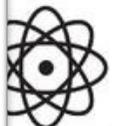


2017 Course Catalog

CAMP PURSUIT

PARK CITIES

Science • Technology • Engineering • Arts/Humanities • Mathematics



$$A + B = C$$

Real, Inspired Learning.

Powered by  NuMinds Enrichment

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About NuMinds

NuMinds creates engaging, mixed-age STEAM programs throughout the year. From full-day enrichment events, to week-long academic camps, and dynamic training for both parents and teachers, we strive to fuel the “Edvolution” in thinking and learning for the 21st century.

Brilliant young minds don’t always get all the intellectual nutrition they need from their daily diet of school and extra-curriculars. Our co-founders were driven by the vision that NuMinds could provide a layer of enrichment beyond the school day, where real, inspired learning creates the conditions for lifelong curiosity and self-development:

Real – our programs extend beyond basic academic needs into the realm of enrichment, where a learner’s authentic engagement with ideas, processes and products is paramount.

Inspired –our programs derive from our own sense of inspiration and are focused on developing a learner’s own passions and interests.

Learning –our programs provide new knowledge, insight and wisdom that is valuable to the learner’s and the world’s development and advancement.

About Camp Pursuit

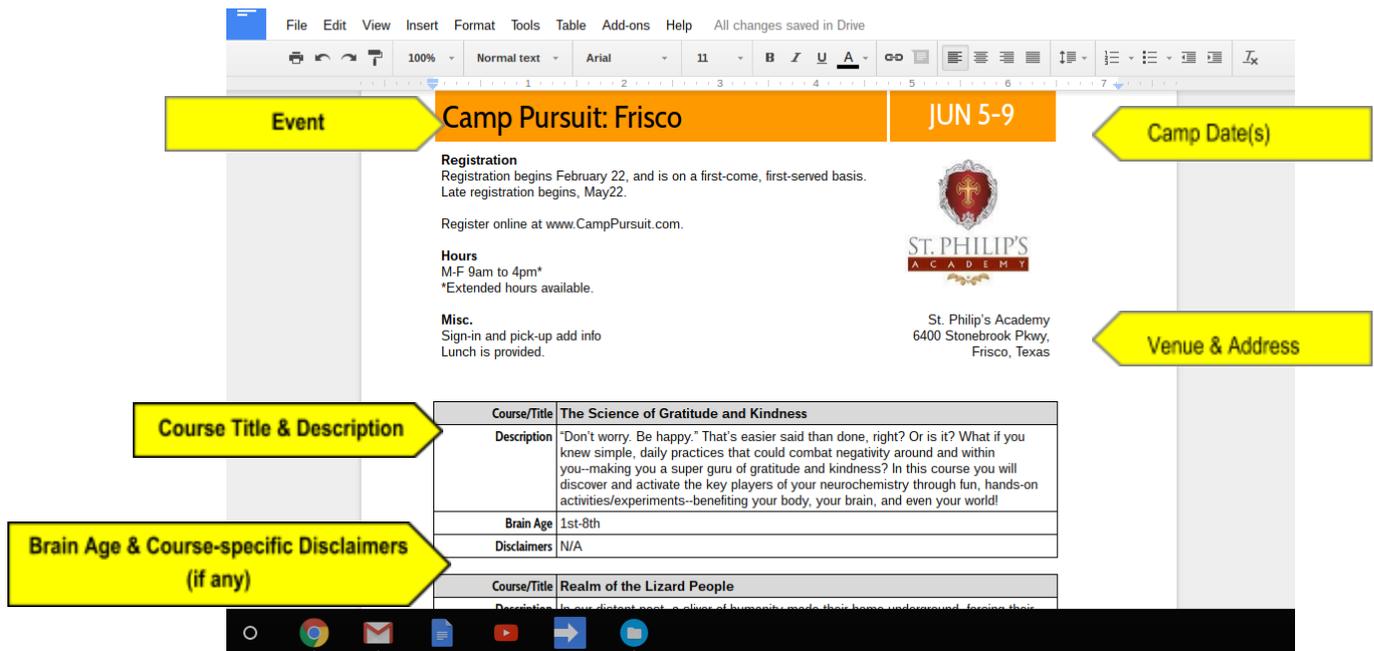
Camp Pursuit is the only high-achievement day camp comprised of mixed-age, S.T.E.A.M (Science, Technology, Engineering, Arts & Humanities, Mathematics) classes for incoming 1st – 8th graders. Students get to build their own summer camp by choosing FOUR COURSES of study for each week. Each class has unique curriculum written by Camp Pursuit teachers. Every class is taught by a certified, experienced teacher who has been trained to work with gifted & high-achieving students—including mixed-aged classroom models. To give a better picture, here’s a sample schedule:

DAILY SCHEDULE SAMPLE	
8 am	(Early Drop-off Option) Asmir’s parents paid for extended care, so he heads into the supervised assembly hall.
8:45 am	Doors open for regular attendees
9 am	All campers and counselors meet for an assembly and inspiring message
9:30 am	Asmir attends his first class
10:45 am	Asmir attends his second class
12 pm	Asmir eats the lunch he brought from home with his new friends
12:30 pm	Asmir attends his third class
1:45 pm	Activity time, where science and educations are blended into structured, recreational activities.
2:45 pm	Asmir attends his fourth class
4:00 pm	Camp dismissed. Asmir’s parents paid for extended care, so he will hang out in the supervised assembly hall.
5:00 pm	(Late pick-up Option) Asmir gets picked up.

What’s so great about Camp Pursuit?

That’s a really good question. NuMinds was founded by a couple of zany, passionate educators who gather a bunch of excellent teachers together and try to come up with the coolest courses possible. We also absolutely love what we do! We have a time-tested proprietary curriculum model that we use for all of our courses, and we only hire the best teachers—plus we pay them the best we can. We recognize that Camp Pursuit is more than the sum of its parts. We love learning! We put your child’s safety first and do our absolute best to ensure a smooth experience. We have puppet shows and guitars and we write our own songs. We see the inherent quality in each child and celebrate their individuality and uniqueness. We built Camp Pursuit under the framework: “What type of camp would I have enjoyed as a kid?” What else...did we mention the puppet shows?

How to Read the Course Catalog



The screenshot shows a Google Docs document with a course catalog entry. The entry is for "Camp Pursuit: Frisco" on "JUN 5-9". The document is annotated with yellow callout boxes:

- Event:** Points to the "Camp Pursuit: Frisco" title.
- Camp Date(s):** Points to "JUN 5-9".
- Venue & Address:** Points to "St. Philip's Academy, 6400 Stonebrook Pkwy, Frisco, Texas".
- Course Title & Description:** Points to the "The Science of Gratitude and Kindness" course entry.
- Brain Age & Course-specific Disclaimers (if any):** Points to the "Brain Age" and "Disclaimers" fields for the course.

How do we choose our own courses? There are 3 Easy Steps to picking the right course:

1. First, know all courses are open to all incoming 1st through 8th graders. Some courses have a "Recommended Brain Age" which means that while your kid may be a 1st grader, he or she thinks about a topic at an advanced level. For example, we have seen classes where a first grader and an eighth grader work side-by-side on computer programming.
2. Next, find out what your kid is interested in. The whole purpose of the camp is to allow him or her to pursue individual passions. This is not an academic prep camp; instead, it's a testing ground to get kids fired up about careers or areas of study they normally wouldn't be exposed to.
3. Finally, see if there are any glaring reasons why age could be a barrier. For example, some classes require fine micro motor skills that just haven't developed. Don't let this stop you, one of our co-founders put his 1st grade daughter in an Ed Emberly drawing course last year, and although her project wasn't as refined as the other students, she loved the course and still talks about it a year later. However, he didn't put her in the Mythology course because he was uncomfortable with all of the "relations" those promiscuous gods and goddesses have!

Camp Pursuit Cancellation Policy. The \$50 registration fee is non-refundable. In the event you must cancel your reservation, you will receive a refund as defined herein: Cancellation notice must be submitted via email to NuMindsAdmin@numien.com. Refund will be issued in the same manner payment was made. 100% of tuition paid (this does not include the \$50 Registration Fee) will be refunded if written notice is received no later than four weeks prior to session start date. Cancellations received within four or less weeks of session start date forfeit full tuition. Cancellation requests due to illness or accident prior to the camp session start date require a physician's written verification. Upon receipt of verification, we will issue a full refund of tuition paid (not including the \$50 registration fee). Cancellations due to personal reasons, etc. will not receive a refund. Camp participants who leave during a session will not receive a refund, regardless of circumstances. We reserve the right to cancel a session date if participation numbers are not adequate. In the event of cancelled course, you will be notified four weeks prior to the camp start date. You may select an alternative session date, or you may request a full refund.

Camp Pursuit: Dallas/Park Cities

JUL 24-28

Registration

Registration begins April 18, and is on a first-come, first-served basis. Late registration begins June 5.

Course titles and detailed descriptions for this event are included below. You will be prompted to select FOUR (4) courses for your child at registration.

Register online at www.CampPursuit.com.

Hours

M-F 9am to 4pm*

*Extended hours available.

Misc.

Pack a sack lunch for your child.



SMU

Southern Methodist University

6425 Boaz Lane
Dallas, TX 75205

Course/Title	Mathacadabra: The Magic of Math
Description	Throughout history, great minds have been fascinated with mathematical puzzles, paradoxes and wonderments for the sheer joy of it. In this course, you'll kindle (or re-kindle) that spark of curiosity and passion for Math beyond the "drudgery" of formalized step-by-step curriculum. You'll jump throughout history and around the globe, from Ben Franklin's magic squares (USA) to Blaise Pascal's Triangle (France) to Ramanujan's algebra puzzles (India) to Lo Shu puzzles (China), and much more. You'll also put the "magic" in the Math, literally, as you learn, practice and perform Math-based magic tricks.
Brain Age	1st-8th

Course/Title	Writer's Refuge: Creative Writing
Description	True writers are a rare find--they see with unyielding eyes, interpret with metaphor and melancholy, and write the truth as they define it. It can be difficult, even intimidating, for a young writer to branch out and trust others with what is their reality. This writing course is for creative writers looking to hone their craft in a safe environment. Excerpts will be shared, challenges will be given, and a whole slew of tools for taking your writing to the next level will be given. This is not a grammar course, not a spelling course, not a STAAR or SAT writing composition class. This is an art studio for the young artists who use words to paint their world.
Brain Age	4th-8th

Course/Title	A Slice of Raspberry Pi
Description	Future computer coders of the world unite as you learn and employ programming to this computer the size of a credit card. From simple games to setting up servers, this little box is so versatile that the possibilities are endless. Join us as our professional educators facilitate each student's journey, allowing individual interests to drive the learning experience. You can learn more about Raspberry Pi by visiting www.raspberrypi.org .
Brain Age	1st-8th

Course/Title	Aesthetic Astronomy
Description	The night sky has inspired stories, poems, and art for centuries. From the ancient myths to the beauty of black holes, students will be filled with wonder and awe at the beauty of the topic, as our team facilitates their individual learning journey into deep space. Students will explore the science of our cosmos, focusing on astronomical concepts, such as astrobiology, astrophysics, and the new implications of gravitational waves. Trying to grasp the infinite is a mind-melding exercise; students will learn to express their wonder and appreciation through the creation original, star-inspired art, myths, poetry and writings.
Brain Age	3rd-8th

Course/Title	Codes and Ciphers
Description	Since humans began communicating, there has been an urge to keep certain information underground: intended for certain eyes only and unreadable to all others. In this course, you'll study, crack (decipher) and create (encipher) messages in a variety of cipher systems and historical contexts. Time-hop through history and make stops with Julius Caesar, Ben Franklin, Abe Lincoln & many others; End with an exploration of how cryptography--study of codes and ciphers--has kept up with & created, the modern digital age.
Brain Age	2nd-6th

Course/Title	Endangered Art
Description	Elephants, and tigers, and gorillas, oh my! Some of our most loved animals on the planet are also endangered. Get to know some of the animals on the endangered species list by examining their unique characteristics and habitat needs through a variety of art activities in a range of media. Students will become more familiar with some of their favorite animals and discover some new ones they may not have heard of before. In this course, we'll explore the beauty and art of these animals while raising awareness for their conservation.
Brain Age	1st-8th

Course/Title	iRock: A History of Invention
Description	From the chiseled spear to the steam engine and into a future of photo-voltaic glass, "iRock" looks at the way humanity's necessities have led to invention. In this course, you'll cover the eras of invention, focusing on the march of human progress. You'll study notable inventors, and the effect their inventions had on the world. Included in the course are methods for spurring inventive thinking and hands-on project builds. Finally, you'll finish by inferencing and speculating about the future of inventions.
Brain Age	2nd-8th

Course/Title	Leggo My LEGO!
Description	"Play well." That is what the words "leg godt" mean in Danish, and indeed we've been playing with LEGO for over 80 years since their origination in Denmark in 1932! Imagine this: an interdisciplinary exploration of LEGO that takes us through the history (it's still a family company), science (what breakthrough in plastics gave the founder the idea for "bricks"?), technology (from wheels to robots), and possibilities for creative expression that this two-time "toy of the century" provides.
Brain Age	1st-5th

Camp Pursuit: Dallas/Park Cities

JUN 26-30

Registration

Registration begins April 18, and is on a first-come, first-served basis. Late registration begins June 12.

Course titles and detailed descriptions for this event are included below. You will be prompted to select FOUR (4) courses for your child at registration.

Register online at www.CampPursuit.com.

Hours

M-F 9am to 4pm*

*Extended hours available.

Misc.

Pack a sack lunch for your child.



SMU

Southern Methodist University

6425 Boaz Lane

Dallas, TX 75205

Course/Title	Mathematical Arts
Description	Both mathematicians and artists are problem-solvers who improvise and view the world in new and innovative ways. In this course, the right brain will meet the left as we create optical illusions, fractals, original tessellations, Penrose tiles, and parabolic line drawings (to name a few). Join us as we explore the beautiful fusion of math and art.
Brain Age	3rd-8th
Course/Title	City of the Future
Description	Cities are amazingly complex, interconnected systems that are constantly evolving with new technology and changing populations. Have you ever wondered what the city you live in will look like deep into the future? Imagine how systems like transportation, sanitation, energy and entertainment will look, sound, and feel. This summer, we are looking for creative minds to engineer and build a city of the future- -one that will provide benefit to all of its citizens! 8 Join us for this thought-provoking exploration into the what-ifs and hows of the future of human civilization.
Brain Age	1st-8th
Course/Title	TED Club: The Power of Public Speaking
Description	In recent years, the "TED Talk" format has exploded across the globe as a medium for people to share their expertise, promote their passions, and to propose radical new ideas and solutions to the world's problems. Do YOU have an idea or concept you'd like to share with the world? TED Ed Club is your chance to work under the guidance of a teacher and with a cohort of fellow revolutionaries to develop, polish and present your own TED Talk! You'll learn the art and science of presentation, public speaking and persuasion. Your grand finale will be the presentation of each talk. Recorded talks can be featured on your school or organization's YouTube channel and/or website (with parent/camper permission)! This course is NOT officially sponsored or endorsed by the TED organization.
Brain Age	2nd-8th

Course/Title	Rock-n-Roll Rocketry
Description	It's science! It's math! It's history...and quite literally, it's a BLAST! In our rock'n rocketry course, campers will explore some of the basic principles of Newton's Laws of Motion and the aerodynamics of flight as they construct and fly their own model rockets. We'll discuss the critical issues of safety, collaboration, and design as we work to tackle the rocket challenge--culminating in a spectacular Friday launch party!
Brain Age	3rd-8th

Course/Title	Brain-Baffling Optical Illusions
Description	40% of the human brain is devoted to seeing and processing visual material; however, optical illusions make us second-guess this powerful sense—causing us to see what isn't there. Students will learn the science behind the illusions and create their own brain-baffling visuals in this hands-on course. Through elements of research, art, and artistic products, students will explore the integration between optical illusions and brain science. Advanced topics include neurology and specialized art media.
Brain Age	3rd-8th

Course/Title	Make-A-World: Sketching the Genius of Ed Emberly
Description	"Abandon all ye' puny stick figures!" For these students will learn to draw virtually EVERYTHING in their imagination by connecting lines, curves and shapes in logical patterns of construction. We will take our inspiration from the dynamic and colorful world of the accomplished American artist, Edward R. Emberley. But wait, there is so much more than just drawing! This project-based course is designed to vigorously enrich each child's natural tendency to illustrate and create. Students make an unlimited supply of exciting drawing ideas in a personal journal & develop a colorful story-mural or graphic novelette.
Brain Age	1st-4th

Course/Title	Programming with Scratch and Python
Description	Many believe coding and programming skills are the "ABCs" of the 21st century. Without mastery of this new core competency, students are at a disadvantage moving into a working world permeated by technology. In this course, you begin to tackle "Scratch," a program developed at the MIT Media Lab. Students who are ready move on to the programming language "Python," touted by professionals as an excellent entry point into the world of coding. As we move beyond basic commands and gain confidence & fluency, the desire to create and innovate naturally drives students to build new skills via "project based learning." In the process, we lay a foundation of vocabulary and programming literacy enabling students to move to more complicated projects after this course.
Brain Age	1st-8th

Course/Title	Everyday Chemist
Description	Food. Art. Paper. Friendships. What's the one thing they all have in common: chemistry. From the air we breathe to the disodium inosinate that makes your Pringles salty, chemistry surrounds us every day. This introductory course to chemistry will provide a new lens for how we see our world while getting our hands messy making chemical reactions of our own. Together, we will prove that Chemistry is for everyone, everyday!
Brain Age	1st-3rd

Camp Pursuit: Dallas/Park Cities At-A-Glance

JULY 24-28	
Camp Pursuit: Dallas/Park Cities Southern Methodist University	
Course	Brain Age
Mathacadabra: The Magic of Math	1st-8th
Writer's Refuge: Creative Writing	4th-8th
A Slice of Raspberry Pi	1st-8th
Aesthetic Astronomy	3rd-8th
Codes and Ciphers	2nd-6th
Endangered Art	1st-8th
iRock: A History of Invention	2nd-8th
Leggo My LEGO	1st-5th

JULY 30-AUGUST 2	
Camp Pursuit: Dallas/Park Cities Southern Methodist University	
Course	Brain Age
Mathematical Arts	3rd-8th
City of the Future	1st-8th
TED Club: The Power of Public Speaking	2nd-8th
Rock-n-Roll Rocketry	3rd-8th
Brain-Baffling Optical Illusions	3rd-8th
Make-A-World: Sketching the Genius of Ed Emberly	1st-4th
Programming with Scratch and Python	1st-8th
Everyday Chemist	1st-3rd

Frequently Asked Questions

When is Camp Pursuit?

Camp Pursuit is up and running as soon as school lets out for the summer. It is offered in one-week increments, and each week is a new experience!

Where is Camp Pursuit located?

Camp Pursuit has partnered with venues throughout the metroplex.

Who is eligible to attend?

All incoming 1st through 8th graders in the 2017 - 2018 school year who enjoy learning and pursuing their passions!

How much does it cost*?

\$375 – Regular Registration

\$400 – Late Registration (Begins 2 weeks from camp start date)

**A \$50 non-refundable registration fee is included in the price.*

What are the times?

Drop off begins at 8:45am, camp starts at 9. Pickup begins at 4:00pm.

Is early drop-off/pick-up available?

Yes! For \$75 per week, you may drop off at 8am and pick up by 5pm. The \$75 fee covers all siblings in family.

How do campers choose their own courses?

8-10 courses are offered per week, and campers choose four of these courses. Courses are first-come, first-serve and may fill up.

What are the class sizes?

Every course is limited to a 15:1 teacher to student ratio.

How long are the courses?

Each course meets for 70 minutes/day for the whole week (M-F). There are four classes per day that campers attend every day. Each class has unique curriculum written by Camp Pursuit teachers. Every class is taught by a certified, experienced teacher who has been trained to work with gifted & high-achieving students—including mixed-aged classroom models.

What is the quality of the courses?

All courses are submitted via proposal by teachers. Courses are selected based on relation to STEAM education and meeting the needs of a mixed-age classroom. Every course offers curriculum that is both fun and challenging.

What is Brain Age?

We provide brain age recommendations on our courses so that you can make a decision based on your child's intellectual maturity, not an arbitrary factor like their birth date or grade level in school" (from The NuMinds Glossary).

What is Mixed-Age Learning?

Also called the “blended classroom” or “One Room Schoolhouse” model, a mixed-age learning means there are no arbitrary age restrictions placed on classes, just recommendations. We believe children function at unique and individual brain ages. For example, a second grader may have the mathematical skills of a fifth grader. Because courses are selected based on the camper’s passions/interests, they will attend with other students, ranging from 1st-8th grade, that are interested in the same pursuits. All teachers receive specialized training on how to work with differentiated curriculum inside of a mixed-age classroom.

My child has to miss a day, can he/she make it up?

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Is Financial Assistance Available for Camp Pursuit?

We are proud and fortunate to have a close partnership with Education Unbound, a non-profit whose mission is to support high potential students in financial need. Education Unbound has pledged a certain number of full scholarships for each week of Camp Pursuit. Scholarships will be awarded via an application process that begins in April, with recipients announced in May. When the scholarship application becomes available, a link will be posted on this page, on our social media, and sent to friends via our email newsletter.

If you feel called to give a week of Camp Pursuit to someone in need of financial assistance, consider making a donation to Education Unbound. You can add a note to your donation indicating your desire for the funds to be used toward an additional Camp Pursuit scholarship.

Do you accept volunteers?

We love our volunteers, and they help our camp run so smoothly. We accept volunteers between the ages of 14-17. A volunteer application and sign-up form will be released in late March. When the volunteer application becomes available, a link will be posted on this page, on our social media, and sent to friends via our email newsletter.

How can I support what NuMinds does?

If you love what we do and want to support us, here are a few ways.

- Subscribe to our newsletter and follow us on social media. Help us spread the word!
- Mention us to your friends. No advertisement could ever replace the value of word-of-mouth.
- Ask your local school or PTA organization if they would like to host a NuMinds program. Just put us in contact, and we’ll handle the rest.
- Volunteer at one of our events. We’re always in need of help, and we’ll pass the savings on to you in the form of discounted admission.
- Send us your ideas! Many of our ideas have sprung from everyday conversations with those who see a need.
- Provide a financial donation. All donated money goes directly to course expenses—pencils, paper, supplies, etc. or to scholarship funds to help other children participate in our programs!