

About Kids on Campus

Class Locations at Ohio Christian University

Kids



Math: Maxwell Library 219

Visual Arts: Maxwell Library 202

Science: Performing Arts Center 103

Technology: Maxwell Library 218

Classes are limited to the first 25 students per class.

1476 Lancaster Pike Circleville, Ohio 43113

For more information:

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Inspiration Station



Presented by PCCF



on Campus

Hosted at



OHIO CHRISTIAN UNIVERSITY

July 10th-14th from 10am to 3pm

Session Time	Grades 2-3	Grades 4-5
10am - 11am	Visual Arts	Science
11am - 12pm	Science	Visual Arts
12pm - 1pm	Lunch	Lunch
1pm - 2pm	Math	Technology
2pm - 3pm	Technology	Math

What is Kids on Campus?

Kids on Campus is a summer enrichment program for students who are interested in improving their math, science, technology, or visual art skills through exciting, hands-on learning activities.

Who may attend?

Any students who are entering grades 2-5 next school year and are eager to participate in fun summer learning.

How much does it cost?

The cost is \$75/per session for the week. The cost includes a Kids on Campus t-shirt and all educational materials.

Will transportation be included?

No, parents are responsible for transportation.

Presented by



Inspiration Station

Grades 2 and 3

Grades 4 and 5

Student Registration & Payment

Math

Students will explore number sense, measurement, geometry, and symmetry through exciting games, art, puzzles, and hands-on activities. Fun with math is the goal for the week.

Science

Students will have fun and learn at the same time while conducting experiments about life, Earth and space, and the physical sciences. Students will observe weather patterns, predict the weather, and get up close and personal with Sir Isaac Newton and his laws of motion. Fun will be had learning about energy and energy sources, solids, liquids, and gases.

Technology

Five reasons coding is important for young minds:

1. Coding is another language
2. Coding fosters creativity
3. Coding helps children with math skills
4. Coding improves writing academic performance
5. Coding helps children become confident problem solvers

Visual Arts

Students will focus not only on producing art, but also on examining and appreciating various art forms. Students will explore art materials, observe works of art, study basic elements of design: line shape, color, and texture all while having fun.

Math

Students will explore numbers, place value, measurement, geometry, and reasoning in unique and exciting ways. Each day will be an adventure filled with games and activities.

Science

Physical, Earth and space, and life science will be brought to life as students design and conduct various experiments. Students will explore habitats, differences between renewable and nonrenewable energies. Hands-on activities will make the complex world of science relevant and exciting.

Technology

Students will learn the fundamentals of writing a computer program and engage in real-world applications of coding with connected toys and robots. Our goal is to raise awareness and interest in the tech industry and support student exploration or computer science career pathways.

Visual Arts

Students will explore painting and drawing, graphic illustrations, creating texture in different media and experiment with complementary color, hue and color intensity. This class is designed for students to have fun and enjoy creating their own masterpieces.

Deadline: June 10, 2023



Use your smart phone
camera to
SCAN THE QR CODE
to register and pay online.

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