



FREE

for district students
entering grades K-6

Free
Breakfast & Lunch



**Grant
Elementary**

425 WEST UPHAM ST

JUNE 17

TO

JULY 26

MONDAY - FRIDAY

8 AM - NOON

NO CLASSES JULY 4

SUMMER

Marshfield Elementary

SCHOOL



REGISTRATION

Online Via



CAMP INVENTION

Madison Elementary
510 PALMETTO AVE.

JUNE 10-14 (ONLY)

8:00 AM - 2:45 DAILY



2024 COURSE CATALOG

Welcome to Summer School 2024!

My name is Jeff Damrau, Principal of Grant Elementary and Summer School Principal. On behalf of the Unified School District of Marshfield, I am proud to extend a warm and enthusiastic invitation to every student who resides in the school district to attend Summer School 2024. Students are our number one priority, and providing them with quality learning experiences is our main goal. Summer School provides a great opportunity for students to meet new friends, reacquaint with old ones, to have fun, and above all to learn. Be sure to acquaint yourself with all of the wonderful learning opportunities awaiting your child(ren) as you read through this course description catalog. Again this year, all students will be provided breakfast and lunch, free of charge.



I look forward to seeing your child/children participate in Summer School 2024!

Sincerely,

Mr. Jeff Damrau

School District of Marshfield Elementary Summer School Coordinator/Principal

CONTACTS

Throughout the year, the Summer School team is working to ensure students have an exciting and fulfilling learning experience during the Summer School program. The following individuals coordinate Summer School:

Jeff Damrau, *Elementary Summer School Principal*

damrauj@marshfieldschools.org

(715) 384-4747, ext. 2610

Alyse Esser, *Elementary Summer School Secretary*

essera@marshfieldschools.org

(715) 387-1249, ext. 3620 (*before 6/17/2024*)

(715) 384-4747 (*after 6/17/2024*)

DATES

Summer School begins Monday, June 17 and runs through Friday, July 26 (6 weeks, with no classes on Thursday, July 4). The Camp Invention program runs from Monday, June 10 to Friday, June 14 (1 week).

LOCATIONS

Elementary Summer School for grades K – 6 is held at **Grant Elementary School**, 425 West Upham Street. The only exception to this is the **Camp Invention** course that will take place at **Madison Elementary**, 510 N. Palmetto Ave., Marshfield, WI 54449



REGISTRATION

You can register your child(ren) online through [Skyward Family Access](#). If you don't remember your login information, contact your school office. Resident private school and homeschool families may email Alyse Esser, their name, student's name, and date of birth at essera@marshfieldschools.org to receive login information. Online via Skyward is the only method of registration. Online registration will open **Monday, April 15, at 6:00 p.m. and closes at 6:00 p.m. on Friday, April 26**. Classes are filled in the order registrations are received.

Please use the grade your child will be in during the 2024-2025 school year when selecting classes.

DAILY SCHEDULE

7:40 a.m.	Doors open
8:00 – 8:50	Period 1
8:55 – 9:45	Period 2
9:50 – 10:40	Period 3
10:40 – 11:05	LUNCH
11:10 – 12:00	Period 4

Classes meet for all 6 weeks and are 50 minutes in length with a 5 minute passing time. The exceptions being Camp Invention, which runs for one week (June 10 – 14), and Outdoor Education, which runs for one week based on grade level. Be sure to check the course descriptions when selecting classes.

***Please note that students cannot sign up for the same course more than one time/period. Students can sign up for up to 4 different classes during the regular summer school hours.**



DROP-OFF AND PICK-UP

Students can start to be dropped off in the morning starting at 7:35 a.m. Please pick up your child(ren) promptly at 12:00 noon as supervision is not available after that time. To help ensure the safety of all children, students should be picked up curbside along the front of the building. *Please do not pick up students along Upham Avenue or in any adjacent parking lot.*

ABSENCES

Please call the school main office at (715) 384-4747 after 8:00 a.m. to report your child's absence.

STUDENT SCHEDULES

Our goal will be to have student schedules sent out the week of May 20.

TRANSPORTATION

The School District of Marshfield does not provide transportation for summer school.

BUSSING

Families interested in bussing options may contact Kobussen Buses (715) 387-0101.

ENROLLMENT CAPS

Kindergarten classes will be capped at 20 students per classroom.

Outdoor Education and Physical Education classes will be capped at 45 students.

All other classes will be capped at 24 students unless specified.

FREE BREAKFAST/LUNCH

All students enrolled in summer school are eligible for **free** breakfast and lunch. Students eat breakfast in their first period classroom prior to the start of instruction. Students eat lunch in their third period classroom at the end of class, prior to their fourth period class.



COURSE GUIDE

Kindergarten

Kindergarten

Open to ALL students entering Kindergarten in the fall. Students will participate in a classroom enriched by an abundance of books, words, letters, numbers and other instructional aids. Various learning centers will allow students to explore and interact socially. In addition to academic skills, students will work on projects promoting fine motor skills, handwriting, and independence. Finally, physical activity will be part of each day ensuring wellness and group play. **Kindergarten class runs from 8:00 am – 12:00 noon.**

Art

Awesome Art, Grades 1 – 2

The elementary art curriculum is designed to enhance creativity, develop problem-solving skills, and foster a love of art. Students will learn about the elements of art and design, work with various materials, and experience a wide variety of art activities in their weekly classes.

Awesome Art, Grades 3 – 4

Students will use crayon, pencil, markers, oil pastels, watercolor, tempera paint, lots of glue, and color pencil to turn paper, burlap, egg cartons, tin foil, and construction paper into beautiful works of art! Students will discuss texture, line, shape, pattern, perspective, overlapping, underlapping, blending colors, 2D and 3D. Projects include foil paintings, paper and plastic beads, shadow puppets, pop-ups, sea horse and batik crayon resists, drawing, gecko paintings, origami, Aboriginal and tree bark paintings, egg carton bugs, and more! Students will create masterpieces in the style of Modigliani, Warhol, Picasso, and Van Gogh!

Awesome Art Adventures, Grades 5 – 6

Students will create both two-dimensional and three-dimensional artwork linked to a theme/concept, exploring a wide variety of art media. Previous themes focused on replicating the glass art of master artist Dale Chihuly using various types of plastics; and animals in art, infusing the natural sciences in lessons and projects. This year's theme should be equally exciting! Not only will students be drawing, coloring and painting, they will be working with the wonders of clay. Let your child's creativeness shine this summer and become more advanced by the end.

Note: Art projects for this course are on an every-other year cycle, so that students are not doing the same artwork back-to-back years.



Music

Keyboard Camp, Grades 3 – 4

Keyboard Camp is a piano instruction method that teaches beginning piano skills. Students will learn to read and perform musical notation as they progress through the “ranks” of the Keyboard Camp piano book series. Students work at their own pace to achieve each rank, beginning with “Boot Camp” and culminating with “General.” Note: There is a limit of 18 students for each section of Keyboard Camp.

Sounds Around The World, Grades 3 – 6

Do you want to learn how to play drums and other percussion instruments? In this course, students will explore the sounds of the world through world drumming and Orff instruments. Let's learn to play and compose barred instruments and hand drums in song.

Orchestra – Strings, Grade 6

This course is for students that are currently in the public or parochial school elementary strings program. Students do not meet on a daily basis as in a traditional class. Instead, you will receive a schedule from the orchestra instructor.

Mathematics

***Summer Math Adventures, Grade 1**

This course is designed for students who have just completed Kindergarten and need to further develop the skills and concepts in the district’s math curriculum. Students will focus on counting to 100, writing numbers, extended patterns, addition and subtraction, money, calendar and time concepts.

***Summer Math Adventures, Grade 2**

Students in this course are guided through the ongoing development of math skills during the summer months. Through the use of activities, manipulatives, board games, and computer games, students will focus on extended patterns, addition and subtraction, money, calendar, and time concepts.

***Summer Math Adventures, Grade 3 and Grade 4**

Summer math adventures will review concepts learned in grades 2-3 using hands on activities, manipulatives, board games, and computer games. The concepts covered this summer will include: addition, subtraction, time, money, measurement, multiplication, and division. This class is intended to provide students with some extra math facts practice before moving into 3rd and 4th grades.



Mathematics, Con't

***Summer Math Adventures, Grades 5 – 6**

This course is designed to encourage the ongoing development of math skills during the summer months. The activities of Math 5/6 incorporate the concepts of addition, subtraction, multiplication, division, place value, fractions, decimals, percents, graphing, and probability. Students will strengthen their number sense, review math vocabulary, and apply math skills to problem solving activities. Students will also have opportunities to practice math skills with a variety of card and board games as well as computer programs.

Reading & Math Through Card Games, Grades 1 – 4

Crazy 8! Cribbage! Uno! Rummy! and More! Come learn about different card games, get the chance to play, develop language and math skills, and have fun working and playing with friends. Students will spend each week learning and playing new and exciting card games. Fridays are 'free-choice', where students may choose their card game to play.

** The Summer Math Adventures classes are designed to move ALL students forward in the area of mathematics. Those students who need additional and varied instruction will be given the opportunity to gain strategies in the area of math where he or she may have struggles. Additional teacher support may be provided within the time period of these courses.*

Physical Education & Health

Building Mindful and Social Brains, Grades 1 – 6

(through mindfulness and game play)

Be the best "you" ever! Students will work on finding personal strengths, building positive habits and developing positive social skills. Students will use mindfulness to help pay attention and best manage their feelings and actions. Students will develop assertiveness skills and friendships skills. Students will use game play to practice all that they learn.

Chef Camp: Grades 3 – 4 and Grades 5 – 6

Budding chefs will enjoy plenty of mixing, prepping and cooking. They will learn about food prep, grocery shopping and pricing, cooking safety, reading recipes, table setting, and etiquette. Students will explore a range of topics from food pyramids, cooking skills, and techniques. Reading and math skills will be infused through out the class along with participation in small groups. *Please note that students may be working with nuts, gluten, and dairy products.*



Phy. Ed. & Health, Con't

Classic Games Time: Grades 3 – 4 and Grades 5 – 6

This course will give students the opportunity to learn a variety of different games to play both indoors and outdoors. Students will learn how to play “Classic Games” that require little to no equipment. These games will include activities such as: hide and seek, capture the flag, jump rope games, four square, Uno, Yahtzee, Checkers, and much more! Students will be excited about learning new games for family game night and/or neighborhood fun! It is highly recommended that students wear athletic/running shoes for this class.

Physical Education, Grades 1 – 2

Students will participate in a wide variety of activities that focus on strengthening their locomotor skills, spatial awareness, and positive sportsmanship. Students will stay active while following rules that enhance fundamental skills. Students will engage in both small and large group skill-building activities while working together as a team.

Physical Education, Grades 3 – 4

Stay active, keep healthy, and get stronger this summer. Students will learn to manipulate objects individually and as a team (throwing, catching, striking, kicking, bouncing, and rolling). Students will learn fitness concepts, sportsmanship, and participate in a variety of fitness development exercises. Students will learn playground rules related to the use of equipment, safety, and games.

Physical Education, Grades 5 – 6

Students will participate in a variety of activities that focus on teamwork and skill development. Students will also take part in lead-up activities where students will learn the rules and skills for future game play. Students will be encouraged to stay active, work together, and have fun.

Reading

***Summer Reading Adventures, Grade 1**

This course is designed to encourage reading during the summer months. Your child will have the opportunity to build on his or her phonics, vocabulary, high frequency word practice, and comprehension skills through a variety of activities. They will also have the opportunity to explore some new children's books and hear many of the classics through many read-alouds.

***Summer Reading Adventures, Grade 2**

This course is designed to encourage reading during the summer months. Students will work on reading fluency, phonics, vocabulary, and comprehension through a variety of stories and books.



Reading, Con't

***Summer Reading Adventures, Grade 3**

Students will gain the experience they need to become more proficient readers. Students will be engaged in a variety of literary genres with specific instruction focusing on fluency and basic comprehension skills. Instruction will be delivered through independent, partner, small, and large group reading.

***Summer Reading Adventures, Grade 4**

Students will build on proficiency with continued focus on fluency and comprehension skills. Independent reading will be supplemented by partner and group reads. Students will build the ability to choose appropriately leveled books and increase vocabulary. Strategies of inferring, predicting, and making connections will be practiced through class discussion and individual work.

***Summer Reading Adventures, Grades 5 – 6**

This course is designed for students who enjoy reading and/or want to improve their reading skills. Students will be allowed to choose books to silent read each day and also practice reading strategies of inferring, predicting, making connections, etc. while increasing their vocabulary and reading fluency. These strategies are practiced through whole class discussions as well as individual and group projects. Reading is sometimes done outside or in comfortable furniture to promote an engaging and comfortable environment.

** The Summer Reading Adventures classes are designed to move ALL students forward in the area of reading. Those students who need additional and varied instruction will be given the opportunity to gain strategies in the area of reading where he or she may have struggles. Additional teacher support may be provided within the time period of these courses.*

Science

The Big World Around Me, Grades 1 – 2

Fun activities that have an educational twist where children will be able to question, observe, predict, estimate, and experiment is what this class is all about. Students will investigate plants, animals, space, 5 senses, weather, body systems, and more. These topics alternate every other year to provide the young scientist hands-on activities that will make science come alive for the junior scientist.

Earth, Space, and Animals, Grades 1 – 2

A course focusing on the basics in Geology, Ecology, and Zoology.

Young learners in this exploratory course will be introduced to topics ranging from how land formations are formed, uncovering the mysteries of our solar system and galaxy, and learn about different biomes and habitats, even in their own backyards. Students will have the opportunity to create their own habitat and environment based on the knowledge they have gained.



Science, Con't

Science Close-Up, Grades 3 – 4

Has your child ever wondered why opposites attract, Earth's rotation is more like a wobble, or how scientists know when dinosaurs lived? Science has an answer for those questions and many more. Come discover the world of science with us! Exciting, hands-on activities will answer some of the questions students may have about science, and help them discover just how fun science can be.

Strategy Games/Themes

Cribbage Club, Grades 2 – 6

Students will put their critical thinking and problem solving skills to the test as they learn strategies to apply in playing against others in the game of cribbage. Whether a first time player or an experienced "pro", students will be paired with others of similar skill level to engage in learning more about and playing this long time favorite card/board game!

Theme of The Week – Summer Fun, Grades 1 – 2

Students will spend each week learning about a theme, and from that will participate in activities, playing games, and creating art focused around each week's theme. Themes include Summer Fun, Science, Food, Aquatic Life, Animals, and Space.

Virtual Reading Course

Virtual Book Club, Grades 3 – 4 & 5 – 6

Want your child to keep reading and sharing their ideas with other students in an interactive way? Consider an on-line reading course in which your child will read 2-4 novels in a six-week time period that are challenging, comprehensive, and at their pace. This course will review and teach new reading comprehension skills to help students become better readers. This course will be geared towards students that are advanced readers in grades 3-4 & 5-6. Students will be required to answer detailed questions and participate in weekly discussions with their classmates and teacher.

Attendance is important, if you enroll in virtual book club please make sure to participate on a regular basis. *Students will not meet during a scheduled class time but will participate in on-line discussions. Additional information will be provided to enrolled students.*



Computer Coding

Computer Codelicious, Grades 5 – 6

Students will explore fundamental computer science skills, build projects, and solve debugging challenges using Scratch, a block coding language. Computational thinking and analytical skills will be developed by identifying variables, loops, and conditionals. Unplugged and Digital Citizenship lessons discuss Internet safety, real-world technology issues, and a variety of STEM careers. At the end of this course, students will have gained the skills to independently code projects and expand upon their understanding of block coding.

Outdoor Education

Outdoor Education, Grades 1 – 6

Students will enjoy exploring nature out at the Marshfield School Forest. There will be hiking opportunities, chances to reel in fish, craft projects to design, team building activities to participate in, a cookout to enjoy, and so much more. Spend a week appreciating the outdoors. Transportation on a school bus will be provided. *Each session is one week, 8:00 a.m. to 12:00 noon daily.*

- Grades 5 & 6 – Week #1 Dates: June 17, 18, 19, 20, & 21
- Grade 4 – Week #2 Dates: June 24, 25, 26, 27, & 28
- Grade 3 – Week #4 Dates: July 8, 9, 10, 11, & 12
- Grade 2 – Week #5 Dates: July 15, 16, 17, 18, & 19
- Grade 1 – Week #6 Dates: July 22, 23, 24, 25, & 26

STEM

June 10 – June 14, 8:00 a.m. – 2:45 p.m.

Camp Invention, Grades 3 – 6

This year's program is designed to build essential STEM (science, technology, engineering, and mathematics) skills while also boosting reading abilities. This is accomplished through hands-on activities that offer so much fun and excitement, children don't even realize how much they're learning! Participants will use critical and creative thinking skills as they participate in this STEM adventure during the one-week program. *See the informational flyer on page 11.*

This course meets at Madison Elementary School during the week prior to the six week summer school program at Grant Elementary School, and has a maximum space of 120 students.





Camp Invention®

ILLUMINATE

FOUR ALL-NEW ADVENTURES IN
HANDS-ON INVENTION EDUCATION



- Campers create a unique sports ball and develop a light-up ball game using the physics of air pressure and motion
- While investigating the design features and specialized materials of a variety of sports balls, campers learn about the importance of protecting ideas using intellectual property
- Campers use design thinking and persistence to reach the final goal of being inducted into the Game of Fame for all-star innovation



- Campers explore biophysics, optics and electrical engineering as they learn about illuminating inventions and engineer a one-of-a-kind Glow Box
- Campers investigate how light works in LEDs, fiber optics and even glowing animals through hands-on examination of reflection, refraction, color and shadow
- While exploring ultraviolet light, campers uncover clues to a mystery and add a new layer to their Glow Box with each discovery, using the power of light to help their ideas shine



- Campers make global connections as they set out on an epic operation to solve water challenges around the world
- After personalizing a light-up laboratory on wheels, campers gather data, tap into ingenuity and use creative problem solving to help people and the planet
- Campers find inspiration from patented water-based inventions, learning the important role water plays on our planet and becoming hydro heroes



- Campers star on a prototyping game show where they embark on an innovative journey to discover the ultimate place to invent
- After receiving a custom toolbox, campers generate new ideas, bringing them to life by transforming unique inventions, and collaborating with friends for rapid prototyping challenges
- After refining their creations, they protect them with the power of intellectual property and win the game by learning that invention can happen anywhere

Camp Invention® is a nationwide K-6 STEM program providing creative, open-ended learning opportunities. This hands-on experience aligns to standards and typically runs for one week but can be adapted to meet district needs.



LEARN MORE TODAY AT [INVENT.ORG/EDUCATORS/CAMP-INVENTION](https://www.invent.org/educators/camp-invention)

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