Writing the College Admissions Essay:
Looking to get a head start on your college applications? Using the prompts of the Common Application, this class will help you develop essay ideas and focus on a unique piece that showcases your talent through realistic essay writing. Led by Becky Cooper.
For students entering grade 12, June 18-22
or June 25-29 8 a.m. to noon, Sangren Hall
Limit 15 students per class.

Lunch:
Most ATYP Summer Programs run back-to-back (morning to afternoon). While we do not provide lunch, students are welcome to bring a lunch to campus, where staff will be on hand to provide supervision. Please indicate during registration if your child will be staying on campus for lunch. Vending machines are available.

Registration Instructions:
To register for all ATYP camps, please visit wmich.edu/precollege/atyp/summer and click on “Register Now.” Once you have successfully finished this process you will receive a return email confirming your registration.

- All campers receive a free t-shirt; be sure to indicate shirt size during the registration process.
- $10 discounts are available for students taking more than one camp. When registering for your second camp, type “Mult” into the space asking for a promotional code when you get to the step where you put in your credit card information.
- Partial scholarships are available for students who qualify for free or reduced lunch. Simply complete the registration process and have your school send a letter confirming your eligibility. We will refund 1/2 of the registration fee.
- Please register early—some camps fill up fast! There is a $10 late fee for registrations after June 2.
- Most summer camps are capped at 20 students.

ATYP Summer Schedule (A.M. – 9 to noon; P.M. – 1 to 4)
June 18-22
Writing the College Admissions Essay (a.m.)
June 25-29
Writing the College Admissions Essay (a.m.)
Japanese Language & Culture (a.m.)
Cryptography (a.m.)
Forensic Science (p.m.)
Graphic Novels (p.m.)
July 9-13
What’s in Your Water (a.m.)
Chess (a.m.)
Water in, Water Out (p.m.)
Scratch Multimedia Games (p.m.)
July 16-20
Water in, Water Out (a.m.)
Digital Storytelling (a.m.)
What’s in Your Water (p.m.)
Short-Short Fiction (p.m.)
July 23-27
Pinhole Photography (a.m.)
Virtual Reality (a.m.)
Creatures in Clay (p.m.)
The Art of Stage Makeup (p.m.)

For bright kids who are eager to learn...
- 1/2 day camps
- $135/camp
- No eligibility requirements
- Grades 6-9 and incoming seniors
- Free t-shirt

Register today! wmich.edu/precollege/atyp/summer
Register today at wmich.edu/precollege/atyp/summer

Japanese Language & Culture:
Learn all about basic Japanese language, including writing and greetings using Manga/Anime, calligraphy with brush and ink, folding origami, tips about wearing traditional clothing like the Yukata (summer kimono), Japanese food, songs, and more. Led by Michiko Yoshimoto. Grades 6-9, June 25-29, 9 a.m. to noon, Sangren Hall.

Cryptography:
Students discover the origins of encoding in classic codes and as they create new codes and decode the projects of their fellow students. Using basic mathematics, modular arithmetic, factorization and exponents, participants raise the level of their math skills and math reasoning. Led by Marty Trautman. Grades 6-9, June 25-29, 9 a.m. to noon, Sangren Hall.

Chess:
Students experience chess instruction and play in a fun-filled environment designed to improve their skills, whether they are interested in casual or competitive chess. This program includes a mix of instruction (although students are expected to understand the basic rules of chess) and play time. Historic and competitive end games and openings will be taught. Led by Stan Beckwith. Grades 6-9, July 3-13, 9 a.m. to noon, Sangren Hall.

Scratch Multimedia Games:
Scratch is a computer program that uses block-like puzzle pieces to enhance learning the core concepts of computer programming. Utilize a programming language designed to produce rich, interactive media while developing important 21st century skills. Work at your own pace to create an original game. Led by Theresa Coty O’Neil. Grades 7-9, July 16-20, 1 to 4 p.m., Sangren Hall.

Forensic Science:
Forensic scientists use skills and techniques that come from a variety of disciplines—biology, chemistry, physics, earth science, mathematics, and technology—to solve mysteries. This course, taught by a high school forensic science teacher, covers the principles of crime scene investigation, as well as patterns and impressions, serology, trace evidence and more. Students will learn how to analyze DNA, collect, process, and interpret fingerprints, analyze bloodstains and apply their skills in a mock crime scene. Led by Kathy Mirakovits. Grades 7-9, June 25-29, 1 to 4 p.m., Wood Hall. Additional $10 materials fee.

Graphic Novels:
Learn how to take your ideas from sketchbooks to real books (including character development and refinement, portfolio reviews, and critiques) through the art of the graphic novel. Learn how to progress from concept to art to final product, and how to work with programs such as Photoshop and Manga Studio to create comic pages. Bring your own work in progress, and come to class ready to draw and sketch along as you investigate the power of graphic visual language. Led by Paul Gizer. Grades 7-9, June 25-29, 1 to 4 p.m., Sangren Hall.

Digital Story Telling:
An animated environment for learning computer programming! Students create animation projects using Alice, a software package for creating small virtual worlds using 3D models in Fox and Disney animation style. The emphasis of this camp is hands-on labs, with some lecture and modeling. Led by Marty Trautman. Grades 6-9, July 16-20, 9 a.m. to noon, Sangren Hall.

From Nano to Flash: Short-Short Fiction
Reduced to their essence, short-short-stories from 6 to 1,000 words can say every bit as much about fundamental human truths as longer forms, often in surprising and unconventional ways. These small gems are a blast to create! In this camp, we will read and write a lot, starting with a six-word story and moving through Nano, Micro, Drabble, SQuidLin, and Flash—just some of the many types of this short prose form. At camp’s end, we will celebrate with a formal reading and publication of your work. Led by Teresa Coty O’Neil. Grades 7-9, July 16-20, 1 to 4 p.m., Sangren Hall.

Pinhole Photography:
Build Your Own Working Camera! Pinhole photography is photography in its most basic form. The only materials required are a light-tight container with a small hole, photo-sensitive paper, and a simple shutter to control the exposure. This workshop provides a fun and exciting opportunity to study the basic principles of photography. Students will create their own camera, learn to take pictures with it, develop their own black and white paper negatives in a darkroom, and make prints from the negatives. Led by Marcella Hunt. Grades 6-9, July 23-27, 9 a.m. to noon, Kohmnan Hall. Additional $10 materials fee.

Introduction to Virtual Reality:
Students are introduced to the basics of building virtual reality worlds using HTML and the A-Frame JavaScript Library. Through this course, students will build their own virtual reality worlds that are compatible with VR devices, including smartphone VR headsets! Led by Marty Trautman. Grades 6-9, July 23-27, 9 a.m. to noon, Kohmnan Hall.

What’s in Your Water? What makes water clean enough to drink, wash with, or play in? Investigate, experiment, measure, and explore what is in our water and how we can clean it! Includes outdoor field trips, collecting and testing indoor and outdoor water samples, and maybe even getting muddy and wet!

Water In, Water Out: Where Does Your Water Go When You Flush?
Where does the water you use every day come from—and where does it go? Explore different water sources and methods to clean it. Includes building water treatment models and field trips on campus to learn about ways to reduce, reuse, and recycle your water. Grades 6-9, July 9-13 and July 16-20, Wood Hall. Take one the first week and one the next, or back to back the same week. Led by college students in the Pathways to Science Teaching program, and supervised by WMU faculty and local teachers.

For bright kids who are eager to learn...no testing or qualifying scores required!

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