REGISTRATION INSTRUCTIONS: To register for all ATYP camps, please visit wmich.edu/precollege/atyp/summer-programs 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 “Multi” into the space asking for a promotional code at 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.

Approximately one week before your camp begins we will email you the room number and a map with directions to the pick-up/drop-off location on Western’s main campus. Students are monitored at each of these times by summer staff.

ATYP Summer Schedule (A.M. – 9 to noon; P.M. – 1 to 4)
June 15-19
Writing the College Admissions Essay (a.m.)
June 22-26
Writing the College Admissions Essay (a.m.)
Graphic Novels (a.m.)
Intro to Veterinary Science (a.m.)
Playwriting (p.m.)
Cryptography (p.m.)
June 29-July 3 NO CAMPS
July 6-10
Writing the College Admissions Essay (p.m.)
Where Does Your Water Go (a.m.) - Only $75!
Chess (a.m.)
What’S In Your Water (p.m.) - Only $75!
Math Games and Competitions (p.m.)
July 13-17
Making Faces (a.m.)
Poetry (a.m.)
Nature and Clay (p.m.)
Virtual Reality (p.m.)
July 20-24
Forensic Science (a.m.)
The Art of Stage Makeup (a.m.)
Scratch Multimedia Games (p.m.)
All About the Stage (p.m.)
much insight into this fascinating and sizes, and are thus provided with understand the commitment re-ans do daily. Participants come to with microscopes and dissection NEW! progress, and come to class ready to pages. Bring your own work in folio reviews, and critiques) through development and refinement, port-

real books (including character

GRAPHIC NOVELS Learn how to make your ideas from sketchbooks to books (including character
development and refinement, port-

folio 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 Photo-Shop 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 investig-

ate the power of graphic visual language! Led by Paul Sizer. Grades 7-9, June 22-26, 9 a.m.–noon.

BEST JOB EVER: INTRO TO VETERINARY MEDICINE NEW! Explore a career path through hands-on activities. Work with microscopes and dissection tools to learn about concepts and engage in activities that veterinari-

ans do daily. Participants come to understand the commitment re-

quired to heal animals of all shapes and sizes, and are thus provided with much insight into this fascinating discipline. Led by Noreen Heikes. Grades 7-9, June 22-26, 9 a.m.–noon.

INTRO TO PLAYWRITING NEW! Bring your stories to the stage! Learn all about writing short plays through writing exercises and games, culminating in the class reading and performing everyone’s work. In this week-long camp, we will learn how to generate ideas, how to write characters and dialogue, how to respond and workshop new work, and how to find and create community around theater as you write. Led by Amber Palmer. Grades 7-9, June 22-26, 1–4 p.m.

CRYPTOGRAPHY Students discover the origins of encoding in classic codes as they create new codes and decode the projects of their fellow students. Using basic mathematics and modular arith-

metic, participants raise the level of their math skills and math thinking. Reasoning. Led by Marty Trautman. Grades 6-9, June 22-26, 1–4 p.m.

June 29—July 3 NO CAMPS Have a great holiday!

FAUCET TO FLUSH: WHERE DOES YOUR WATER GO? Have you ever wondered where your water comes from, or where it goes after you flush? Come explore water sources and discover different meth-

ods to clean water. Camp will include designing and building water treatment models, as well as indoor and outdoor field trips to learn about ways to reduce, reuse, and recycle your “waste.” Water camps are led by college students in the Pathways to Science Teaching program, and supervised by WMU faculty and local teachers. Grades 6-9, July 6-10, 9 a.m.–noon. SPECIAL DISCOUNTED PRICE!

POETRY NEW! Writers will be introduced to a variety of poetic forms, will read and discuss poems, and produce a small portfolio of their own work that will be workshopped and revised. At the end of the week, each writer will be armed with poems that reflect their unique stories, creativities, and understanding of traditional poetry forms. On the last day of camp, there will be a discussion on how to submit poetry for publication. We will also create a mini-e-zine showcasing all of the beautiful work produced during camp. Led by Kailyn Dekker-Black. Grades 7-9, July 13-17, 9 a.m.–noon.

WHAT’S IN YOUR WATER? What makes water clean enough to drink, wash, or play with? Get ready to explore the natural stuff and the pollution that might be in your water, and learn how water goes from dirt to clean! Camp will fea-
ture outdoor field trips, collecting and testing indoor and outdoor water, studying bugs and other critters found in water, and maybe even getting muddy and wet! Water camps are led by college students in the Pathways to Science Teaching program, and supervised by WMU faculty and local teachers. Grades 6-9, July 6-10, 1–4 p.m. SPECIAL DISCOUNTED PRICE!

NATURE AND CLAY NEW! Students will explore nature as the inspiration for creating unique sculptures in clay. We will discuss how nature can be an inspiration for design, and look at artists that work with nature as a theme. Western’s green spaces will be the source for our organic materials to use with clay. Several hand-built tech-

iques will be taught as students create leaf printed vessels and free form sculptures. Led by Marcella Hunt. Grades 6-9, July 13-17, 1-4 p.m. Additional $10 materials fee.

GAMES AND COMPETITIONS Do you like solving math problems and puzzles? Would you like to participate in math competitions? This camp is ideal for students who enjoy math and solving challenging problems. The course will introduce students to a few of the concepts and approaches of solving competi-
tion math puzzles. Examples of these are seen in MATHCOUNTS, AMC, the Art of Problem Solving and other math contests. Led by Marty Trautman. Grades 6-9, July 6-10, 1-4 p.m.

NATURE’S CRIME SCENE: THE ART OF SCIENTIFIC INVESTIGATION Students will learn how to reduce, reuse, and recycle your “waste.” Water camps are led by college students in the Pathways to Science Teaching program, and supervised by WMU faculty and local teachers. Grades 6-9, July 6-10, 9 a.m.–noon. SPECIAL DISCOUNTED PRICE!

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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, covers the principles of crime scene investigation, as well as patterns and impressions, serology, trace evidence and more. Students will learn how DNA is processed and interpreted, and roll and identify finger-

prints, analyze bloodstains, and apply their skills in a mock crime scene. Led by Sarah Kozian. Grades 7-9, July 20-24, 9 a.m.–noon.

THE ART OF STAGE MAKE-UP Learn practical application of stage makeup skills including the basics, age makeup, bruises, fantasy, and character makeup. Receive hands-on guidance in stage makeup and have the opportuni-
ty to practice on yourself! During the final class, students will create a char-

SCRATCH MULTIMEDIA GAMES Scratch is a computer pro-

gram 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 Marty Traut-
man. Grades 6-9, July 20-24, 1-4 p.m.

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ALL ABOUT THE STAGE NEW! Come and learn basic theater terms and the different parts of a stage, and explore character development. We will play a variety of theater games to build skills such as team work, story develop-
memt, memorization, and improv

techniques. Each person will be given either a scene or monologue to work on and perform. This camp is great for theater novices, young actors, and theater enthusiast’s alike. Led by Gwen Trautman. Grades 6-9, July 20-24, 1-4 p.m.

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