Applied Math, Applied Science and iPad Programming Enrichment Camp

The course will be based around applications of math, science and programming, whereby a student will do the following: • Encounter mathematics in hands-on activities based on everyday situations in applied math • Collect data during experiments using PASCO sensors that teach scientific principles in applied science • Create iOS apps in iPad programming using *Swift*, Apple's open-source coding language	Daily Schedule	Applied Math Rm 701	Applied Science Rm 703	iPad Programming Rm 702
	8:30 – 9:30	6 Grade	7 Grade	8 Grade
	Break: 9:30 – 9:45 (15 minute break)			
	9:45– 10:45	8 Grade	6 Grade	7 Grade
	Break: 10:45 – 11:00 (15 minute break)			
	11:00 – 12:00	7 Grade	8 Grade	6 Grade

Curriculum Differentiated by Grade Level

Applied Math	Students will use hands-on, real-life activities to make connections between algebra, geometry, and statistics. The focus of this course will be to show students how mathematics exists naturally in everyday situations. By the end of the course, students will be able to explain the meaning of applied mathematics to an everyday situation and explain any correspondences between tables, graphs, verbal descriptions and equations affiliated with the situation.
Applied Science	Students will explore principles of biology, chemistry, environmental science and physics through the scientific method in various experiments. The focus of this course will be on learning how to use PASCO sensors to gather data with the iPad. By the end of the course, students will better understand how accuracy and precision in data collection can enhance understanding of scientific principles.
iPad Programming	Students will learn the fundamentals of coding through collaborative problem solving and self-paced project based learning. The focus of this course will be on learning Swift, Apple's open-source coding language for creating iOS and Mac apps. By the end of the course, students will be able to code games or any other type of app they are excited to create. The apps they create can be installed on their personal iOS devices or even published on the Apple App Store.