying their knowledge through many hands-on activities.

Activities

Students will explore many healthcare careers. They will participate in hands-on activities and tour medical facilities. They will learn what type of classes they need to take in middle school and high school if they are interested in the healthcare field.

Program:	Minnesota Business Venture
Sponsoring Organization:	BestPrep
Grades Served:	9 , 10 , 11

Goals

Minnesota Business Venture (MBV) is a weeklong residential summer program for students in grades 9-12. Each summer, MBV brings students together from across the state to spend a week with business leaders to learn about business skills, financial literacy concepts and career options.

Minnesota Business Venture Goals: 1. To improve business and financial literacy skills of high school students. 2. To provide students with the skills needed to be successful in college, work, and life. 3. To provide an opportunity for students to explore career options.

Activities

Business people become the MBV faculty, called Resident Business Leaders, sharing their knowledge and business experience with the future workforce. Throughout the week-long session, students and business mentors attend sessions on career development, college admissions, entrepreneurship, ethics, buying your first car, and insurance. They participate in activities such as simulated job interviews and sessions to develop financial literacy skills. A business simulation exercise is the core project for the week. Students take on roles in the areas of marketing, finance, or operations to create and develop a product and present a business plan to a panel of judges.

The Minnesota Business Venture curriculum has been developed and will continue to be refined annually by the Advisory Committee.

Program:

OleChess Camp

Sponsoring Institution:

ST OLAF COLLEGE

Grades Served:

3 , 4 , 5 , 6 , 7 , 8 , 9 , 10 , 11

Goals

Studies have shown a strong correlation between learning to play chess and academic performance. A landmark study by Smith and Cage posited that students who received chess instruction scored significantly higher on all measures of academic achievement, including math, spatial analysis, and non-verbal reasoning ability. Other findings indicate that chess results in improved scores on standardized tests in both math and reading. The way chess can incorporate and relate to core academic subjects make it an amazingly powerful tool. Chess is one big science experiment; every time participants play a game they are testing hypotheses and learning by trial and error. Through chess, players are required to think abstractly, analyze concretely and plan while juggling multiple considerations simultaneously. Playing chess improves thinking skills and creativity, Math and science skills, as well as concentration and memory.

Activities

Monday morning begins with the first round of a tournament that runs throughout the week. Following each round, players analyze the game with their instructors and then have the first of three daily class sessions with their base or rotating teacher. (A partially rotating instructional schedule allows participants to study with a variety of teachers during the camp.) Afternoon class sessions are followed by dinner in Stav Hall and special activities. Advanced students will spend each evening in a lecture series with Grandmasters as speakers when those in the Chess Exploration will participate in a variety of tournaments.

Program:

Organic Farming- Farm, Feast & Fire

Sponsoring Organization:

Wolf Ridge Environmental Learning Center

Grades Served:

7, 8

Goals

This program was created for those campers with a high interest in developing their environmental science knowledge and skills, as well as, their outdoor adventure and recreation skills. The goals and objectives for the 1-week program are to: Learn about the importance of sustainable agriculture for their health and for the health of their environment. * Understand the primary principles and techniques of organic agriculture, including building healthy soil, farms as ecosystems, organic pest control, and crop life cycles. * Learn that they can support the health of their environment by supporting local farmers, growing some food organically, eating a more plant-based, seasonal diet, and even considering a career in organic farming. * Learn how to take produce directly from a farm and prepare a plant based meal * Identify the many roles and importance of seeds in our society, past and present. * Briefly describe the history of seeds as it pertains to human culture.

* Define hybrid, heirloom and genetically engineered seeds. * Examine their food purchasing habits and suggest possible environmental and personal health impacts of their choices. * Recommend actions necessary in creating a sustainable food system. * Understand that all living and non-living components of an environment interact with one another to form an ecosystem * Understand that humans have a great ability to alter natural systems * Gain an appreciation of their natural surroundings and take an active role in the conservation and stewardship of our environment. * Understand that a complex natural system is more stable than a simple one, and more able to absorb disturbances. * To develop self-reliance, self-confidence and se

Activities

The Organic Farm Camp - Farm, Feast & Fire Program explore the science of ecosystems, plus relationships between people, farming and their environment. We encourage participants to consider how their values and behaviors can influence and ultimately affect the world around them. Our curriculum and activities provide hands-on, memorable experiences that involve the whole person and address multiple learning styles. We choose curricular content based on the local, natural and cultural history of Minnesota, as well as broader environmental issues. Science-based classes provide opportunities to learn more about our planet and how it works; cultural history classes give a glimpse of the way our predecessors interacted with local ecosystems to create a life for themselves; current event classes help us to understand emerging issues; personal growth and team-building classes develop skills for meeting personal and group challenges; and outdoor skill classes help students discover ways to keep learning about their environments for a lifetime. Courses and activities for the Organic Farm Camp - Farm, Feast & Fire Program are designed to develop leadership skills, responsibility and self-esteem as participants explore, harvest and cook at the Wolf Ridge Organic Farm. Activities include; * Insects & pollinators * Animal care * Soil ecology * Rock climbing * Adventure ropes * Harvesting vegetables for all of Wolf Ridge * Campout at the Farm * Harvesting, processing and sharing meals prepared by the group * Choose farm community role for the week * Individual projects and interests throughout the week * Design, construct and building skills in relation to the farm * Community and team building

Program:

Ornithology Field Camp

Sponsoring Organization:

Wolf Ridge Environmental Learning Center

Grades Served:

9 , 10 , 11

Goals

Hands-on activities combined with an unbelievably beautiful campus make our living laboratory the kind of educational experience you cannot get anywhere else. The Ornithology Field Camp was created for those campers with a high interest in developing their knowledge and skills surrounding Minnesota's ecosystems and bird populations, as well as, their outdoor adventure and recreation skills. The goals and outcomes of Ornithology Field Camp Program are in alignment with the State of Minnesota Academic Standards and are to; * Participate in hands-on field-based experiences with professionals to learn how scientific investigation is essential to understanding and responding to real life issues * Strengthening the participant's interest in environmental concerns * Gain a better understanding of the world of breeding birds, how we study them, and how we can help their populations thrive * Understand that natural systems and include a variety of organisms that interact with one another in several ways * Understand that science is a way of knowing about the natural world and is characterized by empirical criteria, logical argument and skeptical review * Understand that humans have a great ability to alter natural systems * Develop self-reliance, self-confidence and self-respect * Develop the skills needed to be a self-leader, peer leader, designated leader and active follower * Grow individually; to provide situations for each camper to set goals and learn new skills while reflecting on their camp experience * Gain the skills needed to display a tolerance for adversity and uncertainty * Grow as responsible members of their community by understanding and practicing the personal skills needed to live and work with fellow participants and staff

Activities

The Ornithology Field Camp Program explores the science of ecosystems, plus relationships between people and their environment. We encourage participants to consider how their values and behaviors can influence and ultimately affect the world around them. Our curriculum and activities provide hands-on, memorable

experiences that involve the whole person and address multiple learning styles. The curriculum for the Ornithology Field Camp Program is based on the local, natural and cultural history of Minnesota, as well as broader environmental issues. This program provides participants with a first-hand experience of the importance of field research in relation to bird populations. Participants will bird band, conduct song surveys, and explore the diverse ecosystems that draw so many species to northeastern Minnesota. Handle forest songbirds and make sound maps to locate nesting territories. Learn about peregrine falcon research on the north shore. Activities and courses during the Ornithology Field Camp Program include; * Meet other young birders and naturalists with similar interests * Develop advanced field identification skills in a bird rich environment * Participate in authentic field research projects including; * MAPS: Monitoring Avian Productivity and Survivorship * Sound Census for bird population on the Superior Hiking Trail * Peregrine Falcon banding and data collection * Learn proper bird handling, net removal skills, and in-hand aging and bird sexing techniques * Hone observation and analytical abilities * Develop an understanding of ecology and conservation biology * Challenge yourself rock climbing and hiking the Superior Hiking Trail * Enjoy learning in the beautiful landscapes of Lake Superior's north shore.

Program:

Saint Paul Scrubs Camp

Sponsoring Organization:

HealthForce Minnesota

Grades Served:

9 , 10 , 11

Goals

This camp is located at Saint Paul Community and Technical College. Our programs focus on math and science. This is just of sampling of what type of classes students are taking: Anatomy, Forensic Science, Clinical Lab Sciences, Dental, and Health Exercise and Rehabilitation Science. Among the most popular sessions are Anatomy in Clay, DNA in Action, Public Health and Epidemiology, and the SIM LAB. Students are creating the human body and its organs from clay, collecting their DNA in test tubes, conducting a food-borne disease outbreak investigation through lab analysis as part of the epidemiology focus, and working together as a team to save a person's life using a simulation mannequin by reading the vital signs, determining how much medication to give the person, etc. One lab experience is testing water quality after collecting water samples. As part of the camp evaluations, students take a pre-survey and post-survey to see what types of math and science classes they are taking, and after camp what type of math and science classes they are going to take. We ask about such classes as algebra, geometry, pre-calculus, biology, chemistry and physics. Scrubs Camps are unlike any other science-based summer camp. Participants are learning much and applying their knowledge through many hands-on activities.

Activities

Students will explore the healthcare field and network with faculty, healthcare professionals and college students. Some of the health careers that will be examined are dental, nursing, public health, emergency medicine, cardiovascular laboratory, clinical laboratory sciences, anatomy and biology, nutrition and health promotion and more.

Program:

Scrubs Camp - Urban Augsburg

Sponsoring Organization:

HealthForce Minnesota

Grades Served:

9 , 10 , 11

Goals

This camp is located at Augsburg College. Our programs focus on math and science. This is just of sampling of what type of classes students are taking: Anatomy, Forensic Science, Clinical Lab Sciences, Dental, and Health Exercise and Rehabilitation Science. Among the most popular sessions are Anatomy in Clay, DNA in Action, Public Health and Epidemiology, and the SIM LAB. Students are creating the human body and its organs from clay, collecting their DNA in test tubes, conducting a food-borne disease outbreak investigation through lab analysis as part of the epidemiology focus, and working together as a team to save a person's life using a simulation mannequin by reading the vital signs, determining how much medication to give the person, etc. One lab experience is testing water quality after collecting water samples. As part of the Camp

evaluations, students take a pre-survey and post-survey to see what types of math and science classes they are taking, and after camp what type of math and science classes they are going to take. We ask about such classes as algebra, geometry, pre-calculus, biology, chemistry and physics. Scrubs Camps are unlike any other science-based summer camp. Participants are learning much and applying their knowledge through many hands-on activities.

Activities

A variety of sessions are offered. The students get an overview of each session on the first day of camp and are then asked to make their own schedule by picking what sounds the most interesting to them. Field trips to medical facilities are also offered. Evening activities include games, movies, ropes course, talent show, and some small group time to reflect on what the campers have learned each day.

Program:

Scrubs Camp - WSU

Sponsoring Organization:

HealthForce Minnesota

Grades Served:

9 , 10 , 11

Goals

This camp is located at Winona State University. Our programs focus on math and science. This is just of sampling of what type of classes students are taking: Anatomy, Forensic Science, Clinical Lab Sciences, Dental, and Health Exercise and Rehabilitation Science. Among the most popular sessions are Anatomy in Clay, DNA in Action, Public Health and Epidemiology, and the SIM LAB. Students are creating the human body and its organs from clay, collecting their DNA in test tubes, conducting a food-borne disease outbreak investigation through lab analysis as part of the epidemiology focus, and working together as a team to save a person's life using a simulation mannequin by reading the vital signs, determining how much medication to give the person, etc. One lab experience is testing water quality after collecting water samples. As part of the Camp evaluations, students take a pre-survey and post-survey to see what types of math and science classes they are taking, and after camp what type of math and science classes they are going to take. We ask about such classes as algebra, geometry, pre-calculus, biology, chemistry and physics. Scrubs Camps are unlike any other science-based summer camp. Participants are learning much and applying their knowledge through many hands-on activities.

Activities

A variety of sessions are offered. The students get an overview of each session on the first day of camp and are then asked to make their own schedule by picking what sounds the most interesting to them. Field trips to medical facilities are also offered. Evening activities include games, movies, ropes course, talent show, and some small group time to reflect on what the campers have learned each day.

Program:

St Olaf Acting Camp

Sponsoring Institution:

ST OLAF COLLEGE

Grades Served:

6 , 7 , 8 , 9 , 10 , 11

Goals

To instill in aspiring young actors a deeper understanding of what goes into producing theater. Campers will be exposed to movement, stage makeup, vocal expression, character developments, stage combat, audition techniques and backstage roles and etiquette.

Activities

This process-driven camp is filled with classes, rehearsals, and fun social activities. Campers will work with talented instructors as well as guest specialists in musical theater, acting, and movement.

Program:	St. Olaf Summer Music Camp
Sponsoring Institution:	ST OLAF COLLEGE
Grades Served:	7, 8 , 9 , 10 , 11

Goals

This performance based experience will challenge and encourage students to stretch their musical abilities. Everyone participates in at least one large ensemble (band, orchestra, or choir). Students will complete their day with elective classes and an optional second ensemble. Students will return home with new skills, new energy, new friends and a heightened commitment to music.

Activities

Days are filled with classes, lessons, rehearsals, practice. Daily faculty and student recitals and performances are conducted. Two private lessons are included in each camp registration.

Program:	Summer High School Ecology Credit Camp
Sponsoring Organization:	Wolf Ridge Environmental Learning Center
Grades Served:	9, 10, 11

Goals

Our teaching philosophy is simple: learning happens best when one experiences it. Lives it. Breathes it. Hands-on activities combined with an unbelievably beautiful campus make our living laboratory the kind of educational experience you cannot get anywhere else. The Credit Academy: Freshwater Ecology Program was created for those campers with a high interest in developing their knowledge and skills surrounding Minnesota's ecosystems, as well as, their outdoor adventure and recreation skills. The goals and outcomes of the Credit Academy: Freshwater Ecology Program are in alignment with the State of Minnesota Academic Standards and are to; Allow students to gain scientific skills as they conduct hands-on research with professional scientists and managers in their respective field of study Participate in hands-on field-based experiences with professionals to learn how scientific investigation is essential to understanding and responding to real life issues Strengthening the participant's interest in science Understand that natural systems and include a variety of organisms that interact with one another in several ways Understand the flow of energy and the recycling of matter are essential to a stable ecosystem Understand that science is a way of knowing about the natural world and is characterized by empirical criteria, logical argument and skeptical review Understand that scientific inquiry uses multiple interrelated processes to investigate questions and propose explanations about the natural world. Men and women throughout history of all cultures, including Minnesota American Indian tribes and communities, have been involved in engineering design and scientific inquiry Science and engineering operate in the context of society and both influence and are influenced by.

Activities

The Credit Academy: Freshwater Ecology Program explores the science of ecosystems, plus relationships between people and their freshwater environment. We encourage participants to consider how their values and behaviors can influence and ultimately affect the world around them. Our curriculum and activities provide hands-on, memorable experiences that involve the whole person and address multiple learning styles. We choose curricular content for the based on the local, natural and cultural history of Minnesota, as well as broader environmental issues. Science-based classes provide opportunities to learn more about our planet and how it works; cultural history classes give a glimpse of the way our predecessors interacted with local ecosystems to create a life for themselves; current event classes help us to understand emerging issues; personal growth and team-building classes develop skills for meeting personal and group challenges; and outdoor skill classes help participants discover ways to keep learning about their environments for a lifetime. If participants are interested in exploring what it is like to be a field scientist, this is the program. Participants in this program will focus on freshwater ecology. Conduct fish surveys with the MN Department of Natural Resources. Explore the geology of Lake Superior and the North Shore. Step back in time and discover the

cultural history of the area. Study the health of an aquatic ecosystem by performing physical, chemical, and biological tests with teachers and fisheries experts. Go on a 5 day-4/night Boundary Waters Canoe Area Wilderness trip. Create and present your own scientific research project.

Program:	Summer Science Camp
Sponsoring Organization:	The Bakken Museum
Grades Served:	3 , 4 , 5 , 6 , 7 , 8 , 9

Goals

The Bakken's education programs integrate science, technology, and the humanities in dynamic ways to inspire and empower youth. Maintaining a low adult to camper ratio ensures that each student receives individual attention and support. Summer camps at The Bakken aim to create a community of creative minded students who all share a common interest in making and doing.

Activities

Summer Science Camp is a week-long program where students design and build their own inventions, practice creative thinking skills, make magic tricks, and play games. During the week every camper will design, make, and take home his or her own unique project. We provide a large variety of materials and tools for project building. Campers will exercise their critical thinking and creative skills through a variety of problem solving challenges and hands on activities.

Program:	ThreeSixty Journalism Summer Camps
Sponsoring Institution:	UNIVERSITY OF ST THOMAS
Grades Served:	9 , 10 , 11

Goals

ThreeSixty Journalism Summer Camps offers high school students who are freshmen, sophomores, or juniors unique learning opportunities in college essay writing, reporting, interviewing, photography, and writing on deadline, as well as media tours and guest speakers. In addition, students will have the opportunity for published work in ThreeSixty Magazine and on ThreeSixtyJournalism.org.

Activities

Students will learn how to write, edit and report like a professional; use photos and words to tell their story; engage with media professionals; build confidence and skills for college; have their work published in ThreeSixty Magazine; and experience campus life at the University of St. Thomas. Students who complete a ThreeSixty Journalism summer program are eligible to continue in ThreeSixty school-year programming as well as compete for a full-tuition, four-year scholarship at St. Thomas.

Program:	Verbal Advantage
Sponsoring Organization:	D.I.V.I.N.E. Institute
Grades Served:	3 , 4 , 5 , 6 , 7 , 8 , 9 , 10 , 11

Goals

Program goals include having participants: pronounce 50 words, retain 25 words; spell 25 words; write out all words; memorize five proverbs; memorize five adages; become familiar with 50 etiquette techniques; demonstrate all etiquette techniques; learn how and when to use a dictionary; read five books; research plausible career options; understand what it takes to matriculate into college; take pre-test, weekly test, and final test; have lots of fun; and then have some more FUN!!!

Activities

D.I.V.I.N.E. Institute (DI) serves children beyond the classroom under the auspices of an arcade-like (fun) environment. While we use education as the medium for change, it is our intentionality and program design that creates the impetus for lifelong learning and life improvement. DI has used its participants to help with designing how they learn since our formation. During our summer institute, our Verbal Advantage and Principles for Living sessions use mnemonics to engage the youth. The youth help create the mnemonics that will be used during the summer program. Some of the memory devices the youth have implemented to retain their words and adages are skits (plays), improvisational comedy, divergent games, and songs. The more outlandish the mnemonic the better the participants are at retaining the vocabulary word, adage, or Proverb. All mnemonics are done in a wholesome manner. DI operates under the notion of a high-energy, fun, and exciting place to learn.

Program: Voyageurs

Sponsoring Organization: Wolf Ridge Environmental Learning Center

Grades Served: 5 , 6

Goals

The goals and objectives of the Discoverers is to have participants: develop skills and become more comfortable in outdoor living, develop and put into practice leadership and team building skills, gain knowledge and skills in the environmental sciences, and understand human connections to the environment.

Activities

Environmental education explores the science of ecosystems, plus relationships between people and their environment. We encourage participants to consider how their values and behaviors can influence and ultimately affect the world around them. Our curriculum and activities provide hands-on, memorable experiences that involve the whole person and address multiple learning styles.

Community is an important aspect as a Voyageur. Participants will spend the week focusing on the cultural and ecological history of northern Minnesota while developing teambuilding and leadership skills through hands-on games and activities. Participants practice these newly developed skills as they work together to paddle the voyageur canoe, learn how to use a GPS, explore the ecosystem of Sawmill Creek and go on an overnight camping trip to Raven Lake.

Program: Voyageurs 2-week Ultimate Survival

Sponsoring Organization: Wolf Ridge Environmental Learning Center

Grades Served: 5 , 6

Goals

Our teaching philosophy is simple: learning happens best when one experiences it. Lives it. Breathes it. Hands-on activities combined with an unbelievably beautiful campus make our living laboratory the kind of educational experience you cannot get anywhere else. The Voyageurs 2-wk Ultimate Survival Program was created for those campers with a high interest in developing their environmental science knowledge and skills, as well as, their outdoor adventure and recreation skills. The goals and objectives for the program are to; * Understand that all living and non-living components of an environment interact with one another to form an ecosystem * Understand that humans have a great ability to alter natural systems * Gain an appreciation of their natural surroundings and take an active role in the conservation and stewardship of our environment. * Understand that a complex natural system is more stable than a simple one, and more able to absorb disturbances. * Gather evidence that all living things acquire physical and behavioral adaptations to be successful in their environment * Demonstrate the ability to perform basic map and compass skills, including: measuring and plotting bearings on a topographic map, with emphasis on reading contour lines, recognizing landform features, and estimating elevation gains and losses. To develop self-reliance, self-confidence and self-respect * To develop leadership skills to use in their own groups and community. * Understand human

connections to weather and climate and how to maximize safety during in climate weather. * Demonstrate an understanding of the science behind and the causes, prevention and treatment of cold injuries, heat injuries, dehydration, and sun injuries. * Use renewable energies to harness power for cooking and travel * To develop skills needed to build life-long friendships * Describe the backcountry ethics associated with leave no trace (LNT) travel and camping. * Identify the major impacts

Activities

We choose curricular content based on the local, natural and cultural history of Minnesota, as well as broader environmental issues. Science-based classes provide opportunities to learn more about our planet and how it works; cultural history classes give a glimpse of the way our predecessors interacted with local ecosystems to create a life for themselves; current event classes help us to understand emerging issues; personal growth and team-building classes develop skills for meeting personal and group challenges; and outdoor skill classes help students discover ways to keep learning about their environments for a lifetime. Courses and activities for the Voyageur 2-wk Ultimate Survival Program include; * Wild edibles and Plant ID of Northern Minnesota * Mammal Identification * Navigation Skills and Techniques using a Compass, Map and GPS * Reading the Landscape by exploring the Geology of the Lake Superior Region * Organic Farming & Food Gathering through Hunting Techniques and Planting * Survival Skills - Wilderness First Aid * Traditional Skills and Crafts * Shelter Building * Renewable Energy - Solar Cooking, Harnessing the Wind for Power, Outdoor Cooking * Traditional Fire Building * Wilderness Ethics * Native American and French Voyageurs

Connections to the Land

Program: Wildlife Camp

Sponsoring Organization: Wolf Ridge Environmental Learning Center

Grades Served: 5 , 6

Goals

Our teaching philosophy is simple: learning happens best when one experiences it. Lives it. Breathes it. Hands-on activities combined with an unbelievably beautiful campus make our living laboratory the kind of educational experience you cannot get anywhere else. The Wildlife Camp Program was created for those campers with a high interest in developing their environmental science knowledge and skills, as well as, their outdoor adventure and recreation skills. The goals and objectives for the program are to; Understand the difference between domesticated and wild animals. They will know why and how some wild animals end up in captivity. Have a basic understanding of the care and management of captive animals; feeding, cleaning, enclosure safety, and enrichment. Explore various career opportunities for wildlife related professions. Understand the different methods of studying wildlife and help with ongoing research projects including bird banding and a monarch caterpillar survey. Explore Citizen Science Projects and gather ideas to attract wildlife to your yard or local green space. Understand that all living and non-living components of an environment interact with one another to form an ecosystem. Understand that humans have a great ability to alter natural systems. Gain an appreciation of their natural surroundings and take an active role in the conservation and stewardship of our environment. Understand that a complex natural system is more stable than a simple one, and more able to absorb disturbances. Gather evidence that all living things acquire physical and behavioral adaptations to be successful in their environment. To develop self-reliance, self-confidence and self-respect. To develop leadership skills to use in their own groups and community. To develop skills needed to build life-long friendships. To grow individually; to provide situations for each camper to set goals and learn new skills while reflecting.

Activities

The Wildlife Camp Program explores the science of ecosystems, plus relationships between people and their environment. We encourage participants to consider how their values and behaviors can influence and ultimately affect the world around them. Our curriculum and activities provide hands-on, memorable experiences that involve the whole person and address multiple learning styles. We choose curricular content based on the local, natural and cultural history of Minnesota, as well as broader environmental issues. Science-based classes provide opportunities to learn more about our planet and how it works; cultural history classes give a glimpse of the way our predecessors interacted with local ecosystems to create a life for

themselves; current event classes help us to understand emerging issues; personal growth and team-building classes develop skills for meeting personal and group challenges; and outdoor skill classes help students discover ways to keep learning about their environments for a lifetime. Courses and activities for the Wildlife Camp Program are designed for participants who have dreamed of working with wildlife someday and include; Ornithology - Bird Banding Northern Minnesota wildlife ecology Animal tracking Wildlife research techniques - radio tracking, study plots, bird handing, trail cameras Learn the technique and skills needed to care for program animals Rock climbing Adventure ropes Outdoor navigation skills - map and compass Canoeing