

Special 2018 Year-Round and SummerQuest STEAM events:

Meyersdale Public Library

SummerQuest 2018 Celebration, Friday, August 10, 10 am - 12 pm. Guest presenter will be the SCFLS STEAM Initiative Coordinator, who will lead a special STEAM activity.

Somerset County Library

Sounds in Silence Bat Program, Thursday, June 14, 1 - 2 pm. Guest presenter, Jerry Schneider will teach participants about the echolocation calls of bats. Children will create bat tee shirts after the presentation using a combination of fabric dye sprays, plants, and bat cut outs. Heavy cotton tee shirts will be available for \$4 or bring your own shirt to decorate.

STEAM Club, ongoing, Mondays 6 - 7 pm. Explore a variety of Science, Technology, Engineering, Arts and Mathematics toys, activities, and topics. Format & featured items and topics vary from week to week.

littleBits Inventor's Club, ongoing, 1st Saturday of each month, 1 - 2 pm. All ages learn critical thinking, problem solving, teamwork, creative design & computer basics.

Windber Public Library

Animal Talks followed by two STEAM activities on Monday, July 16 at 2:30 pm, open to ages 6 to 12. Attendees will learn about echolocation and make a tonoscope.

Lost Songs on Monday, July 23 at 2:30 pm, open to ages 6 to 12. Attendees will make a sound map.

Science of Sound Stations, Monday, July 30 at 2:30 pm, open to ages 6 to 12. Attendees will engage in two STEAM activities where they experience sound.

All participating libraries incorporate STEAM activities into the activity component of many of their year-round programs. Contact individual libraries for details.

Education Improvement Tax Credit Program

Supporting SCFLS's STEAM Initiative could earn tax credits for your business.

The STEAM Initiative extends students' opportunities to develop skills in science, technology, engineering, arts, and mathematics by providing learning experiences with a different focus and delivery format than is typically available in the school setting. Additionally, the STEAM initiative provides these learning opportunities beyond normal school operating hours and during the summertime. Your business can help area students develop valuable 21st century skills while taking advantage of great tax benefits.

Pennsylvania's Education Improvement Tax Credit program (EITC) provides valuable tax credits to eligible businesses who contribute to approved educational improvement programs like the SCFLS STEAM Initiative. Businesses can receive EITC credits of up to 90% of their contribution amount towards their Pennsylvania business taxes.

To determine your business's eligibility, visit <https://dced.pa.gov/programs/educational-improvement-tax-credit-program-eitc/>.

For more information, please contact Cheryl Morgan, SCFLS Administrator at (814) 445-2556, option 4 or by email at cmorgan@scfls.org.



Educational Improvement Program

(814) 445-2556, option 4
6022 Glades Pike, Ste. 120
Somerset, PA 15501
scfls.org

Participating Libraries

Meyersdale Public Library

(814) 634-0512
210 Center St
PO Box 98

Meyersdale, PA 15552
meyersdalelibrary.org
[@meyersdalelibrary](https://www.facebook.com/meyersdalelibrary)

Somerset County Library

(814) 445-5907
6022 Glades Pike, Ste. 120
Somerset, PA 15501
somersetcolibrary.org
[@SomersetCL](https://www.facebook.com/SomersetCL)

Conemaugh Township Library branch

(814) 479-0766
Hollisopple Community Bldg
PO Box 507
959 South Main Street
Hollisopple, PA 15935

Windber Public Library

(814) 467-4950
1909 Graham Avenue
Windber, PA 15963
windberlibrary.org
[@windlib](https://www.facebook.com/windlib)



All STEAM Initiative SummerQUEST Camps take place at Somerset County Library. FREE advance registration is required.

Electronics & Robotics Camp For Beginners

Monday-Wednesday, June 18-20, 10 am – 1 pm
(includes SummerFOOD&FUN! lunch daily)

Electronics & Robotics campers will apply skills in science, technology, engineering, arts, and math through hands-on exploration, tinkering and inventing using electronic gadgets, gizmos, computer circuit boards, household items, and tiny smart robots that you program using color codes that you draw on paper or send through a computer as flashes of light.



Learn basic robotic, electrical, and programming concepts. Make motors whirl, lights blink,

and buzzers ring. Invent new gadgets and gizmos by connecting electrical components and household items. Draw a maze and program a robot to spin and turn its way through it.

Mad Science Movie Lab

Monday-Friday, June 25-29, 10 am – 1 pm
(includes SummerFOOD&FUN! lunch daily)



Mad scientists and movie fans unite! Pull out your Einstein wig and strap on your goggles or 3D glasses! Campers in the Mad Science Movie Lab will enjoy movies featuring mad scientists, science



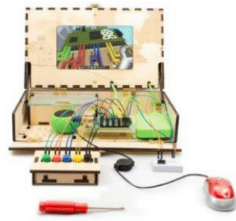
fiction, and wacky inventions followed by lab time where they will experiment, explore, and make items and inventions based on the movies.

Space is limited to 18 participants per Camp. Download the Registration Form online and bring to the library or the bookmobile or register by email, by fax, or by phone:

Somerset County Library
6022 Glades Pike, Ste. 120
Somerset, PA 15501-4300
Somersetcolibrary.org
ineal@somersetcolibrary.org
Phone: 814.445.5907
Fax: 814.443.0650

Piper 1: Computer Hardware Crafting For Curious Beginners Ages 8 - 18

Monday-Friday, July 16-20, 10:30 am – 1:00 pm
(includes SummerFOOD&FUN! lunch daily)



Somerset County Library presents five action-packed days of PiperCraft* game play and instruction designed to turn screen time into build time. This camp is organized and presented by staff of the Somerset County Library making use of Piper Computer Kits. During the camp, kids and teens will work in teams of up to 3 to assemble their computer themselves, advance through a Raspberry Pi Edition of Minecraft Story, and learn physical engineering and electronics in the process. Each lesson builds on the last. It is our ultimate goal to increase participant's creative confidence around computers and electronics. Pre and post-course surveys will be used to help us measure our success.

*PiperCraft is a version of the Minecraft game in which players engineer real-world electronics to use in the game.

Science of Sound

Monday-Wednesday, July 23-25, 10 am – 1 pm
(includes SummerFOOD&FUN! lunch daily)



Through a combination of demonstrations, instruction, and hands-on activities, tinkering, and experiments, campers will learn about and experience the Science of Sound.



Piper 2: Coding with Piper

Monday-Wednesday, August 6-8, 10:30 am – 1 pm
(includes SummerFOOD&FUN! lunch daily)

Pre-requisite: Piper 1 Computer Hardware Crafting experience from 2017 STEAM Club or Summer Camp or 2018 SummerQUEST Camp.

Campers experienced in the use of the Piper Computer Kit and PiperCraft game will take their learning to new levels in the SummerQUEST Camp Piper 2: Coding with Piper. Through the use of PiperCode, campers will gain experience coding and programming electronics as they create physical electronic games. PiperCode uses Blockly by Google, a drag & drop coding programming language that enables kids to modify and change how their electronics work on the RaspberryPi. After learning PiperCode, people can easily transition from Blockly to more advanced Python text-based programming.

