

The Dorris-Eaton School

The Perfect Balance

Summer 2010

Dorris-Eaton School's **Summer 2010** is an exciting, educational, diverse program for motivated and well-behaved students entering kindergarten through seventh grade. It is open to students desiring a stimulating and enriching experience. **Summer 2010** is held on our Walnut Creek campus at 1847 Newell Avenue. Registration forms are available at Dorris-Eaton, at dorris Eaton.org, or by calling 925.933.5225. Send registration forms to 1847 Newell Avenue, Walnut Creek, CA 94595.

ACADEMIC ENRICHMENT

Kindergarten and First Grade Programs

			Register by 4/14	After 4/14
June 21 – July 30*	SIX-WEEK SESSION	9 A.M. – Noon	\$1325	\$1425

Second through Seventh Grade Programs

			Register by 4/14	After 4/14
June 21 – July 9*	SESSION I	9 A.M. – Noon	\$ 700	\$ 750
July 12 – July 30	SESSION II	9 A.M. – Noon	\$ 700	\$ 750
June 21 – July 30*	SESSIONS I and II	9 A.M. – Noon	\$1325	\$1425

MINICAMP & FULL-DAY CAMPS

Students do NOT have to be registered in the Academic Enrichment Program to register for the Minicamp and/or Full-Day Camps.

Kindergarten through Seventh Grade

			Register by 4/14	After 4/14
June 21 – June 25				
	For ages 5-14:			
	USA Chess Camp	9 A.M. – Noon	\$ 250	\$ 275
	USA Chess Camp	1 P.M. – 4 P.M.	\$ 250	\$ 275
	USA Chess Camp	9 A.M. – 4 P.M.	\$ 400	\$ 425
	For ages 7-14 only:			
	USA Video Game Creation	9 A.M. – Noon	\$ 280	\$ 305
	USA Video Game Creation	1 P.M. – 4 P.M.	\$ 280	\$ 305
	½ day each – Chess Camp/Video Game Creation	9 A.M. – 4 P.M.	\$ 430	\$ 455
	½ day each – Car Racing Video/3-D Animation Creations	9 A.M. – 4 P.M.	\$ 455	\$ 480
June 28 – July 2	Arts/ Crafts/ Building Week	Noon – 4 P.M.	\$ 200	\$ 220
July 6 – July 9*	Outdoor Adventures Week	Noon – 4 P.M.	\$ 200	\$ 220
July 12 – July 16	Olympic Fever Week	Noon – 4 P.M.	\$ 200	\$ 220
July 19 – July 23	Science and Mystery Week	Noon – 4 P.M.	\$ 200	\$ 220
July 26 – July 30	USA Chess Camp	(See the schedule and pricing as above.)		

EXTENDED CARE

7 – 9 A.M. and 4 – 6 P.M.

June 21 – July 30*	K – 7 th full-day enrollees	\$570
June 21 – July 9*	2 nd – 7 th full-day enrollees	\$290
July 12 – July 30	2 nd – 7 th full-day enrollees	\$300

Drop-in extended care is offered on a space available basis. Call for details.

The School reserves the right to cancel or modify/substitute classes or Minicamp/Camp Activities.

*Note: School is closed on July 5, 2010.

ACADEMIC ENRICHMENT

Kindergarten and First Grade Programs

Our six-week morning session is designed to enrich academic as well as classroom and social skills. Highly skilled teachers, small class size, a relaxed and supportive atmosphere, and a variety of exciting educational materials combine to motivate students to learn...and continue learning. The curriculum emphasizes phonics, reading, handwriting and mathematics, as well as the development of auditory, visual, and motor skills. Each grade has its own syllabus.

Second and Third Grade Programs

Students have the option of attending one or two three-week sessions. Each session includes a math component and a language arts component which encompasses reading comprehension, grammar, and creative writing. Each class/grade will have its own materials, assignments, and level of expectations.

SESSION I

Math Workshop: Get a solid grip on the basic math facts while learning the tips and tricks that make math *feel easy*. Students will experience numerous “Aha” moments as they discover the meaning behind computation strategies introduced in this course. They will also increase their spatial awareness through the exploration of puzzles, logic problems, and patterns.

Award Winning Literature: Students expand their reading comprehension, vocabulary, and writing skills while reading Newberry and/or Caldecott Medal literature.

SESSION II

Mathematical Strategies: Designed to promote logical thinking, students solve thought-provoking, multi-step problems using a variety of methods. Exercise the mathematical part of the brain and learn to love a mathematical challenge.

The Short Story: After reading a selection of short stories, students write a short story of their own. In addition to theme, character and plot development, and the effective use of dialogue, they will learn to use rich and expressive vocabulary.

Fourth and Fifth Grade Programs

Students have the option of attending one or two three-week sessions. Each session includes a math component and a language arts component which encompasses reading comprehension, grammar, and creative writing. Each class/grade will have its own materials, assignments, and level of expectations.

SESSION I

Mathematical Reasoning: Gives students the opportunity to hone inductive and deductive reasoning skills through the exploration of puzzles, logic problems, real-life math mysteries, patterns, and diagrams.

Literary Workshop: Students compare, contrast, and analyze the writing styles of American authors in order to expand their reading comprehension, vocabulary, and critical thinking skills.

SESSION II

Writers' Workshop: Students are guided through the process of writing persuasive essays including methods of developing an introductory “grabber”, formulating a thesis, and organizing facts to support opinions. Vocabulary development, editing, and grammar are also emphasized.

Rip It Up: Learn to effectively tear apart a word problem. Solve thought-provoking, multi-step problems using a variety of methods. Exercise the mathematical part of the brain and learn to love a mathematical challenge.

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Sixth and Seventh Grade Programs

Students have the option of attending one or two three-week sessions. Each session includes a math component and a language arts component which encompasses reading comprehension, grammar, and creative writing. Each class/grade will have its own materials, assignments, and level of expectations.

SESSION I

Literary Workshop: Join in a tour of great authors from around the globe. Compare the writing styles of various authors by analyzing their use of the many techniques of plot development. Further, examine their use of stylistic elements and inference to increase reading comprehension.

Genius at Work: Challenge and exercise different intelligences through mathematical mind mazes, secret codes, puzzles, and brain baffleers.

SESSION II

Writers' Workshop: Students are guided through the process of writing persuasive essays including methods of developing an introductory "grabber", formulating a thesis, and organizing facts to support opinions. They will also learn to add counterpoints and refutations as rebuttals to oppositional arguments.

Mathcounts: Designed to promote logical thinking and sharpen analytical abilities. Students solve challenging, multi-step problems using a variety of methods; exercise the mathematical part of the brain; and have a good time while learning.

MINICAMP & FULL-DAY CAMPS

Use the Dorris-Eaton Registration Agreement to register for all Minicamps and *USA Chess* Camps.

USA Chess

June 21-25 and July 26-30

Students do NOT have to be registered in the Academic Enrichment Program or Minicamp Programs to participate in the *USA Chess* Camps.

USA Chess is the largest and premier chess camp organizer for children in the U.S. The staff is comprised of the best children's chess instructors in North America, including the renowned children's chess coach National Master Nouredine Ziane. In addition to chess classes for beginners through advanced (ages 5-14), they will be offering a Car Racing Video Game Creation and a 3-D Animation Video Game Creation (ages 7-14). Attendance options are 9 A.M. to noon or 1 P.M. to 4 P.M.—Chess or Video Game; 9 A.M. to 4 P.M. — Chess all day, 1 session of Chess & 1 session of Video Game, or 1 session Car Racing Video Game & 1 session of 3-D Animation Video Game.

Minicamp by the Week ***June 28 through July 23****

This program provides dynamic, active, and entertaining experiences in a well-supervised and positive environment. Students have the opportunity to join in activities centered on the theme of the week as well as crafts, swimming, and computers.

Arts/Crafts/Building brings out the creative side in everyone.

Outdoor Adventures includes a ropes course experience, a farm program (ages 9 and under), and team building activities.

Olympic Fever offers participation in an array of games followed by a medal ceremony.

Science and Mystery provides hands-on science activities along with "Who done it?" investigations.

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