



cultivating curiosity

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NYC Department of Youth and Community Development



SUMMER 2016

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DISCOVER YOUR SPARK

- Using the city as a learning playground, the **Cultivating Curiosity Summer 2016** initiative can help youth **discover their spark** with hands-on interdisciplinary approaches to STEM, literacy, performing and visual arts, leadership, and more service learning.
- Research shows that youth who thrive have two important supports: 1) knowledge of what their spark is (an interest, passion or gift) and 2) adults who support the development of those sparks. Kids who know and develop their sparks have higher grades, better school attendance and physical health, empathy and social competence, a desire to help others, and a sense of purpose! *Apply for summer initiatives that can help ignite sparks in your youth!*

SUMMER 2016 GOALS

- Youth engage in high-quality, hands-on learning activities that encourage them to build skills, discover sparks and talents, and get exposed to potential careers fields
- Youth experiences during the summer may help lessen summer learning loss, while building their confidence and other attributes that contribute to academic success
- Youth and program staff expand their knowledge of NYC culture, resources, and opportunities for learning outside of the classroom
- Afterschool programs maintain and expand partnerships throughout the year
- Through content-enriching partnerships and investments, youth-serving organizations strengthen their capacity

CONTACT

General questions may be directed to **DYCD Capacity Building** at capacitybuilding@dycd.nyc.gov.

APPLICATION OVERVIEW

- Cultivating Curiosity Summer 2016** programs are fully funded by DYCD and are at **NO** cost to DYCD-funded programs
- The online application will open on **Wednesday, May 4th** and will close on **Wednesday, May 18th at 6pm** – no exceptions
- Due to a limited number of site slots per track and a highly competitive application process, each DYCD-funded program may **apply** for up to three tracks for their site in order of prioritization. However, **selection for a summer track is not guaranteed** and will depend on the quality of the application and whether requirements (as applicable) are met
- Supervisors of multiple DYCD-funded programs may submit separate applications for each program site

REQUIREMENTS & EXPECTATIONS

- For tracks that include more than one activity/partner organization, note that the **SAME** group of students must participate in ALL sessions
- Mandatory Training:** Each selected site **must** attend the track training or info session in order to participate, otherwise a waitlisted organization will replace the site
- DYCD Online Data:** Sites must input track information into DYCD Online including activity schedules and youth participant data
- Track Specific Requirements:** Each summer track has specific requirements – be sure you meet all requirements before applying for a track
- Surveys and Evaluations:** Evaluation data is critical for measuring outcomes and identifying improvements for the tracks. All participating sites are required to complete evaluations for selected track including a training survey, post-implementation evaluation, and youth experience survey.
- Site Visits and Implementation Schedules:** DYCD will conduct site visits over the summer to observe implementation of the project. Participants are required to provide implementation schedules to DYCD

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The New York City Department of Youth and Community Development (DYCD) invests in a network of community-based organizations and programs to alleviate the effects of poverty and to provide opportunities for New Yorkers and communities to flourish.

DYCD Capacity Building aims to strengthen DYCD-funded organizations by providing professional development, technical assistance, and resources via special initiatives such as the Day of Wonder, Resource Expo, and Summer Programming.

For summer tracks that include more than one activity/partner organization, note that the SAME group of students must participate in ALL sessions. Summer tracks with more than one activity/partner organization cannot be separated. Selected site should meet all requirements and be willing to participate in all scheduled activities.

SUMMER TRACKS/PARTNERS

- ⊖ **Finding Math - [Page 14](#)**
New York University Center For Mathematical Talent
- ⊖ **Flex Your Wonder - [Page 6](#)**
Camp Wonderopolis + Young Audiences New York
- ⊖ **Food in the Big Apple - [Page 10](#)**
CityScience
- ⊖ **Math in Motion - [Page 15](#)**
Intrepid Sea, Air & Space Museum
- ⊖ **Music Cent\$ - [Page 5](#)**
Building Beats + Cents Ability
- ⊖ **Power Learning - [Page 12](#)**
Power My Learning
- ⊖ **Science Detectives - [Page 9](#)**
Mentoring in Medicine
- ⊖ **Storytellers - [Page 4](#)**
Boom Writer + BookUp
- ⊖ **Summer Camp Conservation Club 2016 - [Page 13](#)**
NYS Department of Environmental Conservation
- ⊖ **Vidcode - [Page 11](#)**
Vidcode

STORYTELLERS

ELEMENTARY (4TH AND 5TH GRADE ONLY & MIDDLE SCHOOL)

STORYTELLERS is a **BookUp NYC** + **BoomWriter** collaboration. **BookUp NYC** motivates young people to stay involved with books and read for pleasure by introducing them to published and emerging NYC authors who share their love for reading and discuss how they create their stories with students. Each participating program will receive a set of books which students will read and discuss with a **BookUp NYC** author.

BoomWriter is a web based, interactive, writing curriculum that supports collaborative writing projects. In STORYTELLERS, a **BookUp NYC** author will write the first chapter of a mystery or realistic fiction. One chapter at a time students will write, read, peer review with guidance from the **BookUp NYC** author and vote on submissions for the book's next chapter. The winning chapter is added to the book and the process continues until the book is completed. The completed book will be published and each student will receive a copy of the published book.

Partners: BookUp NYC (The National Book Foundation) | www.nationalbook.org/bookupnyc.html
BoomWriter | www.boomwriter.com

Total Sites: 10 (up to 15 middle school students per site)

Implementation Period: July 11th through August 5th

Schedule: 2 hours per week. (First hour - BookUp NYC author followed by writing on BoomWriter)

Facilitators: BookUp NYC authors and program staff trained by BoomWriter

MANDATORY IMPLEMENTATION REQUIREMENTS

- ☑ A program staff interested in creative writing and/or enjoys reading must be assigned to the project to support the BookUP author assigned to the program and assist students with their writing on BoomWriter
- ☑ BookUp authors and Program Directors meet to select and order books - Friday, June 17th, 10 am to 12 noon, NYC DYCD 2 Lafayette Street, Conference Room 2110
Training on BoomWriter – Thursday, June 23rd, NYC DYCD 2 Lafayette Street, Computer Training Room 2215

OTHER MANDATORY REQUIREMENTS

- ☑ Classroom for reading and discussion with BookUp NYC author. The space should allow for a variety of configurations
- ☑ Computers with reliable, uninterrupted web access; one computer per student
- ☑ Markers and chart paper

≡ MUSIC CENT\$ ≡

MIDDLE & HIGH SCHOOL

MUSIC CENT\$ introduces participants to the art and science of music production and DJ'ing, as well as entrepreneurial and financial management skills. Up to 20 students per site will participate in all the **Building Beats** and **Cents Ability** workshops, while working on a project from the start to end of the summer to tie it all together. Students will have an imaginary set amount of money and face different ways to spend and manage that money throughout the program - while working towards their goal of becoming a successful, both musically and financially, song writer. Additionally, the participants will take a field trip to a DJ organization for turntablism or DJing workshop, as well as a scavenger hunt at the Museum of American Finance on Wall Street.

Building Beats provides music production and DJ workshops that teach entrepreneurial, life, and leadership skills to youth as they learn to create, record, and produce their own music. Participants explore digital production techniques used in genres such as hip hop, pop, and R&B and get hands-on experience with music production software and audio hardware. No prior experience is necessary to participate in a workshop--just an open mind!

Cents Ability financial literacy workshops teach middle and high school students the basics of personal finance through real life examples and engaging activities. Workshops are designed for students entering 7th grade or older. Classes are all taught by trained professionals, many of whom work in finance and are willing to speak with the students about their experiences and career path. A total of 20 workbooks for youth will be provided at no cost to the site. Students will also get the opportunity to travel to the Museum of American Finance to follow an engaging scavenger hunt.

Partners: Building Beats | www.buildingbeats.org
Cents Ability | cents-ability.org

Total Sites: 12 (up to 20 students per site)

Implementation Period: Flexible throughout July - August; depending on site

Schedule: (Building Beats) Eight sessions at provider site led by special educator and **1 field trip** to a partner DJ organization for turntablism or DJing workshop | (Cents Ability) Five one-hour lessons covering: Goal Setting, Budgeting, Saving and Banking, Credit, and College Financial Planning and **1 field trip** to the Museum of American Finance to follow an engaging scavenger hunt

MANDATORY IMPLEMENTATION REQUIREMENTS

- ☑ Training June 15th (10am-12:30pm) at DYCD 2 Lafayette Street, NYC. Supplies will be distributed at training

OTHER MANDATORY REQUIREMENTS

- ☑ Programs must have access to computers, laptops, or tablets with high-speed internet connection; one computer per student

HELPFUL PREFERENCE

- ☑ Projector/Smart Board, Speakers

≡ FLEX YOUR WONDER ≡

ELEMENTARY & MIDDLE SCHOOL

FLEX YOUR WONDER is a collaboration between **National Center for Families Learning (Camp Wonderopolis)** and **Young Audiences New York**. Both partners introduce young people to hands-on activities that explores the arts, literacy, and STEM. For this track, selected sites will participate in Camp Wonderopolis and **one** of the Young Audiences New York residencies. When applying for this track, applicants can indicate which residency they prefer. See description of residencies on the subsequent pages.

Camp Wonderopolis engages youth and families of all ages in hands-on, STEM- and literacy-building practices that feature Maker activities, as well as an optional online learning component. **Camp Wonderopolis** Maker activities inspire families to create, invent, and learn using everyday objects (e.g., building a suspension bridge out of gumdrops and toothpicks, creating and racing balloon rockets.) Sites will receive all supplies/camp kits for each participating youth/family. If programs opt to use **Camp Wonderopolis** online at summer sites, access to reliable internet access and multiple computers is recommended. Program staff will also receive a special intensive training on family engagement strategies, access to webinars, and ongoing technical assistance throughout implementation. For more information visit www.familieslearning.org.

Young Audiences New York's residency program brings the visual and performing arts into sites across New York City. Facilitated by professional arts educators, these comprehensive arts experiences empower students as learners, increase student engagement and cultivate skills like critical thinking, creative problem solving and collaboration through artistic expression. All of the residencies start with a planning meeting between the artist and site director to ensure that the goals of the site and the needs of the students will be met.

Partners: National Center for Families Learning | <http://camp.wonderopolis.org/>
Young Audiences New York | www.yany.org

Total Sites: 10 (30 students per site Young Audiences | 40 students per site Camp Wonderopolis)

Implementation Period: Flexible throughout July - August; depending on site

Schedule: (Camp Wonderopolis) 6 modules implemented by trained provider site staff throughout summer | (Young Audiences New York) 6- 90-minute workshops at provider site and field trip related to residency

MANDATORY IMPLEMENTATION REQUIREMENTS

- ☑ Training June 21st (full day) at DYCD 2 Lafayette Street, NYC.

OTHER MANDATORY REQUIREMENTS

- ☑ Provider Staff / Group Leader with interest in STEM to deliver curriculum; computers and internet access on site (or at home for families) if participating in online learning component

FLEX YOUR WONDER

YOUNG AUDIENCES RESIDENCIES

Creative Movement & Aikido

Chris Odo, Dancer

Integrating movement principles of Aikido (a martial art from Japan), the workshop will encourage students to become more aware of themselves in relation to others and their environment. Aikido is a martial art from Japan and can be translated as "The Way of Union with Universal Energy." Students will be introduced to basic movement practices used in martial arts to build relaxed efficient power and connection with forces of nature. Through this workshop, students will engage in fun creative problem solving through exploration of specific tasks such as creating movement improvisations using different levels, shapes and change of tempo in relation to music and images. The workshop will culminate in students watching themselves on video performing their improvisations as part of the learning experience. Throughout the workshop, students will be encouraged to collaborate through working in pairs, respecting others and gaining confidence in their own motor skills and their perception of music, shape, space and time.

Program Requirements: large, clean, ventilated or climate controlled multipurpose room with open area such as a gymnasium or auditorium; access to electricity.

Grade Levels: Elementary (1 - 3)

Wonder Trails...Theatre!

Heleya de Barros, Actress

Bring the Appalachian Trail to life through theatre. Work as an ensemble with your peers to explore tales of the Appalachian Trail such as Orient, Hero Dog of the Appalachian Trail, Ellie's Long Walk, A Child's Walk in the Wilderness, and Navigating Early. Learn how to bring a character to life using your body and voice! And work as an ensemble to create the sites and sounds of the Appalachian Trail right in your own camp!

Grade Levels: Elementary (2 - 5)

Latin Dance

Ricky Santiago, Dancer

Students will learn different styles in Ballroom, Latin dance, Hip hop, Modern dance, Flamenco and Mexican. As the workshop progresses, the students will focus on a particular style (or two) that suits the class best. They will also learn about the history of the dance and the culture it originates from.

Grade Levels: Elementary, Middle (K - 8)

Chinese Dance

Ling Tang, Dancer

With its wide variety of climates and vegetation, and its 56 different ethnic groups, China has a rich tradition of arts and culture. From learning and exploring unique movements, students will be introduced to diverse aspects of Chinese dance culture. The teaching methodology combines lectures, discussions and exercises, linking dance to focused subjects to allow students make personal, cultural and historical connections. Each session starts with a warm up followed by a specific Chinese dance repertoire - martial arts, ribbon, lion, horse-riding, etc.

Grade Levels: Middle (6 - 8)

Theatre Sports

Heleya de Barros, Actress

Sports aren't only played on the field or court, there's also an exciting match happening in the theatre! Come learn how to improvise on the Theatre Sports team! Work together with your peers to explore the building blocks of an improvised scene through exciting games. Create stories with a beginning, middle, and end. Explore and develop fun characters, experiment with storytelling techniques, and learn to think on your feet. Challenge teams to game matches and bring the crowd in on the fun as well. No experience necessary, only a willingness to play and work as a team!

Grade Levels: Middle (6 - 8)

≡ FLEX YOUR WONDER ≡

YOUNG AUDIENCES RESIDENCIES CONTINUED

Intro to Contemporary Dance

Fatima Logan, Dancer

The class will include opportunities for discovery of personal artistic voice through guided improvisational studies and group projects as well as dance technique study building flexibility, coordination, healthy fitness habits, and cooperation. This residency will emphasize the body mind connection in somatic and dance study and performance. The class will begin with centering exercises where the topic or theme of the day will be presented, followed by a dynamic warm-up and traveling (across the floor combinations), into improvisation and group studied and large group dance phrase work or combinations followed by cool-down and reflection.

Grade Levels: Middle (6 - 8)

Visual Art

Amir Bey, Visual Artist

This residency includes creating art that focuses on either fish/sea life, or birds. Both concepts would involve mask making and other imagery derived from those animals and their environments. We will explore those ways that they provide for us, and how we affect their habitats.

Grade Levels: Elementary, Middle (K- 8)

Vocal Music Residency

Carole Sylvan, Artist, Singer, Songwriter, Vocal Coach

Incorporating music, such as travel, walking or hiking songs, students research the outline questions and do experiments. Depending on location, they would also do a neighborhood walk with a scavenger hunt, fact finding or art project. Students would learn songs about foods, research outline questions. Depending on location and available tech do demonstration of food processes and watch videos to answer. Side questions: What foods do they like that are not indigenous to their culture? Why?

Grade Levels: Elementary (1 - 5)

Acting and Production

B. Villy Womack (Wojo), Actor

Mr. Womack has spent many summers teaching original sports, games, and activities that he would share with the youth of that program. He would also teach them the basics of acting and production and then create a script that would include an action packed chase scene.

Grade Levels: Middle (6 - 8)

Stories & Songs

Novida Stein, Actress, Storyteller

Using group storytelling techniques, children will participate in telling stories from around the world through dialogue, music and movement. They will play different rhythm instruments, sing songs, and learn different ways to move to develop concentration, strength and balance and use all of these experiences to tell stories together.

Grade Levels: Elementary (K - 1)

Mask-Making/3D Art Mask Project

Dash Miguel Cossio, Visual Artist

Students will create elaborate wearable masks inspired by their favorite sport team. In each of the residency sessions students will enhance their imagination and motor skills by learning how to use various art tools and methods of creation. Including designing, tracing, cutting, pasting, modeling, painting, collage and ornamentation, among others. Students will explore with mixed media materials to create their work.

Grade Levels: Elementary (1 - 5)

SCIENCE DETECTIVES

MIDDLE SCHOOL

SCIENCEPATHFINDERS is a bio-inspired, experiential, s.t.e.m. curriculum that engages, educates and empowers students in the exploration of science and health. Students will learn about the structure, function and diseases of the lungs and careers in the bio-medical field. Students will also visit a medical facility where they will meet with medical practitioners.

Partner: Mentoring In Medicine (MiM) | <http://medicalmentor.org/>

Total Sites: 5 (24 students per site)

Implementation Period: July 11th through August 5th

Schedule: Two- 2-hour sessions per week for a total of 4 weeks; includes the field trip

Facilitator: MiM certified college, medical or graduate students with support from program staff

MANDATORY IMPLEMENTATION REQUIREMENTS

- ☑ A program staff, preferably interested in health/medical professions must be assigned to this project to support the MiM educator with facilitating sessions
- ☑ Program Director and program staff assigned to the project must attend an Info Session on expectations and implementation of SCIENCEPATHFINDERS on June 29th 2016, 10am to 12noon at DYCD, 2 Lafayette Street NY NY 10007, Conference Room 2026

NOTE: Additional staff will be needed for the trip to the medical facility

OTHER MANDATORY REQUIREMENTS

- ☑ Computers, projector for power point presentations, adequate space for hands-on group activities

FOOD IN THE BIG APPLE

ELEMENTARY SCHOOL

Food in the Big Apple is a six week program that follows food from soil to plate and introduces youth to their urban food system. Using My Plate curriculum, five hands-on exploration sessions provide opportunities for youth to develop cooking skills while exploring the fundamentals of a healthy diet. In addition to preparing simple healthy snacks, daily cooking activities build skills observing, measuring and describing ingredients, where they come from, and their nutritional values. Food in the Big Apple includes a field trip to an urban farm. The final meeting is a celebration of learning that culminates in a youth planned menu and healthy snack party.

Each CityScience led exploration includes ninety minutes of instruction, curriculum, cooking supplies and ingredients for up to 25 students. In addition to each of the five CityScience led curriculum, sites can extend the program by using weekly extension activities provided by CityScience.

Partner: CityScience | www.cityscience.org

Total Sites: 10 (25 students per site)

Implementation Period: July through August (6 weeks total)

Schedule: Five- 90 minute sessions, five onsite and one field trip. Date and time to be determined by sites. Sites must confirm their field trip date by July 11th.

MANDATORY IMPLEMENTATION REQUIREMENTS

- ☑ June 15th, 2016 (12-2pm) at DYCD 2 Lafayette Street, NYC

OTHER MANDATORY REQUIREMENTS

- ☑ Programs must have access to rooms that allow food and gardening activities. A kitchen is not required. Student and staff allergy information must be provided prior to first program date.

≡ VIDCODE ≡

MIDDLE SCHOOL

Vidcode is a platform designed for teaching youth how to code by editing their own videos. Over the course of 4 weeks youth will learn JavaScript and use it to build video filters, stop motion animation, memes and audio reactive videos. Each week students will create content – photographs or videos about their lives and communities -- upload them to **Vidcode** then manipulate and/or modify them using programming tutorials available on **Vidcode**.

Partner: Vidcode | www.vidcode.io/

Total Sites: 10 (15 students per site)

Implementation Period: July 11th through August 5th

Schedule: To be determined

Facilitator: Program staff trained by Vidcode

MANDATORY IMPLEMENTATION REQUIREMENTS

- ☑ Program Director and staff assigned to Vidcode must attend an Info Session on June 30th 2016 from 10am to 11am at NYC DYCD 2 Lafayette Street NY, NY 10007, Computer Training Room 2215
- ☑ Staff assigned to Vidcode will stay after the Info Session on June 30th 2016 for training on Vidcode. Training will be 11am to 5pm
- ☑ Programs **MUST** have participated in CS First or BigShot camera project

OTHER MANDATORY REQUIREMENTS

- ☑ Computers with uninterrupted web access – chrome browser; one computer for each student.
Paper, pencils and markers, scissors

≡ POWER LEARNING ≡

ELEMENTARY & MIDDLE SCHOOL

Power My Learning is a web based, interactive platform that support students' learning. **Power My Learning** uses video and animation to help students understand science, environmental science and math concepts. **Power My Learning** also has modules focused on the arts, literacy and computer technology. Students can interact with **Power My Learning** independently or instructors can lead classes and use **Power My Learning** to support instruction.

Partner: Power My Learning | <http://powermylearning.org/>

Total Sites: 45 (15 Beacon Centers, 20 Cornerstone Centers, 10 COMPASS elementary programs)
Programs participating in Summer Camp Conservation club 2016 are encouraged to apply

Implementation Period: To be determined by program

Schedule: 90 minutes per session. Frequency to be determined by the program

Facilitator: Program staff trained by Power My Learning

MANDATORY IMPLEMENTATION REQUIREMENTS

- ☑ Attend training - both Part 1 and Part 2 - at NYC DYCD in mid-June 2016. Dates will be confirmed in late May/early June 2016

OTHER MANDATORY REQUIREMENTS

- ☑ Computers with uninterrupted web access – chrome browser preferred but Explorer can work; one computer per student.

≡ SUMMER CAMP CONSERVATION CLUB 2016 ≡



STUDENTS WHO WILL ENTER GRADES 3, 4, 5, AND 6 IN FALL 2016

The NYS Department of Environmental Conservation (NYSDEC) created the **Summer Camp Conservation Club (SCCC)** to develop elementary school youth's awareness of the natural environment. The **SCCC** curriculum is facilitated mostly in outdoor spaces and includes recommendations for field trips to NYC wetlands and other outdoor spaces focused on environmental awareness. The **SCCC** curriculum is composed of 7 units, each with 5 or 6 lessons. When possible, programs are expected to incorporate field trips into lessons.

Partner: NYS Department of Environmental Conservation | <http://www.dec.ny.gov/>

Total Sites: 10 (Preselected)

Number of groups at each site: Program site decides

Number of students per group: up to 20 students per group

Implementation Period: To be determined by program

Schedule: To be determined by program

Facilitator: Program staff trained by NYS DEC

MANDATORY IMPLEMENTATION REQUIREMENTS

- ☑ Each program must send one staff person for each group of students participating in SCCC 2016 for a full day of training; e.g. if one group then one staff person, if 2 groups then 2 staff persons, etc. Training is NOT train the trainer format. Only persons trained by NYS DEC can facilitate the curriculum.
- ☑ Programs must select one of the following dates for training: Saturday June 18th 2016, Saturday June 25th 2016 or Wednesday June 29th 2016. All training sessions are from 9:30am to 4pm in Central Park. Registration will be announced early June 2016

OTHER MANDATORY REQUIREMENTS

- ☑ Programs schedule a date and time for NYS DEC staff to visit and facilitate a lesson on-site for students and program staff from the SCCC 2016 curriculum
 - *Programs are responsible for purchasing curriculum materials; approximate cost for materials is \$260.00 for every 20 students
- ☑ Storage space for materials

FINDING MATH



STUDENTS WHO COMPLETED GRADES 3, 4 AND 5 THIS SPRING 2016 & PARTICIPATED IN FINDING MATH CLUBS

Finding Math aims to take students beyond the level of math competency. Students will be engaged in problem solving activities geared to develop logic and reasoning skills that are the foundation of mathematical thinking. These activities support Common Core Mathematical Practices but are different from those usually seen in the classroom.

Partner: New York University Center For Mathematical Talent (NYU CMT) |
www.math.nyu.edu/cmt/

Total Sites: 2 (Preselected)

Number of groups at each site: 2

Number of students per group: 12 to 18 (Must have completed 3rd, 4th, or 5th grade)

Implementation Period: 4 weeks between July 5th and August 19th 2016. To be decided by the Program Director and the NYU CMT instructor.

Schedule: One program 90 minutes, the second program 75 minutes twice per week. Days and time to be determined by Program Director and NYU CMT instructor

Field trip to the Museum of Mathematics (MOMATH). Date and time to be determined

Facilitator: NYU CMT instructor with support from program staff

MANDATORY IMPLEMENTATION REQUIREMENTS

- ☑ A program staff person must be partnered with the NYU CMT instructor to provide support and satisfy SACC requirements. The program staff person must be experienced working with the age group of students targeted. The program staff person will assist with managing the classroom space, facilitating activities and must attend the June meeting.

OTHER MANDATORY REQUIREMENTS

- ☑ A classroom where students can work in a variety of configurations: individually, in small groups at tables or on the floor
- ☑ White boards or big pad, adhesive post-its where students can write and explain their methods and solutions
- ☑ Storage space for materials and students' work
- ☑ Additional chaperons to satisfy the staff/student ratio for a field trip to The Museum of Mathematics (MOMATH). Date and time to be determined

≡ MATH IN MOTION ≡



MIDDLE SCHOOL

Students will learn how to decipher diagrams of aircraft at the **Intrepid Sea, Air and Space Museum** then use SketchUp 3-D modeling software, to bring those diagrams from the 2-dimensional page into the 3-dimensional world. As students learn about the important design elements that make human flight possible they will re-create those elements in SketchUp. Students will also incorporate one moving part in their aircraft design. Intrepid educators will print 3-D models of each student's design for them to keep.

Partner: Intrepid Sea, Air & Space Museum | www.intrepidmuseum.org/

Total Sites: 3 (Preselected)

Number of students per group: 15

Implementation Period: July 11th through August 5th

Schedule: 6- 90-minute sessions at the program site facilitated by Intrepid educators

1- in-depth visit to Intrepid Sea, Air & Space Museum

Facilitator: Intrepid staff with support from program staff

MANDATORY IMPLEMENTATION REQUIREMENTS

- ☑ A program staff must be assigned to this project to support the Intrepid educator and students with creating their 3-D designs when the Intrepid educator is not on site
- ☑ Attendance to an Info Session on expectations and implementation of MATH IN MOTION PART 3 for Program Directors and program support staff, followed by training on SketchUp for support program staff - June 22nd 2016, 10am to 1pm, NYC DYCD 2 Lafayette Street NY NY 10007, Training Room 2215

OTHER MANDATORY REQUIREMENTS

- ☑ Computers with reliable, uninterrupted web access; one computer per student
- ☑ Additional chaperons to satisfy the staff/student ratio for a field trip to Intrepid Sea, Air & Space Museum. Date and time to be determined.

SUMMER 2016



1.800.246.4646



Our Mission:

The New York City Department of Youth & Community Development invests in a network of community-based organizations and programs to alleviate the effects of poverty and to provide opportunities for New Yorkers and communities to flourish.

Empowering Individuals • Strengthening Families • Investing in Communities