



STEAM CAMPS FOR KIDS

Please note that all camps will be taking place virtually this summer with Pick-up-STEAM kits for home use during camp.

Register online at <https://cutt.ly/SCLSummerQuest2020> or call the library at 814-445-5907

Need Internet access to participate? Tell us on the registration form. We may be able to provide a Wifi hotspot during the camp.



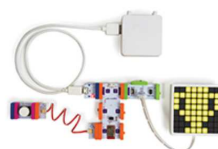
Come grow with us.

6022 Glades Pike
Somerset, PA 15501
814-445-5907
somersetcolibrary.org

littleBits Coders July 13 - 17, 10:30 am-1 pm

Somerset County Library invites campers to a week long introduction to coding using the power of littleBits. Kids will learn the basics of programming, how computers think and creative design. The week is spent with campers using block and drop based programming to code hardware. The campers will make games and inventions to test and play with their families. This camp is a great way to introduce your child to coding, thinking logically and developing problem solving skills.

Participants will need to pick up materials needed for this camp prior to July 13th. Materials will need to be returned through the library's scheduled returns service promptly after the camp finishes. Participants accept financial responsibility for any unreturned equipment and missing or damaged parts.



BUILD
IN REAL LIFE

+

CODE
ON YOUR COMPUTER

=

FUN
DIY GAMES

Ages: 8 and Up -- Supplies are limited, register early



Video Game Design Camp July 20 - 24, 10:30 am - 1 pm

Imagine your video game story, then create the game using Bloxels and iPads. Ever wonder what it could be like to create your own game?

Well this camp is for you!! This five-day camp tasks campers with learning video game history and principles of game design. Kids will work in "studios" to design their video game. This program will have a retro arcade for brainstorming, icebreakers, and fun. This camp concludes with all the studios working to digitally publish their game and exhibiting their game for parents. Please register today to reserve your place.

Participants will need to pick up materials needed for this camp prior to July 20th. Materials will need to be returned to the library through the library's scheduled returns service promptly after the camp finishes. Participants accept financial responsibility for any unreturned equipment and missing or damaged parts.



Ages: 8 and Up --Supplies are limited, register early

SummerQuest 2020 STEAM Camps are made possible in part by the SCFLS STEAM Initiative Education Improvement Program, with generous support from Wheeler Bros. Inc.



PIPER CAMP Series

Ages: 8+ with parental assistance
as needed. Are you game?



Participants will need to pick up materials needed for this camp prior to June 22nd. Materials will need to be returned to the library promptly after the camp finishes. Participants accept financial responsibility for any missing or damaged parts. Participants are asked to commit to all three Piper Camps for the Summer to minimize the need to quarantine the kits between camps. Register online at <https://cutt.ly/SCLSummerQuest2020> or call the library at 814-445-5907

Piper 1 Computer Electronics

June 22 - June 26, 10:30 am-1 pm **virtually through our Teams meeting room**

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 Somerset County Library making use of piper computer kits. During the camp, kids and teens will 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.

*In partnership with Tableland Services, made possible by a Business Education Partnership grant.

Piper 2: Coding with Piper

June 29, 30 & July 1, 10:30 am-1 pm **virtually through our Teams meeting room.**

Campers experienced in the use of the Piper Computer Kit and Piper Craft game will take their learning to new levels in the SummerQuest Camp Piper2: 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.

Piper 3: Sensor Explorer

July 2 - 3, 10:30 am - 1 pm **virtually through our Teams meeting room.**

Is open to anyone who took Piper 1 and 2 in the past. Building on knowledge from Piper 1 and Piper 2, in Piper 3, you will be able to finally teach your Piper and it will be able to sense the world around you!! The Piper Sensor Explorer enhances the existing Piper experience. Explore and learn about the world around you with sensors that measure temperature, compute distance, and detect color with 3 new StoryMode worlds and 3 PiperCode projects exclusive to the Piper Sensor Explorer.

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STEAM CAMPS FOR TEENS



Please note that all of our camps will be taking place virtually this summer with Pick-up-STEAM kits as indicated.

To register online go to <https://cutt.ly/SCLSummerQuest2020> or call the library at 814-445-5907



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Imagine Your Smart Money Story



June 15 - 19, 1:00 pm - 3:00 pm **virtually through our Teams meeting room.**

Learn the basics of personal financial management through a combination of classroom activities and computer-based instruction using the FDIC's Money Smart Curriculum. Includes topics such as career options, budgeting, using credit cards wisely and financing college.

Participants will either be e-mailed materials covered in this class or will be able to pick up a packet at the library.

Ages: 12 and Up -- Space is limited, register early

Augment Your Reality: Teen AR Camp



August 4th - 5th, 2:00 pm - 4:00 pm **virtually through our Teams meeting room.**

The next generation of artists will have more tools than ever before. The use of new technology is an emerging trend in the art world, and Augmented Reality (AR) is one of the hottest new tools. This event will give participants hands-on experience with AR. Attendees will be given a series of challenges to complete as they learn to use AR apps. Using AR technology, teens will create their own artwork and come up with inventive uses for the technology.

Participants will need to schedule to pick up materials needed for this camp prior to July 29th. Materials will need to be returned to the library promptly after the camp finishes. Participants accept financial responsibility for unreturned or damaged equipment.

Ages: 12 and Up -- Space is limited, register early

Imagine Your Story through Art



August 18 - 20, 1:00 pm - 2:30 pm

virtually through our Teams meeting room.

Learn how the early Pennsylvania Dutch used art to celebrate important events in their lives. We'll learn the meaning behind the common Pennsylvania Dutch symbols. You will then design and paint your own signs that hold special meaning for your life or that of your family.

Participants will need to pick up supplies at the library prior to August 18th

Ages: 12 and Up -- Space is limited, register early