

## 2025 Maker Camp at The Loft

**Week 1 Camp: June 16-20 | 9:00am-3:00**

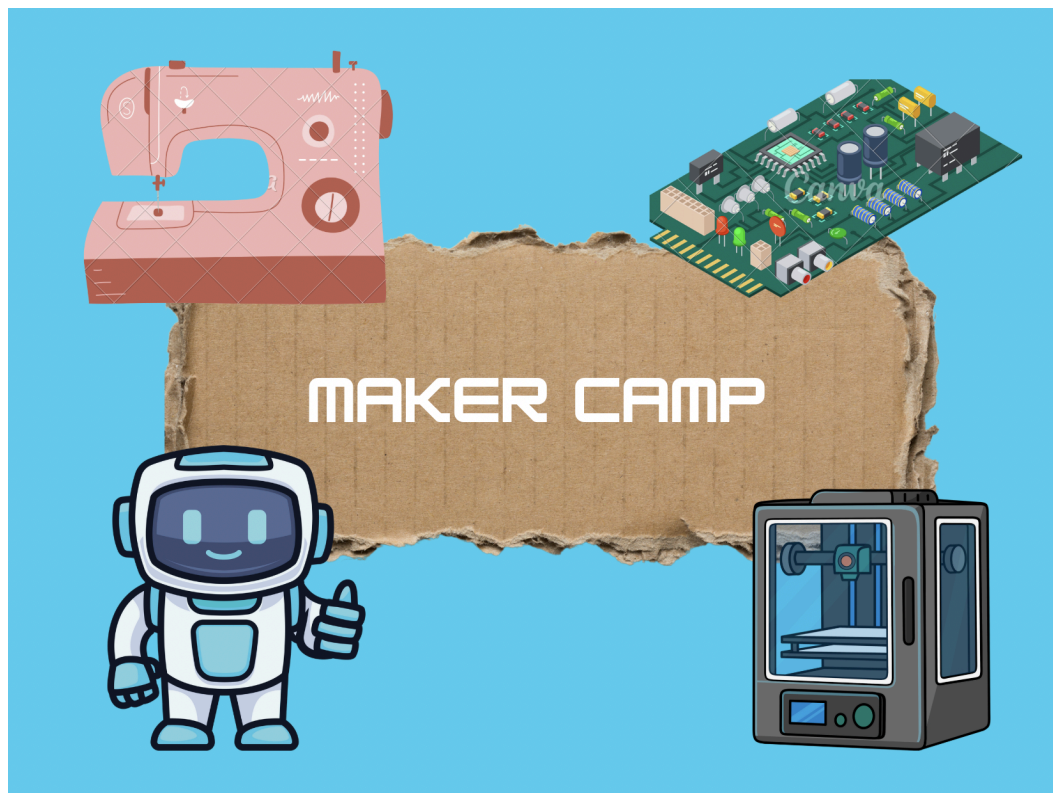
**Week 2 Camp: June 23-27 | 9:00am-3:00**

\$550/week | 10 - 20 students

Aftercare available from 3:00-6:00 for additional \$100 per child

Email to register: [david@loftacademy.org](mailto:david@loftacademy.org)

Pick and choose challenges to explore each day with skilled Makerspace instructors. Have you always wanted to design a dress, build a zipline, or make a video game controller? From planning to working prototypes, in this 1- or 2-week summer camp, students will make their ideas a reality. A world of materials and technology will be explored. Small, focused class setting. Includes snack time and outdoor play. Ages 5-10.





## Topic 1 - Hinges: Pop-ups and Origami

Explore the many types of hinges in pop-up cards, the way different animals move. Try a variety of origami such as the jumping frog . . . or make up your own!





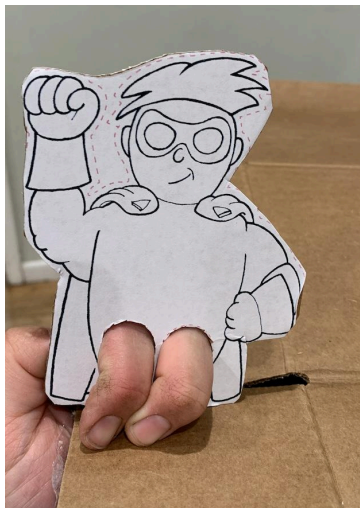
## Topic 2 - Alphabet activities

Make letters with wiki sticks, rolling clay, gold leafing and more. Analyze the structure of letters found in fonts, illuminated manuscripts, and even architecture.



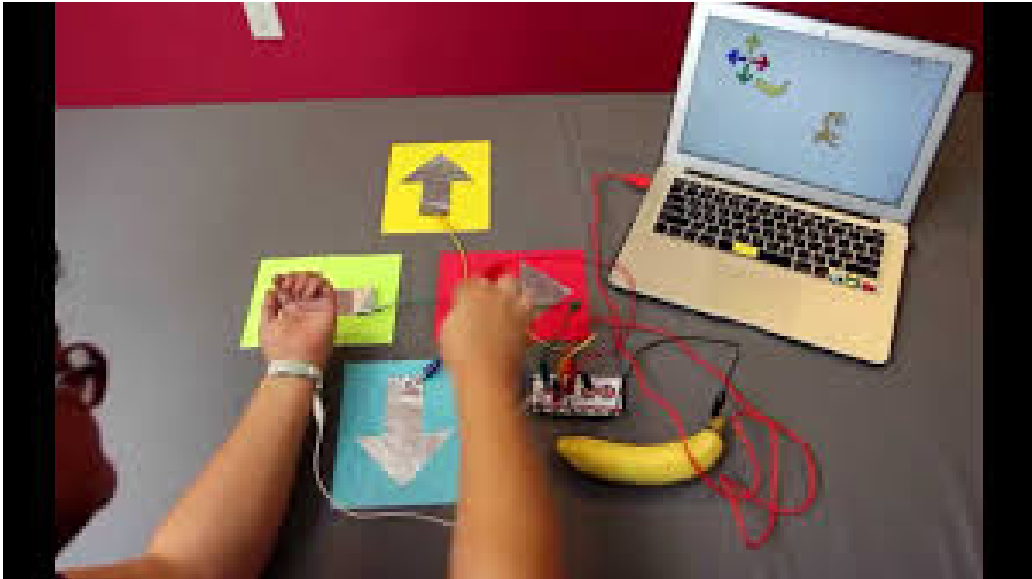
### Topic 3: Characters, Costumes, and Puppets

From simple finger puppets to sewn puppets and everything in between. Interested students can also try stitching and/or a sewing machine.



### Topic 4 - Sound / Music

Make instruments from reused materials that play different notes and percussive sounds. Use MakeyMakey to power your creation.



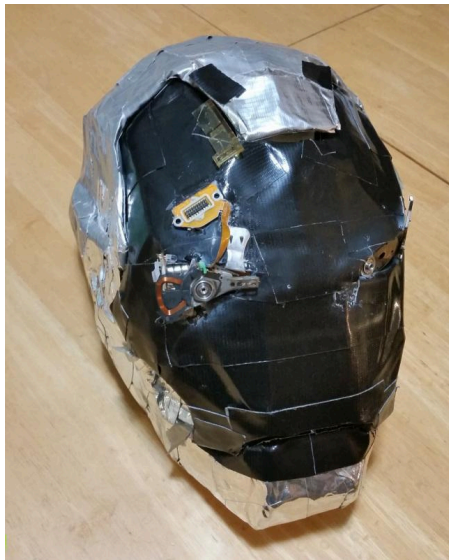
## Topic 5 - Math and Measurements

Explore mathematical concepts in contexts such as coins, tessellations, and building challenges



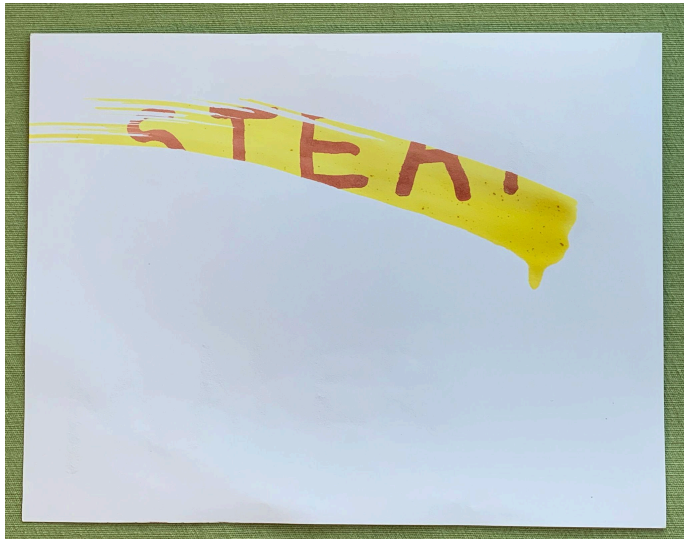
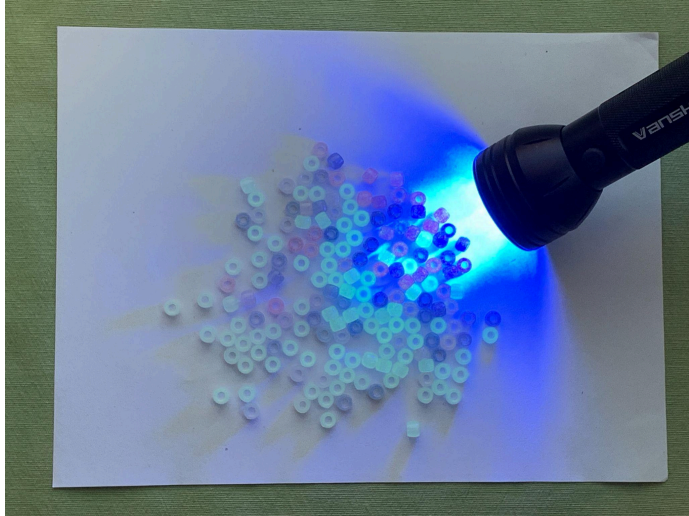
## **Topic 6 - Gravity / Rockets / Space / Planets**

Inspired by space and flight engineers and explorers, kids can test and launch their own creations such as kites, airplanes, rockets, or the gear to dress the part.



## Topic 7 - Illusions AND/OR Color-changing temperature/uv

Try a variety of magic tricks and illusions, including “secret” painted messages, and objects that change with heat or light.



## Topic 8 - Gardening

Can you identify herbs by smell? Try edible seeds, paint mini pots and rocks, plant succulents cuttings, or paint with spices.





## Topic 9 - Rocks and Minerals

Try painting with rock dust, gold leafing, play Rocks Bingo game, Sort rock/gem/mineral collections.



## Topic 10: Circuits

Try a wide variety of circuit creations:

### Snap Circuits



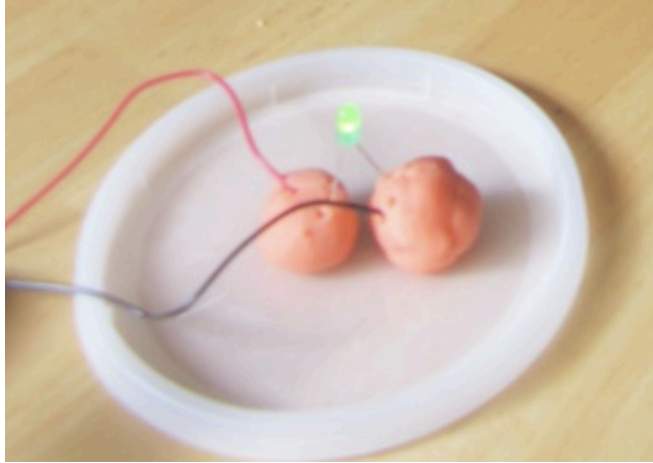
### LED Wands



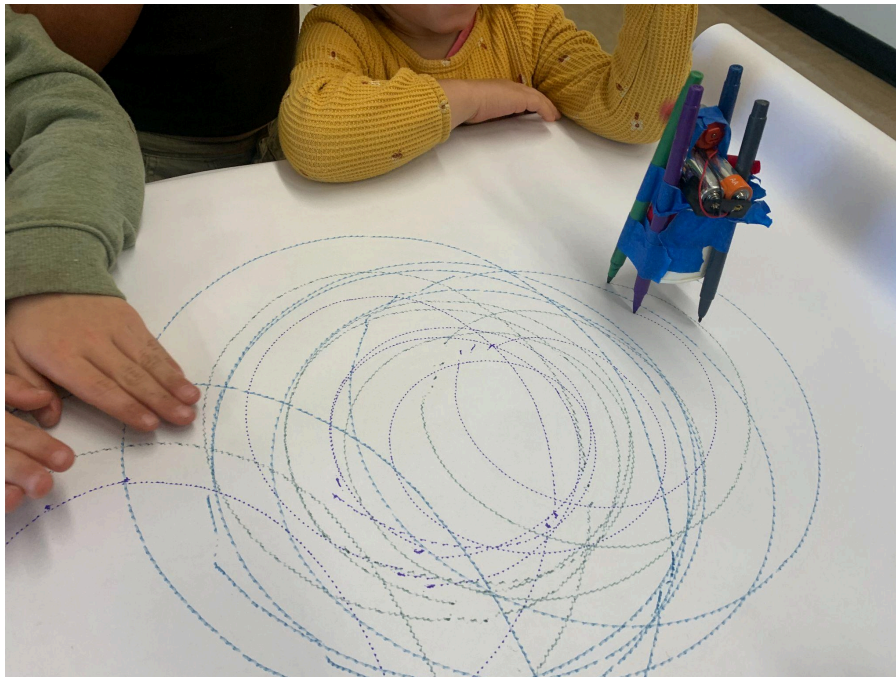
**Paper and Sewn Circuits**



**Squishy Circuits**



### Scribble Bots



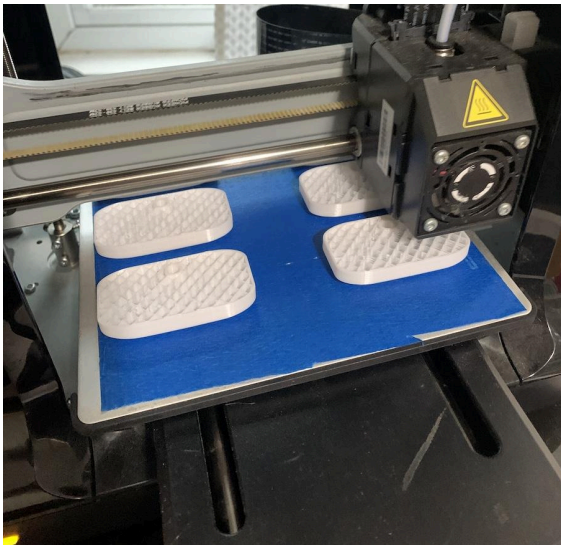
### Topic 11: Take Apart Center

Ever wonder how everyday appliances work? With goggles and screwdriver, discover what makes up fascinating machines:



### **Topic 12: 3D printing station**

Specialists guide students with provided laptops and software programs to design and print gadgets, toys, or decorative pieces of their own creation:



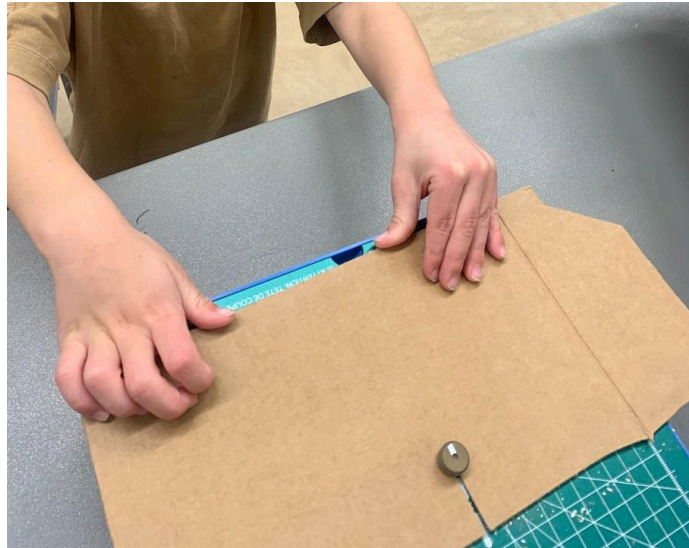
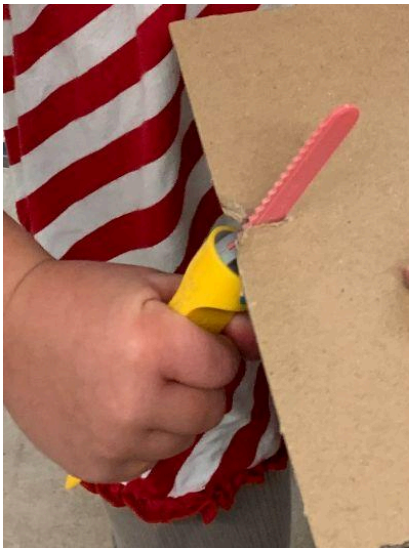
### **Topic 13: Laser cutter**

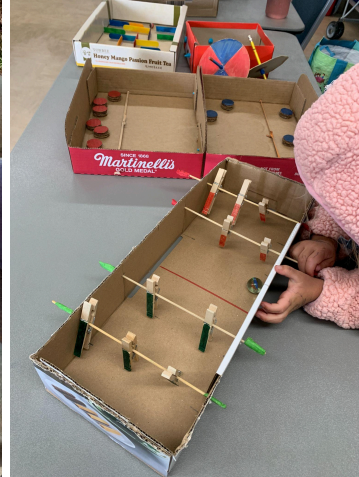
Learn the process from software design to engraving and cutting with a specialist at the laser cutter station:



## Topic 14: DIY Games

It's a Cardboard carnival! With upcycled materials as well as special cardboard tools and techniques, make targets, buckets, bowling, throw and catch, hockey, rubber band aiming, puzzles, and more.





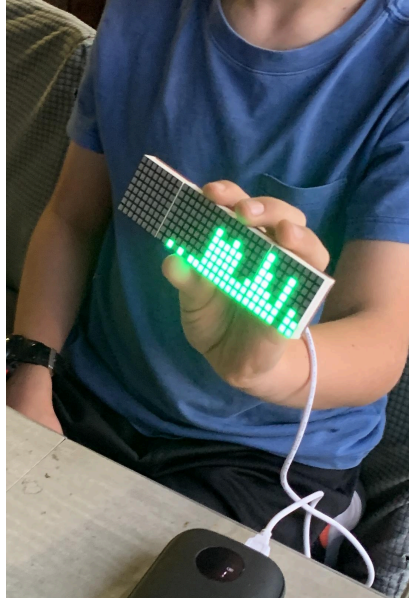
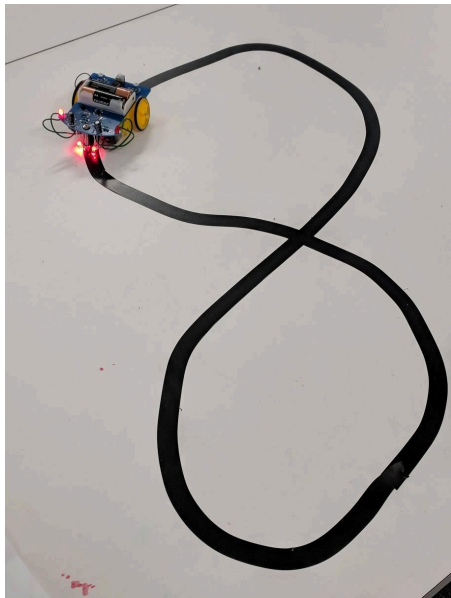
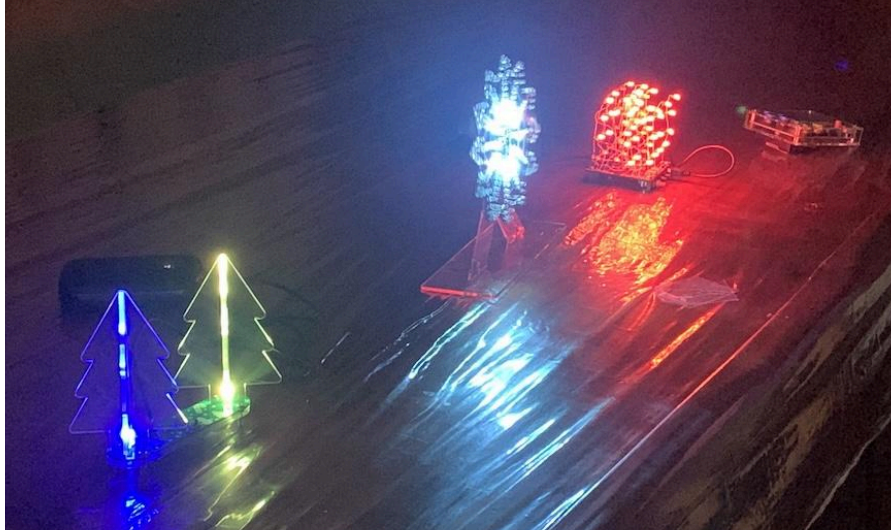
## Topic 15: Intro to coding

Make your own computer games using coding skills. Laptops provided for Scratch and other software coding and design programs.



## Topic 16: Soldering

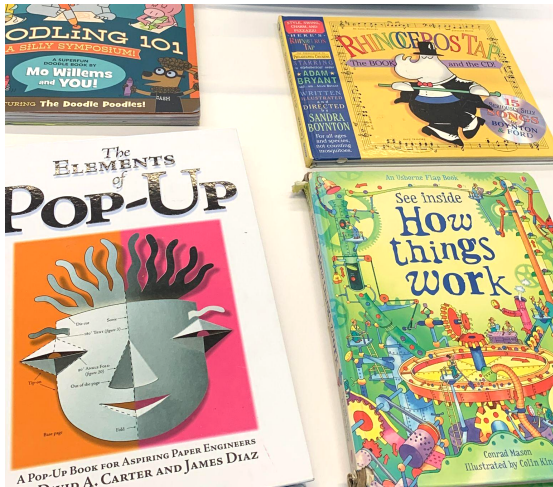
Learn how to use a soldering iron to complete circuits of all kinds of kits from buzzers to light shows to line-following robots.



## Topic 17: Literacy in the Making

Read with us and get inspired by fascinating stories and insights into real and imagined worlds.





## Topic 18: Fine Arts

Take artmaking to the next level with special materials and techniques.



## Topic 19: Wind and Gears

Learn more about how objects move and the effects of wind and the gears on inventions like bicycles and watches as well as fun take-home games and toys.



## Topic 20: Come soon . . . Zipline!