

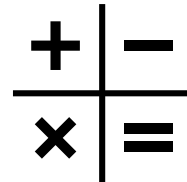
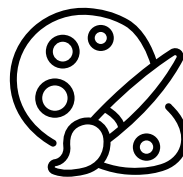
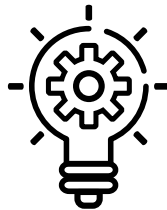
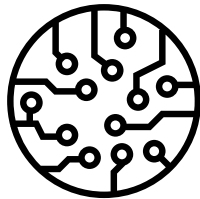
The RIT K-12 University Center Presents

Camp Tiger

2024 Summer Camp Guide



Check back frequently for newly added camp programs!
(Last updated 5/31/2024)



Camp Tiger Helpline

Email: camptiger@rit.edu

Call: (585) 475-7106

www.rit.edu/k12

Contents

About Camp Tiger	2
About the RIT K-12 University Center	2
Overview of Offerings	3
Camp Descriptions	7
A Day at Camp	15
Schedule at a Glance	16
Pricing	16
RIT Discount	16
FREE Camps	17
Scholarships	18
Register for Camp	19
Camp Tiger Helpline	19
Frequently Asked Questions	20

RIT

Division of
Academic Affairs
**K-12 University
Center**



About Camp Tiger

Hosted at Rochester Institute of Technology and facilitated by RIT's K-12 University Center, Camp Tiger caters to enthusiastic, hands-on learners in 3rd through 12th grade with programs centered on science, technology, engineering, arts, and mathematics, otherwise known as STEAM. Serving more than 700 students annually, we are proud to be the largest and oldest summer camp program at RIT.

Camp Tiger runs Monday through Friday, from 9 a.m. to 3 p.m., with optional morning care (7:30 a.m. to 8:30 a.m.), and evening care (3 p.m. to 5:30 p.m.). We offer weeklong programs during a four-week period. Each week's programs align with what RIT does best -- inspiring the innovators and makers of tomorrow.

Camp Tiger costs include project-based instruction, family-style lunch at an RIT dining hall, supervised social interaction, and T-shirts to wear at camp. Scholarships and discounts are available. **Keep an eye on the Camp Tiger website and social media as we continue to add camps to our exciting summer season!**

About the K-12 University Center

Serving more than 5,000 youth per year, with a collection of initiatives that include campus engagements, virtual and in-person enrichment, school partnerships, internships, college and career readiness programming, summer camps and more, RIT K-12 is an agent of change in the community. Fall 2023, RIT K-12 moved the offices to downtown Rochester at 40 Franklin Street. Camp Tiger and many K-12 programs continue to take place on the RIT Henrietta, NY campus.

RIT K-12 specializes in outreach and informal education at the local and national levels. A diverse team of skilled practitioners -- in education, youth services, STEM and workforce development -- design and implement programming for youth, parents and K-12 teachers. Our goal is to excite and prepare the next generation of college students, and ultimately, our nation's workforce. Everything we do is informed by the shared values of diversity, equitable access and inclusion. We support the personal and academic success of students by actively working to eliminate barriers to access, nurturing the feeling of belonging, and creating a welcoming environment in which we can respectfully and thoughtfully learn from our differences.

A research center, RIT K-12's work is funded by an extensive portfolio of federal, state, local and foundation-based grants. RIT K-12 is committed to objective-driven planning, evidence-based decision-making and the integration of evaluation in program design. We are mindful stewards of our resources, with a focus on effectiveness, efficiency and impact.

RIT K-12 is home to the Office of Youth Protection and Compliance, which supports the RIT community in ensuring the safety and well-being of minors on campus and in RIT-sponsored activities. The Office of Youth Protection and Compliance provides guidance on best practices, training, and resources that allow program directors to provide fun and stimulating educational experiences for youth in a safe and supportive environment.

Relationships are at the foundation of RIT K-12. We work to establish and strengthen reciprocal partnerships on shared goals. Collaboration with campus, school, community and industry partners amplifies our impact. We recognize that we can do more and do better when we work together.

Offerings by Week for 2024

Week 1: July 8-12

Grades 3-5:

- Aerospace Adventures- Level 1
- Games Galore!
- Makers and Innovators
- RIT School of Wizardry and Witchcraft
- Scientist Training Academy

Grades 6-8:

- Creating Comics
- Competition Ready: LEGO Camp
- Dungeons & Dragons
- Exploring Engineering
- ManufactuRIT
- Next Level Esports (Grades 7-8)
- SMASH (Grade 8*)
- Rochester City Ballet: How to Build a Ballet!

Grades 9-12:

- 3D Modeling
- Dungeons & Dragons
- Medical Science Exploration
- Photojournalism & Videography
- STEAM: Leadership in Training-Part 1 (Grades 10-12)
- Think College

Week 2: July 15-19

Grades 3-5:

- Aerospace Adventures-Level 2
- Architect Training Academy
- Bio-Art Explorers
- Engineer Training Academy
- Games Galore!
- Rochester City Ballet: Peter & the Wolf
- Spy Camp

Grades 6-8:

- 3D Animation
- Dungeons & Dragons
- Energy in Sustainability
- Kickstart! LEGO Camp
- Makers and Innovators
- Photojournalism & Videography

Grades 9-12

- Creating Comics
- Dungeons & Dragons
- GenCyber
- Next Level Esports (Grades 9 &10)
- Sports, Events, and Entertainment Career Exploration
- STEAM: Leadership in Training-Part 2 (Grades 10-12)
- Students Leading Business

Offerings by Week for 2024 (Cont.)

Week 3: July 22-26

Grades 3-5

- Aerospace Adventures- Level 1
- Click and Tell!
- Engineer Training Academy
- Games Galore!
- Makers and Innovators
- RIT School of Wizardry and Witchcraft
- Rochester City Ballet: Carnival of the Animals
- Spy Camp

Grades 6-8

- 3D Modeling
- Dungeons & Dragons
- Energy in Sustainability
- Invention Squad: LEGO Camp
- ManufactuRIT
- Next Level Esports (Grades 7-8)

Grades 9-12

- Creating Comics
- Dungeons & Dragons
- Environmental Sensing with Drones
- STEAM: Leadership in Training-Part 1 (Grades 10-12)

Week 4: July 29-Aug.2

Grades 3-5

- Aerospace Adventures- Level 2
- Architect Training Academy
- Creating Comics
- Green, Clean World
- Scientist Training Academy
- Spy Camp

Grades 6-8

- Competition Ready: LEGO Camp
- Dungeons & Dragons
- Experiments in Science
- Photojournalism & Videography

Grades 9-12

- 3D Character Animation
- Dungeons & Dragons
- Environmental Sensing with Drones
- Makers and Innovators
- Process Pioneers: Industrial Engineering Exploration
- STEAM: Leadership in Training-Part 2 (Grades 10-12)

Offerings by Grade (entering fall 2024):

Grades 3rd - 5th

- Aerospace Adventures - Level 1
- Aerospace Adventures - Level 2
- Architect Training Academy
- Bio-Art Explorers
- Click & Tell: Videography and Photojournalism
- Creating Comics
- Engineer Training Academy
- Games Galore
- Green Clean World
- Makers and Innovators
- RIT School of Wizardry and Witchcraft
- Rochester City Ballet: Carnival of the Animals
- Rochester City Ballet: Peter & the Wolf
- Scientist Training Academy
- Spy Camp

Grades 6th - 8th

- 3D Animation
- 3D Modeling
- Competition Ready: LEGO Camp
- Creating Comics
- Dungeons & Dragons (Beginner and Advanced)
- Energy in Sustainability
- Experiments in Science
- Exploring Engineering
- Invention Squad: LEGO Camp
- Kickstart!: LEGO Camp
- Makers and Innovators
- ManufactuRIT
- Next Level Esports
- Photojournalism and Videography
- Rochester City Ballet: How to Build a Ballet!
- SMASH (Grade 8)

Offerings by Grade (continued):

Grades 9th - 12th

- **3D Character Animation**
- **3D Modeling**
- **Creating Comics**
- **Dungeons & Dragons (Beginner and Advanced)**
- **Environmental Sensing with Drones**
- **GenCyber**
- **Makers and Innovators**
- **Medical Science Exploration**
- **Next Level Esports**
- **Photojournalism and Videography**
- **Process Pioneers: Industrial Engineering Exploration**
- **Sports, Events, and Entertainment Career Exploration**
- **STEAM: Leadership in Training (Grades 10-12) Part 1 and 2**
- **Students Leading Business**
- **The Data Around Us: An introduction to Data Exploration and Analysis**
- **Think College!**

Program Descriptions

3D Animation (Grades 6-8)

Ever wanted to know how your favorite video games or animated movies were made? In this program, youth will explore the principles of animation as well as industry-grade software used by professional animators to make things move! From the bouncing ball to an animated character, we'll film our own reference videos and talk about acting and exaggerating, and you'll leave the week with a whole reel of animation exercises that you made the same way they made your favorite movies and games.

3D Character Animation (Grades 9-12)

Character animation is the heart and soul of any animated film. In this program, youth will try their hand at acting and animating a character just like professionals do in the industry. Youth will talk about performance, make their own reference videos, as well as cover the science of movement and how animators make digital imaging look right on screen. Each camper will leave the program with an animation reel of examples and newfound animation prowess.

3D Modeling (Grades 6-8; Grades 9-12)

Step into the world of professional animation and game design software as youth learn to model, texture, and render props and environments. Youth gain hands-on experience creating designs that could be featured in video games or films, while exploring the techniques used by industry experts. Dive deep into the process of game and movie production, examining real-world objects and environments to understand the intricacies of the craft.

Aerospace Adventures - Level 1 (Grades 3-5)

Dive into the fundamentals of aircraft mechanics, weather patterns, and ignite a passion for the vast world of aviation and space exploration. Through hands-on activities, interactive learning, and captivating discussions, campers will not only grasp the basics of flight but also discover exciting career possibilities in the aerospace industry. Join us for a week of discovery and inspiration as young minds take flight in Aerospace Adventures.

Aerospace Adventures - Level 2 (Grades 3-5)

Building upon the foundation laid in Level 1, this program delves deeper into aircraft design, meteorology, and introduces more concepts in aerospace technology. Participants will engage in hands-on experiments, simulations, and explore the cosmos. Elevate your child's curiosity and aspirations with Aerospace Adventures Camp-Level 2, where the sky is no longer the limit!

**(Prior enrollment in Aerospace Adventures-Level 1 recommended but not required.)*

Architect Training Academy (Grades 3-5)

Calling all Questioners! Building off popular books like, "Iggy Peck, Architect" (Beaty, 2013), this program encourages problem-solving, creativity, and invention in campers through hands-on making. Campers learn how to think like an architect while having fun. They learn how to dream big, fail forward, and persevere while making new friends and practicing communication and cooperation.

Bio-Art Explorers (Grades 3-5)

Arts and science collide this summer as young minds blend artistic expression with scientific discovery. Through hands-on experiments, interactive projects, and collaborative activities, campers unlock their inner innovators, using art as a dynamic tool to understand the wonders of the natural world. Join us for a summer of fun, curiosity, and the perfect blend of art and science exploration.

Click and Tell! Videography and Photojournalism (Grades 3-5)

Unlock the world of visual storytelling through Click and Tell! Designed for students in grades 3-5, this unique summer camp offers a hands-on experience in photography and videography, empowering young minds to explore the art of storytelling through images, videos and the written word..

Competition Ready: LEGO Camp (Grades 6-8)

For youth interested in robotics and engineering, this hands-on skill building program offers fun and supportive environment. Youth are guided through designing, building and programming LEGO robots. They work in teams, learning the value of collaboration and communication as they overcome challenges and solve problems. Participants have the opportunity to put their robots to the test in a thrilling competition that showcases ingenuity, technical expertise and teamwork.

Creating Comics (Grades 6-8; Grades 9-12)

Dive into the exciting field of comics and its unique history! This program will provide hands-on instruction with various components and terminology of comics creation. Youth will explore different formats and methods of comics, such as comic strips, zines, and much more.

Dungeons & Dragons (Grades 6-8; Grades 9-12)

Youth learn team building, storytelling, probability, research, improvisation, critical analysis, and are challenged to flex their creativity in the world of Dungeons and Dragons! Youth are taught strategies in how to play this wildly popular and complex tabletop roleplaying game. The possibilities are infinite as campers figure out how to work with (and around) the rules and gain confidence as they take on the role of a wizard, paladin, warrior or almost anything they can imagine.

Participants will select either beginner or advanced levels of play when registering:

Beginner: For campers who are completely new or somewhat familiar with Dungeons & Dragons.

Advanced: For campers who have played numerous times and have intermediate to advanced knowledge of Dungeons & Dragons rules, function, and setup.

Energy in Sustainability (Grades 3-5)

An introduction to the engineering design process, this workshop uses a series of hands-on activities to explore real-world energy problems and a variety of engineering disciplines with a focus on sustainability. Campers apply problem-solving to issues involving the environment, sustainability, and energy. Youth build sustainable doghouses, explore ergonomic design, and so much more. Through it all, campers get a better understanding of what engineering is and how engineers can make a difference in the environment.

Engineer Training Academy (Grade 3-5)

Calling all Questioners! Building off popular books like, "Rosie Revere, Engineer" (Beaty, 2013), this program encourages problem-solving, creativity, and invention in campers through hands-on making. Campers learn how to think like an engineer while having fun. They learn how to dream big, fail forward, and persevere while making new friends and practicing communication and cooperation.

Environmental Sensing with Drones

Have you ever seen a drone zip through the air and wondered what it was doing up there? This summer, get your questions answered. Youth will learn all about drones and sensors, learn to build a sensor kit, and have it take off on a drone to collect real environmental data you can analyze.

Experiments in Science (Grades 6-8)

Explore the fascinating world of science through hands-on experiments and activities. From chemistry and physics to biology and engineering, youth discover the wonders of science in a fun and engaging way. Campers learn valuable skills like critical thinking, problem-solving, and teamwork, while having a blast with new friends.

Exploring Engineering (Grades 6-8)

Interesting in learning more about engineering and connecting it to real-world challenges? Campers learn about the engineering design process and how different engineering disciplines come together to solve problems and improve processes.

Games Galore (Grades 3-5)

Games are a great tool for building relationships, cooperative learning, critical thinking, problem solving, team building, and developing creativity through play. Youth experience a wide genre of games, including board games and outdoor experiential learning opportunities. They become inventors of their own games, test them out, and create their own interactive tournaments with their new camp friends.

Green, Clean World (Grades 3-5)

Youth are immersed in a transformative journey where they explore the impact of plastics on the environment and learn innovative ways to become responsible stewards of the planet. Through engaging activities, hands-on s, and teamwork, campers develop problem-solving skills while discovering practical solutions to reduce, reuse, and recycle plastics in their daily lives. This fun-filled adventure empowers young minds to make a positive difference in creating a greener, cleaner world for generations to come!

GenCyber (Grades 9-12, Female and gender-minority students*)

With hacking stories appearing daily in global news headlines, and a world that's more interconnected than ever, sharp minds are needed to focus on safeguarding online communities and capabilities. GenCyber, funded by the National Security Agency and part of the cybersecurity workforce pipeline, seeks to ignite and sustain cybersecurity interest among youth. The hands-on camp emphasizes cyber ethics, online safety, cyber security, and defense. While open to all eligible participants regardless of race or gender, female-identifying students and gender-minority identifying students are encouraged to register.

*Please Note: This camp ends at 4 PM.

Invention Squad: LEGO Camp (Grades 6-8)

For youth interested in designing a robot, gear up for curiosity, ingenuity, and LEGOs with Invention Squad! In this weeklong workshop, campers explore the design process behind making a robot and bringing it to life to be a fully functional creation. Using LEGO robotics kits, Invention Squad builds on campers' ideas and uses them to complete challenges that solve problems in the world.

Kickstart! Robot Camp (Grades 6-8)

These days it seems like there isn't anything a robot can't do. They perform surgeries, stock orders in warehouses and assemble cars. But could they run a business? Explore the technology behind business at Kickstart: Robot Camp! Through hands-on experience, skill-building challenges, a whole lot of fun, and LEGO bricks, students learn about automation and robotics in the real world.

Makers and Innovators (Grades 3-12)

Are you ready to embark on a journey of creativity, innovation, and hands-on learning? Welcome to the Makers Innovators Camp, a dynamic and immersive experience designed to ignite your passion for inventiveness and problem-solving. This one-of-a-kind camp is a haven for curious minds and aspiring inventors.

ManufactuRIT (Grades 6-8)

ManufactuRIT introduces youth to machining and manufacturing concepts through a week of engaging activities. Using a benchtop CNC router and accompanying design software, campers work in small teams to complete projects, as well as develop their interpersonal and critical thinking skills. Camp culminates with a final project, where students use everything they have learned to participate in a group competition. This program is funded in part by a grant from the National Science Foundation,

Medical Science Exploration (Grades 9-12)

Are you interested in a career in medicine or the health professions? This highly interactive program, led by faculty from RIT's College of Health Sciences and Technology, introduces youth to key scientific concepts that form the foundations of human medical diagnosis and treatment.

Next Level Esports (Grades 7-12)

Are you interested in developing your skills as a gamer or looking to strengthen your skills in the world of Esports? From beginner to advanced play, there is a place for everyone at RIT's summer Esports. These programs combine in- and out-of-game activity that develop each camper's in-game performance, while providing strategies, resources and connections to help youth reach their full potential. The program is designed with the key core values of teamwork and collaboration in mind. Play side-by-side with teammates. Learn to prepare, communicate, and grow from competitive experiences, and develop leadership skills.

Week 1: 7th & 8th graders

Week 2: 9th & 10th graders

Week 3: 11th & 12th graders

Photojournalism and Videography (Grades 6-8)

Dive into the immersive and engaging world of visual storytelling with photojournalism, designed exclusively for students in grades 6-8. This exciting and educational program offers a unique opportunity for budding young photographers and filmmakers to discover the art of capturing the world around them.

Photojournalism and Videography (Grades 9-12)

Prepare to take your passion for visual storytelling to the next level with photojournalism, an advanced program specially designed for students in grades 9-12. This unique and cutting-edge program leverages the latest technology and offers an unparalleled opportunity for students to work alongside current Rochester Institute of Technology (RIT) photojournalism students and professionals.

Process Pioneers: Industrial Engineering Exploration (Grades 9-12)

Embark on an exciting journey of innovation and discovery! Delve into the fascinating world of industrial engineering, how to optimize processes, design efficient systems, and solve real-world problems. Youth will learn about the fundamentals of Industrial Engineering through hands-on activities, interactive projects, games, and competitions all while working collaboratively, applying their newfound knowledge to tackle engineering challenges and develop creative solutions

RIT School of Wizardry and Witchcraft (Grades 3-5)

Unleash your magical potential and learn the secrets of the wizarding world at the RIT School of Wizardry and Witchcraft! Sorted into houses, our junior wizards and witches attend classes in potions, charms, transfiguration and herbology. They learn teamwork, respect, courage, and sharpen their STEM skills as they work together to overcome challenges and solve magical puzzles. Who will win the coveted RIT House Cup at the culminating Grand Wizarding Tournament?

Rochester City Ballet: Carnival of the Animals (Grades 3-5)

Rochester City Ballet has planned an action-packed week of learning and fun! Five days of creative and interactive activities to help campers discover more about dance through the study of history, music, and art by listening to and understanding each movement of Saint-Saens' Carnival of the Animals. Campers will be working on learning a dance based on their favorite animal. A performance at the end will give campers an opportunity to share all they have learned with family and friends! The camp is open to all levels.

Rochester City Ballet: How to Build a Ballet (Grades 6-8)

Youth will be paired with a dancer of Rochester City Ballet to learn "How to build a ballet"! Five days of learning the elements of a ballet: music, choreography, costumes, and storytelling. Campers will pick a theme, learn how to teach choreography, incorporate music, and showcase their creation at the conclusion of the week to friends and family. The week will encourage campers to be creative and use their imagination to enjoy the experience of creating their own ballet.

Rochester City Ballet: Peter & the Wolf (Grades 3-5)

Rochester City Ballet has planned an exciting week filled with dance classes, crafts, and performances, all centered around the classic tale of Peter & the Wolf. This ballet is a fun educational tool to introduce campers to classical music and the different instruments of an orchestra with each character in the story represented by a different instrument. Rochester City Ballet instructors will use the art of ballet to show how music and dance come together to bring a story to life! This will be an unforgettable dance experience! The camp is open to all levels.

Scientist Training Academy (Grades 3-5)

Calling all Questioners! Building off popular books like, "Ada Twist, Scientist" (Beatty, 2016), this program encourages curiosity and scientific interest in campers through hands-on exploration. Youth learn how to think like a scientist, while having fun. They learn how to ask good questions, think boldly, make mistakes and keep trying, while making new friends and practicing communication and cooperation.

SMASH Experience for Girls (Grade 8 ONLY)

The Summer Math Applications in Science with Hands-On (SMASH) provides youth with a unique week-long summer opportunity introducing them to the connections between math and science, increasing their self-efficacy in math, and their belief they can do math. At SMASH, math is hands-on. It is done in the lab, it is done collaboratively in the classroom, it is done by mathematicians and scientists, and it is done to help the community. SMASH is a grant-funded camp, partnered with RIT's College of Science with support from Camp Tiger. While open to all eligible participants regardless of race or gender, female-identifying students and gender-minority students are encouraged to register.

*Please Note: This camp ends at 4 PM.

Sports, Events, and Entertainment Career Exploration (Grades 9-12)

Campers learn about business practices, marketing, and careers related to sports and entertainment as well as gain a deeper insight into the process of planning and executing various types of events such as corporate, weddings, trade shows, social, sports events, concerts, and many others. This camp features visits to various companies including sports teams, event venues, and much more. **Additional Field Trip Fee: \$25**

Spy Camp (Grades 3-5)

Youth will build their own spy craft toolkit and learn how to use it to collect evidence and avoid detection. Students will also develop code cracking skills as they explore an array of techniques for encrypting information and how to send secret messages. Participants will engage in imaginative play as they develop critical thinking and teamwork skills while they explore what it takes to be a super spy.

STEAM: Leadership in Training (LIT) (Grades 10-12 ONLY)

The next generation of innovators and leaders come together to explore the exciting world of Science, Technology, Engineering, Arts, and Mathematics (STEAM) as educators and leaders. This dynamic program empowers participants to develop technical and leadership skills, including problem-solving, teamwork, program planning, role-modeling, and communication. Through hands-on projects and interactive activities, LITs harness their creativity, critical thinking, and innovation, developing skills to work with younger youth. They prepare for their next educational adventures, and make a positive impact. This program is offered for one or two weeks, Part 1 & 2

Students Leading Business (Grades 9-12)

What types of jobs are most in demand in today's technology-driven, global environment? What skills do students need to succeed in their careers? The RIT Saunders Business Leadership camp provides students with the opportunity to learn about a variety of business fields while engaging students in dynamic leadership and entrepreneurial skill-building activities. Students participate in purposeful leadership exercises and a week-long business challenge, that expose them to current career fields where business and technology intersect. Career fields can include entrepreneurship, supply chain management, hospitality and service innovation, accounting and finance, marketing and data analytics, and global management. Students leave with new knowledge about exciting business careers and enhanced leadership skills!

Think College! (Grades 9-12)

Think College is a program where high school students build the skills they need to prepare for college and beyond. With topics ranging from cybersecurity to engineering and other STEM fields, students engage in immersive activities and explore exciting career paths with a variety of fun, educational, college-readiness activities. Participants work alongside RIT students to develop skills in leadership, self-motivation, critical thinking, and communication.

A Day at Camp

DROP-OFF (8:30 a.m.) and PICK-UP (3 p.m.)

The RIT campus is currently undergoing multiple construction projects that limit the number of access points for pick-up/drop-off. The specific drop/off pick-up location and directions will be provided prior to start of camp. Adults should accompany their camper into the building on the first day of each week of camp. Adults may opt for self-sign out for campers who are at least 14 years old, otherwise adult sign out is required.

CAMP MEET UP (8:30 a.m. to 9 a.m.)

Campers go to our central meeting space to check-in with their counselors. Daily welcome, camp announcements, and instructions for the day are addressed. Counselors accompany campers as they move about campus, assist in workshops, and facilitate sign-in and sign-out. Every Monday, campers receive two Camp Tiger T-shirts, color-coded by program to wear throughout the week.

PROGRAMS (9 a.m. to 11 a.m. and 1 p.m. to 3 p.m.)

Programs are located in academic buildings and labs across campus. Instruction takes place in two blocks. Instructors are predominantly from the RIT community (faculty, staff, students). Camp Tiger is structured to follow best practices for youth safety. This means there are always two adults present in the classroom with campers and appropriate adult-to-youth ratios are maintained. Camp Tiger's administrative staff is available to assist with workshops, handle camper challenges, and manage logistics as needed.

LUNCH (11 a.m. to 12 p.m., or 12 p.m. to 1 p.m.)

Campers enjoy a buffet-style lunch in an RIT dining hall. The cost of lunch has been included in the registration fee for camp. The RIT dining staff carefully plans a menu to that is tasty for campers while meeting various food allergies and eating styles. The menu is nut-free and has vegetarian and gluten-free options. Note: campers who bring their own lunch will not have access to refrigeration and must eat nut-free to maintain the safety of other campers.

ELECTIVE ACTIVITIES (11 a.m. to 12 p.m., or 12 p.m. to 1 p.m.)

The goal of elective activities is to provide interactive and memorable experiences that only summer camp can deliver! Campers are able to meet more friends, choose fun, engaging activities with other campers, and explore RIT. Each day offers a variety of STEAM, outdoor, and physical opportunities for youth to choose from.

EXTENDED HOURS (Morning Crew 7:30 a.m. 8:30 a.m.; Evening Crew 3 p.m. to 5:30 p.m.)

Optional extended hours are provided to make Camp Tiger convenient for families. Morning Crew (7:30 a.m. to 8:30 a.m.) and Evening Crew (3 p.m. to 5:30 p.m.) provided a casual environment in which campers participate in activities and socialize. Camp Tiger offers several structured activities for campers to choose between during extended hours. Adults may pick up their camper at any time during Evening Crew.

Schedule at a Glance

7:30 to 8:30 a.m.	Morning Crew (optional, add-on)
8:30 a.m. to 9 a.m.	Drop Off and Morning Meet-Up
9 a.m. to 11 a.m.	Program - Morning Session
11 a.m. to 1 p.m.	Lunch and Elective Activities
1 p.m. to 3 p.m.	Program - Afternoon Session
3 p.m. to 3:15 p.m.	Pick Up
3 p.m. to 5:30 p.m.	Evening Crew (optional, add-on)

Pricing

Camp Cost

One-week Programs- \$400/wk*

*8:30 a.m. - 3 p.m., Mon-Fri
Includes lunch and two T-shirts*

*There may be additional fees for field trips or specialty supplies, as indicated in Camp Descriptions

RIT Discount

10% discount available to family members (children, grandchildren, siblings, etc.) of:

RIT employees

RIT alumni

Current RIT students

Use code at checkout: CT202410

Not applicable to SMASH camp or extended day offerings

Extended Day (optional)

Morning Crew - \$20/wk

*7:30 a.m. - 8:30 a.m. daily
Includes light breakfast,
supplies and activities*

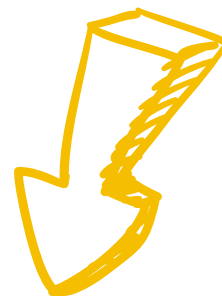
Evening Crew - \$40/wk

*3p.m. - 5:30 p.m. daily
Includes light snack,
supplies and activities*

Morning & Evening Crew

Discount \$55/wk

For information on
**FREE CAMPS and
SCHOLARSHIPS**
see next page!



Payment for Camp Tiger may be considered as summer childcare expenses; the RIT K-12 University Center Tax Exempt number is: 16-0743140.

FREE Camps



Camp Tiger 2024 is proud to partner with RIT faculty and programs to be able to offer FREE high-quality camp experiences. Funding from grants and community organizations are used to support this effort. Campers must apply for FREE one-week workshops using the link(s) below. Campers will be notified of their application status (accept/waitlist/deny) within 5 business days of submission.

ELIGIBILITY: Campers must complete the application, meet eligibility requirements (specified by funder), and be able to attend the full workshop. Applications will be considered in the order in which they are received. Spaces in the FREE workshops are limited.

July 8 - 12

• **SMASH (Grade 8)**

- **Notes:** Camp runs from 9am-4pm daily with a symposium that is open to families on Friday, 4-4:30pm. Scholarships available for underserved populations and 3 scholarships available for female residents of Pittsford, Penfield, or Fairport.
- **Eligibility:** While open to all eligible participants regardless of gender, Female-identifying and gender-minority-identifying students are encouraged to register.
- **Funding Source:** Scholarships are offered for underserved and underrepresented youth through several funders. The American Association of University Women, Fairport Area Branch sponsors 3 scholarships for rising 8th-grade girls residing in either Fairport, Penfield, or Pittsford.
- **Registration link:** https://apps.ideal-logic.com/ritreg?key=5HCZ-DDY7S_K9KH-5PTF_522e859d2212

July 15 - 19

• **GenCyber (Grades 9-12)**

- **Notes:** Camp runs from 9am-4pm daily
- **Eligibility:** While open to all eligible participants regardless of gender, Female-identifying and gender-minority-identifying students are encouraged to register.
- **Funding Source:** National Security Agency (NSA)
- **Registration link:** https://apps.ideal-logic.com/ritreg?key=5HCZ-DDY7S_K9KH-5PTF_522e859d2212

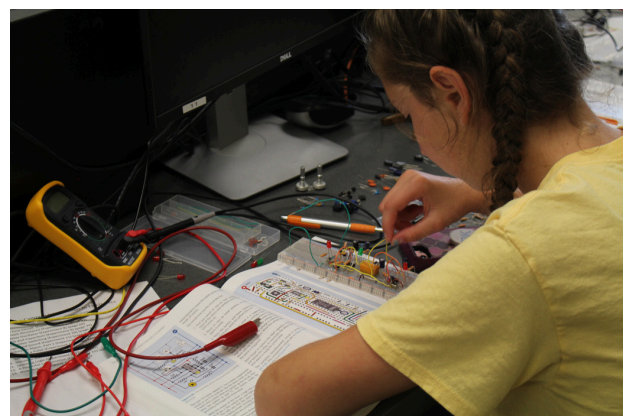
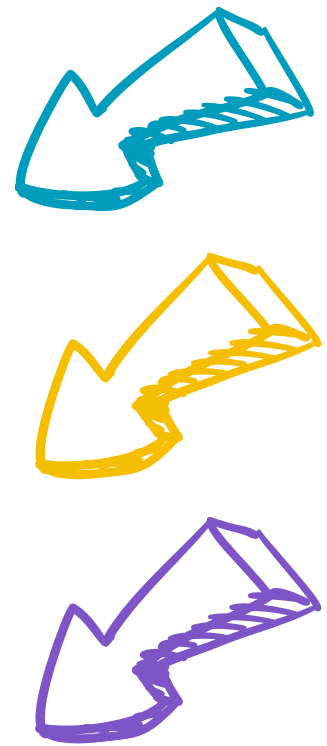
Scholarships

Thanks to generous foundation support and with the intent of minimizing barriers to participation, Camp Tiger is able to offer full scholarships for qualified campers. Free bus transportation between the City of Rochester (40 Franklin St.) and RIT is also available. To be considered for a camp scholarship, please check the box in your child's camp registration form.

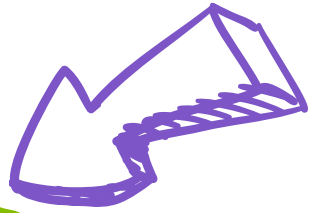
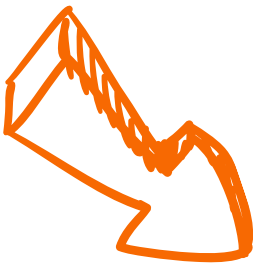
The Bosch Community Fund provides scholarships for middle and high school students from underserved groups to participate in Camp Tiger's STEM programs.

Funding is provided from a gift of the Landsman Development Corporation to support youth to attend camp.

Limited scholarships provided by the American Association of University Women, Fairport Area Branch, for 8th grade girls SMASH Camp. They must reside in the towns of Fairport, Penfield or Pittsford.

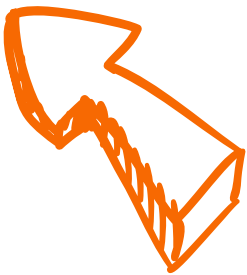


Register for Camp



Register Here

https://apps.ideal-logic.com/ritreg?key=5HCZ-DDY7S_K9KH-5PTF_522e859d2212



Camp Tiger Helpline
Email: camptiger@rit.edu
Call: (585) 475-7106
www.rit.edu/k12

Frequently Asked Questions

When can I drop off my camper?

If you have not opted into Morning Hour, drop-off starts at 8:30 a.m.

Do I need to walk my camper into the building every day?

After the first day of their workshop, it is not necessary to walk your camper into the building. We will have staff outside to make sure all campers get to where they need to go.

Can someone else besides me pick up my camper?

Yes. You will need to fill out a form to give someone else permission to pick up your camper.

My camper doesn't like the program they signed up for. Can they switch?

It depends on the circumstances and what program they would want to switch to. Please contact camp administration to discuss options.

My camper is younger than 14, but I want them to self-sign-out. Is this possible?

Unfortunately, no. This guideline has been put in place as part of RIT's effort to protect minors on campus.

What is the refund policy?

Full refunds, minus a \$25 refund fee, will be issued through June 24th, 2024. After this, 50% refunds will be issued until the Thursday before the start of each program. In the case of illness, a 50% refund will be issued for the days remaining in the program.

Please contact the Helpline for assistance with refunds or switching workshops.

I want to add extended day options to my campers registration. How do I do this?

Extended day options can be added during registration. If you have already finished registration, contact camptiger@rit.edu to make the addition.

I work on campus. Can my camper walk to my office?

We provide a drop-off service to campers who have parents working on RIT's campus. Permission for this (form) can be granted at the registration desk on the first day of camp.

Can my camper bring their own lunch?

Yes, but it must be nut-free. We are also unable to provide refrigeration.

I need to pick up my camper early or drop them off late. What is the procedure?

Campers are always picked up and dropped off at camp headquarters (TBD.) When possible, please let camp administration know about early departures in advance, so we can arrange for your student to be ready for you. Unless the camper has been authorized for self-sign out, you will need to come into the building to sign them out for the day.

Does Camp Tiger dispense medication or first aid?

Unfortunately, we are unable to administer any prescription or over-the-counter medication brought to Camp Tiger. If parents/guardian approve of the camper to self-administer medication, Camp Tiger administration must be notified in the medical portion of the camp registration. For any medical attention needed while at camp, the camper's emergency contact will be notified.