Summer 2020

Chicago Park District Virtual Camps
powered by STEAMbassadors

Camp HoMaGo

STEAMbassadors
# Camp HoMaGo (Virtual)

**July 6 - August 14 • For 5th-8th Graders**

**Let’s HoMaGo (Hang Out, Mess Around, and Geek Out)**
This summer, 5th-8th graders are invited to tune-in and join STEAMbassadors on a mission to **explore, develop, and share** their STEAM superpowers by flying drones and creating games, swag, beats, digital stories and art all while hanging out with peers virtually from your home.

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<th>MONDAY</th>
<th>TUESDAY</th>
<th>WEDNESDAY</th>
<th>THURSDAY</th>
<th>FRIDAY</th>
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<td>24/7</td>
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|        | **Independent Online Learning Opportunities on STEAMville.org!**  
*Self-paced STEAM activities, Playlists Available anytime!* |           |          |        |
| 9 AM   |         |           |          |        |
|        | **STEAMbassador Fitness Challenge**  
*9:00 - 10:00 AM* |           |          |        |
| 10:30AM |         |           |          |        |
|        | **CAMP STEAMVILLE**  
*Youth participate in virtual camps, office hours and self-paced programming of their choice on STEAMville.org*  
*10:30 AM - 12:30 PM* | **Virtual Tours**  
*10 - 11:30 AM* |          |        |
| 12:30 PM |         |           |          |        |
|        | **Lunch & Play**  
*12:30 - 1:00 PM* |           |          |        |
| 1:30 PM |         |           |          |        |
|        | **CAMP STEAMVILLE**  
*Youth participate in virtual camps, office hours and self-paced programming of their choice on STEAMville.org*  
*1:30 - 3:30 PM* | **Freedom Friday!**  
*1:30 - 4:00 PM* |          |        |
| 3:30 PM |         |           |          |        |
|        | **HoMaGo Media Club & Affinity Group Meetups**  
*3:30 - 4:00 PM* |           |          | **Release of Next Week’s Camp Guide** |
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<tr>
<th>CAMP STEAMville Program Lineup</th>
<th>5TH-8TH GRADE</th>
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| **Cardboard Carnival and Mini-Golf**  
Engineering • Art • Evanston Depot | Design and build a cardboard arcade game and submit a video to be included in camp offerings with the Evanston Public Library. |
| **Interactive Storytelling: Writing**  
Lifestyle • Art • 826Chi | 826CHI is dedicated to amplifying the voices of Chicago youth. We encourage the exploration of endless possibility through the power of writing for students, for teachers, and for communities. |
| **Exploring Engineering Using Household Materials**  
Technology • Engineering • CPS STEM Office | Youth will use the Engineering Design Process to solve fun challenges using household materials. |
| **Math Talks**  
Technology • Math • Art • Algebra Project | Using media, technology, and public art installations, MathTalk encourages adults and children to enjoy, explore, and talk about math in their own backyards. |
| **Silhouette Swag**  
Engineering • Art • Divas (Northwestern and DePaul) | Digital Divas supports girls to develop STEM identities by designing, creating, and re-imagining everyday artifacts (jewelry, hair accessories, music) and activities (dancing and talking to friends) using techniques including collaboration, critique, circuitry, coding, and fabrication. |
| **FUSE Studio**  
Technology • Engineering • FUSE (Northwestern) | A set of STEAM challenges housed on the FUSE website that level up like videogames and allow young people to create projects of interest to them (designing jewelry, video games, or dream homes) while learning the tools and skills of STEAM professionals (CAD, 3D printing, coding). |
| **Coded Beats**  
Engineering • Art • Tidal Lab (Northwestern) | TunePad is a free online platform designed to support creative musical expression through computer coding using the Python programming language. Participants will gain valuable computer programming skills while learning about digital music production as they participate in coached team events featuring live music creation and coding. |
| **Adventures in micro:bit**  
Technology • Engineering • CECSE (Northwestern) | Youth can get started quickly with easy projects to make scrolling name badges, flashing heart beacons and step counters. Send messages to each other with radio, build your own reaction game and create a treasure hunt game to transform your home into a live adventure game. |
| **Redesigning Play**  
Engineering • Art • OCEP (Northwestern) | Start from imaginary, visionary, and wonder to redesign the world around you through design thinking and innovation. |
| **Interactive Storytelling: Digital Media**  
Art • Technology • CECSE (Northwestern) | Projects that teach students to develop and communicate ideas through video, photography, music, drawing, and the Swift coding language. |
| **Project Exploration and the Summer of STEAM Camps**  
Science • Engineering • Project Exploration | The Project Exploration teams will combine to help young people grow as scientists by creating opportunities for them to engage with STEAM. Students will learn about earth and space science, physical science, life science, and the relationship between science and art, by completing hands-on and minds-on activities. |
| **8-Bit Bootcamp**  
Art • Technology • Evanston Depot | Do you love video games? Get ready to take the next step! We have two tracks you can pick from. The Design Team will focus on creating characters and levels with minimal coding. The Dev Team will focus on creating a dungeon crawler game from the ground up. Level up your skills with us this summer! |
It Takes a Village

STEAMbassadors is a workforce initiative supported by a collaborative partnership between Northwestern University and Chicago Community Colleges.

**Founding Partners**

- Northwestern University
- [Digital Youth Network](https://www.digitalyouthnetwork.org)

**Launch Partners**

- [Harry S Truman Center for Public Policy](https://www.truman.org)
- [Project Exploration](https://www.projectexploration.org)
- [Northwestern University Office of Community Education Partnerships](https://www.northwestern.edu)

**Launch Villages**

- [Curtiss Dairy Farm and Food Park](https://www.curtissdairyfarm.com)
- [Evanston Public Library](https://www.evanstonlibrary.org)
- [Digital Youth Divas](https://www.digitalyouthdivas.org)
- [Project Syncere](https://www.projectsyncere.org)

**Camp Partners**

- [AeroStar Avion Institute](https://www.aerostaraviation.com)
- [M3 MediaWorks](https://www.m3mediaworks.com)
- [Metamedia](https://www.metamedia.com)
- [CHICAGO Academy of Sciences](https://www.chicagoacademy.org)
- [Peggy Notebaert Nature Museum](https://www.nnash.org)
- [Project Syncere](https://www.projectsyncere.org)
- [Center for Excellence in Computer Science Education](https://www.cesce.org)

**Funders**

- [NSF](https://www.nsf.gov)
- [Northwestern University](https://www.northwestern.edu)
- [CME Group Foundation](https://www.cmegroup.com)

The STEAMbassadors mentorship workforce program engages cohorts of college going 18-24 year-olds living in the chicagoland area in discovering, strengthen, and sharing their developing STEAM passions and interests with youth from their communities towards the goal of integrating STEAM into everyday youth creative activity.