

FEBRUARY VACATION EXTRA! EXTRA!

TUESDAY: Common Sense Chess 2-4 pm

Joe Martin, has been teaching chess for over ten years now and offers a unique approach to chess education that kids love.

At its core, Common Sense Chess is based on student choices. Every student learns in different ways and at different paces, Joe believes to truly teach, a program must allow students to follow their strengths and interests. He has created an environment to provide students the very best tools to learn and grow as chess players.

Chess also helps students learn numerous important life skills, such as resource/time management and the value of forethought. Studies have also linked playing chess to greater creativity, better concentration, improved memory, increased comprehension, and even better academic performance!



WEDNESDAY: Basics of Animation-Bringing Drawings to Life 3rd-8th Grade / 2-4pm

From structure to conceptual design to movement of drawings and graphics, this course will explore the fundamental skills necessary for any young artist, animator, or game concept designer. With pencils, paper, The Pencil2D animation platform and plenty of imagination, students will learn how to bring an idea to life. Animators are sometimes called "actors with a pencil" with that in mind, students will be encouraged to tap into their creative instincts to write, create, and direct an animated short! In designing their characters and worlds, these young directors will also learn how to be aware of forces acting upon objects, how to render lines of action, and start to think in a three-dimensional way. From animation principles such as persistence of vision, walk-cycles, and physics – to film basics including scene-blocking and editing basics – we will try to cover as many topics as possible to give students a grounding in design, film, and animation.

THURSDAY: Digital Game Design / 3rd-8th Grade / 2-4pm

This course introduces students to The Unreal Engine, a game development platform that's great for creating 2D and 3D games. Some of the most important skills acquired in the class are scene and character design, computer programming, story crafting and writing, a bit of physics and math, and, most importantly, imagination. With a basic knowledge of this platform, students can begin to think about how to create worlds for different platforms, like tablets, PCs, laptops, virtual reality, and beyond. These skills can easily be applied to other disciplines, like graphic design, architecture, physics, math, -ne arts, writing computer programming, and engineering. We will be happy to equip you with the skills needed to empower your creativity!

LIMITED SPACE - SIGN UP TODAY