

2021

Summer Camps



THE
PAST FOUNDATION



reConnect



reDiscover



reEngage!



PAST Foundation 2021 Student Experiences
Summer Camps Report



THE
PAST FOUNDATION

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Welcome To The PAST Foundation 2021 Student Experiences Summer Camp Report.

The theme for PAST's Summer 2021 programing was to "ReEngage, ReDiscover, and ReConnect" with students, families, partners and the community. We exceeded our own expectations by reaching 2,182 students in 40 PAST-led programs and 12 PAST-designed programs at 21 locations, impacting 32 school districts and connecting with 25 business and industry partners.

ReConnect: Working with our partners and sponsors we were able to reconnect students with the community around them by providing partial or full scholarships to every student in our 2021 Summer programs. While most of our programs took place at the PAST Innovation Lab we were able to work with our partners to run programs at KIPP: Columbus, on The Lawn at CAS, Mezzacello Urban Farm, Columbus City Schools, and Whitehall City Schools.

ReDiscover: Students rediscovered a variety of topics during the 40 PAST-led programs and 12 PAST-designed student experiences in 21 different locations. Every PAST program incorporated hands-on activities, career exploration, 21st century skill building and empowering students to be independent thinkers. Our programs consisted of many tech-based activities such as Minecraft Mathematics, Minecraft Manufacturing, Minecraft STEM for Girls, Cybersecurity Bootcamp, Scratch Coding, Lego Robotics, and CAD & 3D Printing. Students were also able to discover more about the outdoors during our Urban Agriculture, Robots and Agriculture, NArt! Nature & Art and Environmental Sciences programs.

ReEngage: Overall, we reengaged with 2,182 students from 32 different school districts. Along with student reengagement, we worked with a total of 110 teachers/instructors to implement summer programming and experiences. Parents shared, "thank you for providing quality camps that encourage exploration, growth and learning alongside summer fun," and "my student learned about problem solving, teamwork, and the importance of not giving up even when a task is challenging. He learned a lot and loved the interaction with instructors and peers."

We would like to say thank you to our sponsors and partners who helped us ReEngage, ReDiscover and ReConnect with students, families and teachers in a safe and meaningful way for our most impactful summer! We think that one of our program participants said it best, "thank you for helping me achieve some people's dreams."



Ashley Price, Director of Student Experiences and Khaleesi of Curiosity

We exceeded our own expectations by reaching 2,182 students in 40 PAST-led programs and 12 PAST-designed programs at 21 locations, impacting 32 school districts and connecting with 25 business and industry partners.

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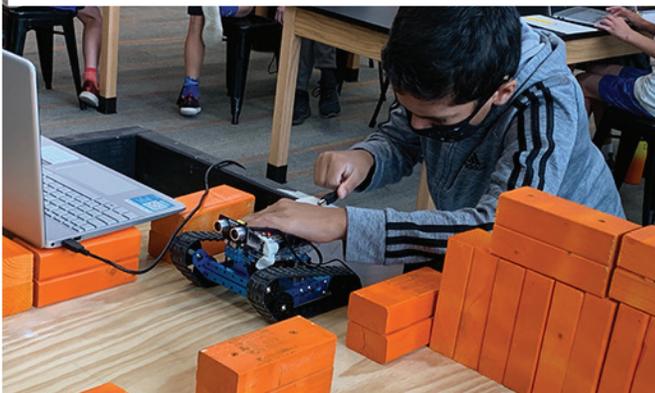
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THANKS TO ALL OF OUR GENEROUS SPONSORS! 51



PAST
InnovationLab
access through education

SUMMER CAMPS AT PAST INNOVATION LAB



Elementary Minecraft Mathematics

In this camp students improved their math skills and grasped new concepts, like volume, slope, and shapes through play. Participants began with quick individual activities to promote math learning then dove deeper into concepts. Students delivered a math theme park, with math related questions in every attraction. They had to brainstorm, write up and produce questions for other students to solve.

Instructor:
Fatima Bainazar

Grade Level:
Elementary

Dates:
6/7/2021 - 6/11/2021

Thanks to our generous sponsors!



Elementary STEM in Minecraft

Students explored the solar system, planets and biomes. Learning while they planned, designed, and built a planet themed amusement park that included all the characteristics of their planet. Together they learned how different each planet is and how surviving on one is not that simple.

Instructor:
Fatima Bainazar

Grade Level:
Elementary

Dates:
6/7/2021 - 6/11/2021

Thanks to our generous sponsors!



CAD & 3D Printing

Students tackled many mini-challenges to learn both Computer Aided Design (CAD) and 3D printing basics. During the program students explored the following:

- Creating a simple sketch on Onshape
- Importing and tracing images on Onshape
- Understanding the importance of good dimensioning
- Creating simple assemblies on Onshape
- Understanding and operating a 3D printer
- Understanding the design process and how to improve a product
- Working collaboratively on a design
- Using 3D features on Onshape

Instructor:
Johnny Hendrix

Grade Level:
Middle School

Dates:
6/7/2021 - 6/11/2021

Thanks to our generous sponsors!



Workforce Development

In partnership with IMPACT Community Action, the PAST Foundation implemented a Workforce Development summer program with 8 young adults (15-18 years of age). As interns, the participants had an opportunity to prepare for life outside of high school through career exploration and real-world problem-solving. Participants gained exposure and experience with programming, CAD modeling, 3D printing, robotics, social justice, video production, aviation, cybersecurity and career development.

Instructor:
Nikki Stancampiano

Dates:
6/14/2021 - 8/6/2021

Thanks to our generous sponsors!



Elementary Coding

Students learned the core concepts of computer programming by creating their own games! Using their creativity students created chasing games, mazes, and animated stories using block coding. Students also explored java script in mini challenges throughout the week.

Instructor:
Johnny Hendrix

Grade Level:
Elementary

Dates:
6/14/2021 - 6/18/2021

Thanks to our generous sponsors!



FIRST Lego League

Students learned the basics of programming and mechanical design. Working in teams students built and programmed an autonomous LEGO EV3 robot to complete a series of tasks ranging from simple movement to more complex tasks involving logic and sensors. At the end of the two weeks the teams all showed what their robots could do in a final competition.

Instructor:
Johnny Hendrix

Grade Level:
Middle School

Dates:
6/14/2021 - 6/25/2021

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Minecraft Maps: Where in the World are you?

In this camp, students explored and memorized all 50 states and a handful of countries. Initially students created a flag of their own with colors and designs that represented their strengths and personalities. Students delivered multiple landmarks and facts of states along with landmarks of 2 countries of their choice. Students ultimately learned about different cultures and population through the exploration of geography.

Instructor:
Fatima Bainazar

Grade Level:
Elementary

Dates:
6/14/2021 - 6/18/2021



Thanks to our generous sponsors!



Cyber Bootcamp

Students explored and overcame a series of challenges within the world of cybersecurity! During the program students explored the following:

- Understanding the importance of cybersecurity
- Ethical and political recent events and scenarios around cybersecurity
- The use of Kali Linux through the Ohio Cyber Range Institute Virtual Machines
- Number systems including binary
- Building cryptography skills using Caesar and Vigenère ciphers
- Web Developer tools to see how websites can be temporarily manipulated
- Using Wireshark and TCPDump to analyze packets on a network
- Creating and defending against a payload and listener malware using Social Engineering Tools
- Using GPG and python to encrypt and decrypt files
- Understanding and using password cracking tools such as John The Ripper
- Recognizing what tools they can take with them to be digitally secure in their own lives

Instructor:
Tyler Hertenstein

Grade Level:
Middle School

Dates:
6/14/2021 - 6/25/2021



Thanks to our generous sponsors!



Minercraft STEM for Girls

In this camp students discovered role models in impactful women in STEM. Students delivered a museum focused around women in STEM, along with the budget needed to run the facility. The museum represented their culture, career, impact and passions.

Instructor:
Fatima Bainazar

Grade Level:
Middle School

Dates:
6/21/2021 - 6/25/2021



Thanks to our generous sponsors!



Mission to Mars: Robots & Agriculture

During this two week program students applied engineering design to innovate agricultural practices. Students were inspired by the mission of Perseverance to answer the question, “How can we grow food in a contained environment?” Students were introduced to engineering practices, design thinking and careers in food, agricultural and environmental sciences. Students worked together to build a Farmbot and space to grow the food. Using the Farmbot, students designed, tested and evaluated a plan to grow potatoes in Mars simulated soil.

Instructor:
Andy Bruening

Grade Level:
Middle School

Dates:
6/21/2021 - 7/2/2021



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Minecraft Mathematics

Throughout this camp students created an escape room that incorporated new concepts, like volume, slope, and algebra through play. Students integrated questions into the escape room and the only way to escape was to solve these questions.

Instructor:
Fatima Bainazar

Grade Level:
Middle School

Dates:
6/21/2021 - 6/25/2021

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STEM in Minecraft

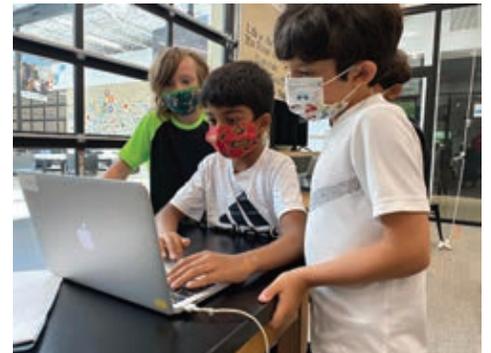
In this camp students explored what minerals and resources the Earth provides us. Teams picked a country and took the role of architects and geologists there. Students researched what can be found in those locations and decided what blocks could be used. Students ultimately delivered architecture based on the region's material availability.

Instructor:
Fatima Bainazar

Grade Level:
Middle School

Dates:
6/28/2021 - 7/2/2021

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Roots Up: Art & STEM

Students used design thinking to fuse art and robotics in an innovative approach to urban farming. While reusing materials such as plastic bags, students were able to create a sustainable solution to urban farming while learning a new art making technique of weaving. Using their sustainable materials students created a vertical growing system. They then coded and tested a soil moisture probe built using a Circuit Playground and nail. These probes were used to test the soil in the vertical growing system.

Instructor:
Amanda Schaeffer

Grade Level:
Middle School

Dates:
6/28/2021 - 7/2/2021

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Maker Mania: Arduino Robotics

Students explored how to program an Arduino microcontroller, create and control their own circuits with lights and buttons, and how to program and control mBot Ranger robots using the mBlock coding software.

Instructor:
Johnny Hendrix

Grade Level:
Middle School

Dates:
6/28/2021 - 7/2/2021

Thanks to our generous sponsors!



Elementary Minecraft Manufacturing: Create, Design and Fabricate

Mission to Mars! Students are planning to inhabit Mars and need to plan and build a sustainable colony with limited resources on Martian soil. Given the constraints of cabin size, lack of oxygen, water, and other resources students thoroughly researched and planned their trip to Mars. After landing on martian soil they built habitats and farms under the constraints of Mars.

Instructor:
Fatima Bainazar

Grade Level:
Elementary

Dates:
7/12/2021 - 7/16/2021



Thank you to our generous sponsors!



CAD & 3D Printing

Students tackled many mini-challenges to learn both Computer Aided Design (CAD) and 3D printing basics. During the program students explored the following:

- Creating a simple sketch on Onshape
- Importing and tracing images on Onshape
- Understanding the importance of good dimensioning
- Creating simple assemblies on Onshape
- Understanding and operating a 3D printer
- Understanding the design process and how to improve a product
- Working collaboratively on a design
- Using 3D features on Onshape

Instructor:
Johnny Hendrix

Grade Level:
Middle School

Dates:
7/12/2021 - 7/16/2021



Thanks to our generous sponsor!



Minercraft Maps: Where in the World are you?

In this camp, students explored and memorized all 50 states and a handful of countries. Initially students created a flag of their own with colors and designs that represented their strengths and personalities. Students delivered multiple landmarks and facts of states along with landmarks of 2 countries of their choice. Students ultimately learned about different cultures and population through the exploration of geography.

Instructor:
Fatima Bainazar

Grade Level:
Elementary

Dates:
7/12/2021 - 7/16/2021



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Minercraft Manufacturing: Create, Design and Fabricate

Rube Goldberg Machine! Students completed simple tasks in the most confusing ways possible. Students incorporated chain reactions, pistons, repeaters, and redstone. Students delivered a Rube Goldberg machine based on the storyline and theme they created. These machines ran autonomously without human interaction all while telling a story.

Instructor:
Fatima Bainazar

Grade Level:
Middle School

Dates:
7/19/2021 - 7/23/2021



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Introduction to Video Production

Students learned and applied key concepts of creating and presenting a video by exploring the different areas of video production. Students learned the basics of filming and editing to create a compelling and entertaining one-minute video.

Instructor:
Javier Cruz

Grade Level:
Middle School

Dates:
7/19/2021 - 7/23/2021



Thanks to our generous sponsors!



STEM in Minecraft

In this camp students explored what minerals and resources the Earth provides us. Teams picked a country and took the role of architects and geologists there. Researching what can be found in those locations and decide what blocks could be used. Students ultimately delivered architecture based on the region's material availability.

Instructor:
Fatima Bainazar

Grade Level:
Middle School

Dates:
7/26/2021 - 7/30/2021



Thanks to our generous sponsors!



Minecraft Mathematics

In this camp students improved their math skills and grasped new concepts, like volume, slope, and shapes through play. Students began with quick individual activities to promote math learning then dove deeper into concepts. Students delivered a math theme park, with math related questions in every attraction. They had to brainstorm, write up and produce questions for other students to solve.

Instructor:
Fatima Bainazar

Grade Level:
Middle School

Dates:
7/26/2021 - 7/30/2021



Thanks to our generous sponsors



Maker Mania: Arduino Robotics

Students explored how to program an Arduino microcontroller, create and control their own circuits with lights and buttons, and how to program and control mBot Ranger robots using the mBlock coding software.

Instructor:
Johnny Hendrix

Grade Level:
Middle School

Dates:
7/26/2021 - 7/30/2021



Thanks to our generous sponsors!



Esports

Students explored careers in Esports and how Esports can help individuals in their future careers even if they are not Esports related. They brainstormed different potential careers, analyzed data, and presented their findings. Students also had the opportunity to play different Esports games and explore ways that gaming is much more than just sitting in front of screen.

Instructor:
Noah Grissett

Grade Level:
Middle School

Dates:
7/26/2021 - 7/30/2021

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CAS[®]

A DIVISION OF THE
AMERICAN CHEMICAL SOCIETY

SUMMER CAMPS ON THE LAWN AT CAS





NArt! Nature & Art

Students discovered nature's patterns, colors, and textures and used these to guide their art pieces. Students painted pictures using homemade natural paint brushes, created homes for animals along the riverbank, searched for all the colors they could find, and made paint using nature. Throughout the week, students worked on a final art piece that answered the question, "What does being in nature mean to me?"

Instructor:
Jessa Goldner

Grade Level:
Middle School

Dates:
6/28/2021 - 7/2/2021

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Water Ways

Students learned about erosion and how waterways are formed. Students discovered types of macro-invertebrates that live in the Olentangy River and how their presence predicts water quality. Throughout the week, students brainstormed and researched a topic that they were interested in as it pertained to the Olentangy River and presented it on the last day of camp.

Instructor:
Jessa Goldner

Grade Level:
Middle School

Dates:
6/28/2021 - 7/2/2021

Thanks to our generous sponsors!



Aviation

Students discovered principles of flight and what aviation means. Throughout the week they designed and flew parachutes, created helicopters and paper airplanes. Finally, they applied all they learned to create an egg drop design that protects an egg from a 15-foot drop.

Instructor:
Fatima Bainazar

Grade Level:
Middle School

Dates:
6/28/2021 - 7/2/2021

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Bugging Out! Bugs & Insects

Students explored The Lawn at CAS with entomologists (insect scientists) from The Ohio State University. Students learned how to catch, preserve and identify the incredible insects on the Lawn and studied their biology! Using a combination of insect collection techniques as well as visiting different habitat types, student also determined which types of habitats contained specific groups of insects, discussed the roles that they play in their environment and tested predictions on which habitat type had the greatest insect diversity.

Instructor:
Megan Meuti

Grade Level:
Middle School

Dates:
7/12/2021 - 7/16/2021

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Outdoor Photography

Over the course of 5 days students learned a brief history of photography, composition techniques, color theory, and how to think creatively. Students used mobile phones, tablets, or digital cameras to take photos, practice skills, play games, discuss, and critique photography. Students also got an overview of a historic photo process called the Cyanotype and had the chance to create their own images using this technique.

Instructors:
Kelsie Ralston, Chelsee Thiele

Grade Level:
Middle School

Dates:
7/19/2021 - 7/23/2021

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Mezzacello

SUMMER CAMPS AT MEZZACELLO URBAN FARM





Urban Agriculture Technology (June)

An original two week-all day immersive camp that allowed middle school students from diverse neighborhoods to explore ag science. The key components were what farming has to do with engineering, biology and ecology, robotics and automation. Students were split into three teams of engineers, systems designers, and biologist and had the opportunity to explore careers and have fun!

Instructors:

Jim Bruner, Samantha McAllister, Paige Schaffter

Grade Level:

Middle School

Dates:

6/14/2021 - 6/25/2021



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Mezzacello

BATTELLE
It can be done

AMERICAN
ELECTRIC
POWER
BOUNDLESS ENERGY



THE CITY OF
COLUMBUS

Urban Agriculture Technology (July)

A two week-all day immersive camp that allowed middle school students from diverse neighborhoods to explore ag science and consider the tech, science and careers related to growing food in the city, on this planet and other planets as well! The key components were what farming has to do with engineering, biology and ecology, robotics and automation. Students were split into three teams of engineers, systems designers, and biologist and had the opportunity to explore careers and have fun!

Instructors:

Jim Bruner, Samantha McAllister, Sarah Lamme

Grade Level:

Middle School

Dates:

7/12/2021 - 7/23/2021



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Mezzacello

BATTELLE
It can be done

AMERICAN
ELECTRIC
POWER
BOUNDLESS ENERGY



THE CITY OF
COLUMBUS



THE PAST FOUNDATION

VIRTUAL SUMMER CAMPS

Minercraft Mathematics

In this camp students improved their math skills and grasped new concepts, like volume, slope, and shapes through play. Beginning with quick individual activities to promote math learning then diving deeper into concepts. Students delivered a math theme park, with math related questions in every attraction. They had to brainstorm, write up and produce questions for other students to solve.

Instructor:
Fatima Bainazar

Grade Level:
Middle School

Dates:
6/28/2021 - 7/2/2021

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SUMMER CAMPS FOR EARLY CHILDHOOD EDUCATION ACROSS COLUMBUS





BFA Upper Arlington

Over the summer of 2021, the PAST Foundation's Student Experience team worked with various daycare centers around the central Ohio area to bring STEM activities to PreK-1st grade students. During the time that PAST spent at the centers, students engaged in various activities such as building stethoscopes, creating an x-ray of their arm, building and testing straw rockets, creating their own insects, and observing material science in action. All through these activities, students were introduced to the design thinking process by engaging in brainstorming, discussions, prediction making, observations, evaluation, and sharing out.

Instructors:

Alyssa Reder, Angelina Hispley

Grade Level:

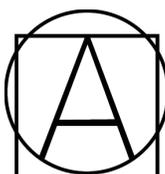
Pre-School

Dates:

6/21/2021 - 6/24/2021



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BFA Clintonville

Over the summer of 2021, the PAST Foundation's Student Experience team worked with various daycare centers around the central Ohio area to bring STEM activities to PreK-1st grade students. During the time that PAST spent at the centers, students engaged in various activities such as building stethoscopes, creating an x-ray of their arm, building and testing straw rockets, creating their own insects, and observing material science in action. All through these activities, students were introduced to the design thinking process by engaging in brainstorming, discussions, prediction making, observations, evaluation, and sharing out.

Instructors:

Alyssa Reder, Angelina Hispley

Grade Level:

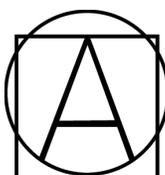
Pre-School

Dates:

6/28/2021 - 7/2/2021



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BFA Dublin Innovation Center

Over the summer of 2021, the PAST Foundation's Student Experience team worked with various daycare centers around the central Ohio area to bring STEM activities to PreK-1st grade students. During the time that PAST spent at the centers, students engaged in various activities such as building stethoscopes, creating an x-ray of their arm, building and testing straw rockets, creating their own insects, and observing material science in action. All through these activities, students were introduced to the design thinking process by engaging in brainstorming, discussions, prediction making, observations, evaluation, and sharing out.

Instructors:

Alyssa Reder, Rachel Traxler

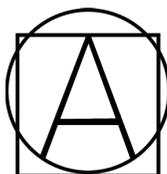
Grade Level:

Pre-School

Dates:

7/12/2021 - 7/15/2021

Thanks to our generous sponsors!



BFA Dublin Perimeter Loop Campus

Over the summer of 2021, the PAST Foundation's Student Experience team worked with various daycare centers around the central Ohio area to bring STEM activities to PreK-1st grade students. During the time that PAST spent at the centers, students engaged in various activities such as building stethoscopes, creating an x-ray of their arm, building and testing straw rockets, creating their own insects, and observing material science in action. All through these activities, students were introduced to the design thinking process by engaging in brainstorming, discussions, prediction making, observations, evaluation, and sharing out.

Instructors:

Alyssa Reder, Rachel Traxler

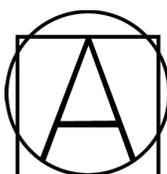
Grade Level:

Pre-School

Dates:

7/12/2021 - 7/15/2021

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Little Dreamers Big Believers

Over the summer of 2021, the PAST Foundation's Student Experience team worked with various daycare centers around the central Ohio area to bring STEM activities to PreK-1st grade students. During the time that PAST spent at the centers, students engaged in various activities such as building stethoscopes, creating an x-ray of their arm, building and testing straw rockets, creating their own insects, and observing material science in action. All through these activities, students were introduced to the design thinking process by engaging in brainstorming, discussions, prediction making, observations, evaluation, and sharing out.

Instructors:

Alyssa Reder, Angelina Hispley

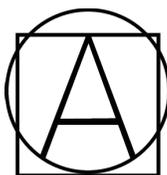
Grade Level:

Pre-School

Dates:

6/28/2021 - 7/1/2021

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KIPP COLUMBUS

SUMMER CAMPS AT KIPP: COLUMBUS





Environmental Curiosity

Students explored KIPP Campus and learned fundamentals in observation. Student's curiosity was ignited through exploration challenges that partnered the natural world and literacy.

Instructors:

Jessa Goldner, Cheri Turner, Mary McCleary

Grade Level:

Elementary

Dates:

6/14/2021 - 6/18/2021

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Life in the Sky

During this week, students learned about bird identification, what makes something good at flying, and designed a flying object of their own. Students learned how to use binoculars and tested different bird beaks for food gathering.

Instructors:

Jessa Goldner, Cheri Turner, Mary McCleary

Grade Level:

Elementary

Dates:

6/21/2021 - 6/25/2021

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Life in the Water

Students searched KIPP Campus waterways for signs of life, and learned about erosion, pollution, and how both contribute to water quality in a watershed. Students caught macro-invertebrates, dug in the mud, and learned about the movement of water through the creek bed.

Instructors:

Jessa Goldner, Megan Meuti, Mary McCleary, Cheri Turner

Grade Level:

Elementary

Dates:

7/12/2021 - 7/16/2021

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Ohio Department of
**NATURAL
RESOURCES**



Life in the Forest

Students explored KIPP's forest floor for signs of life, made an animal home, and learned how to track animals. Students got to work with an entomologist (insect scientist) from The Ohio State University to learn how to catch, preserve and identify the incredible insects that are right on KIPP Campus! Students also got to learn about forestry and wildfire fighting from the Division of Forestry.

Instructors:

Jessa Goldner, Megan Meuti, Mary McCleary, Cheri Turner

Grade Level:

Elementary

Dates:

7/19/2021 - 7/23/2021

Thanks to our generous sponsors!



Techie Camp at KIPP: Columbus

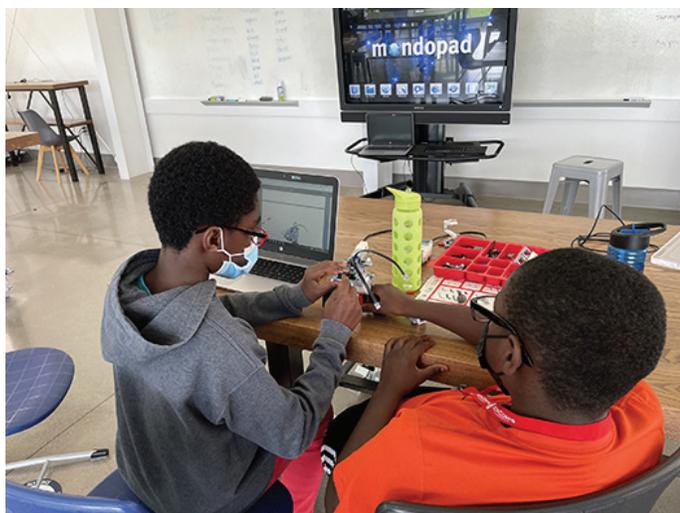
Students were led by TECH CORPS staff in an introduction to the world of robotics and electrical engineering. Students built Logo EV3 robots and learned how to program them throughout the week.

Instructor:
TECH CORPS Staff

Grade Level:
Middle School

Dates:
8/9/2021 - 8/13/2021

Thanks to our generous sponsors!

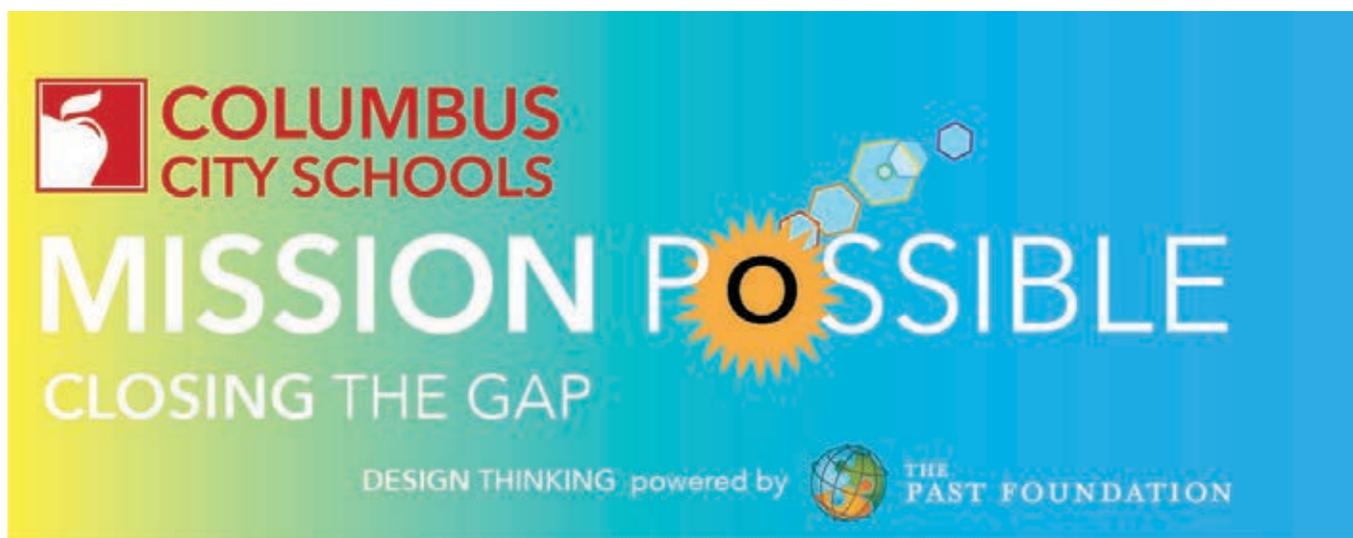


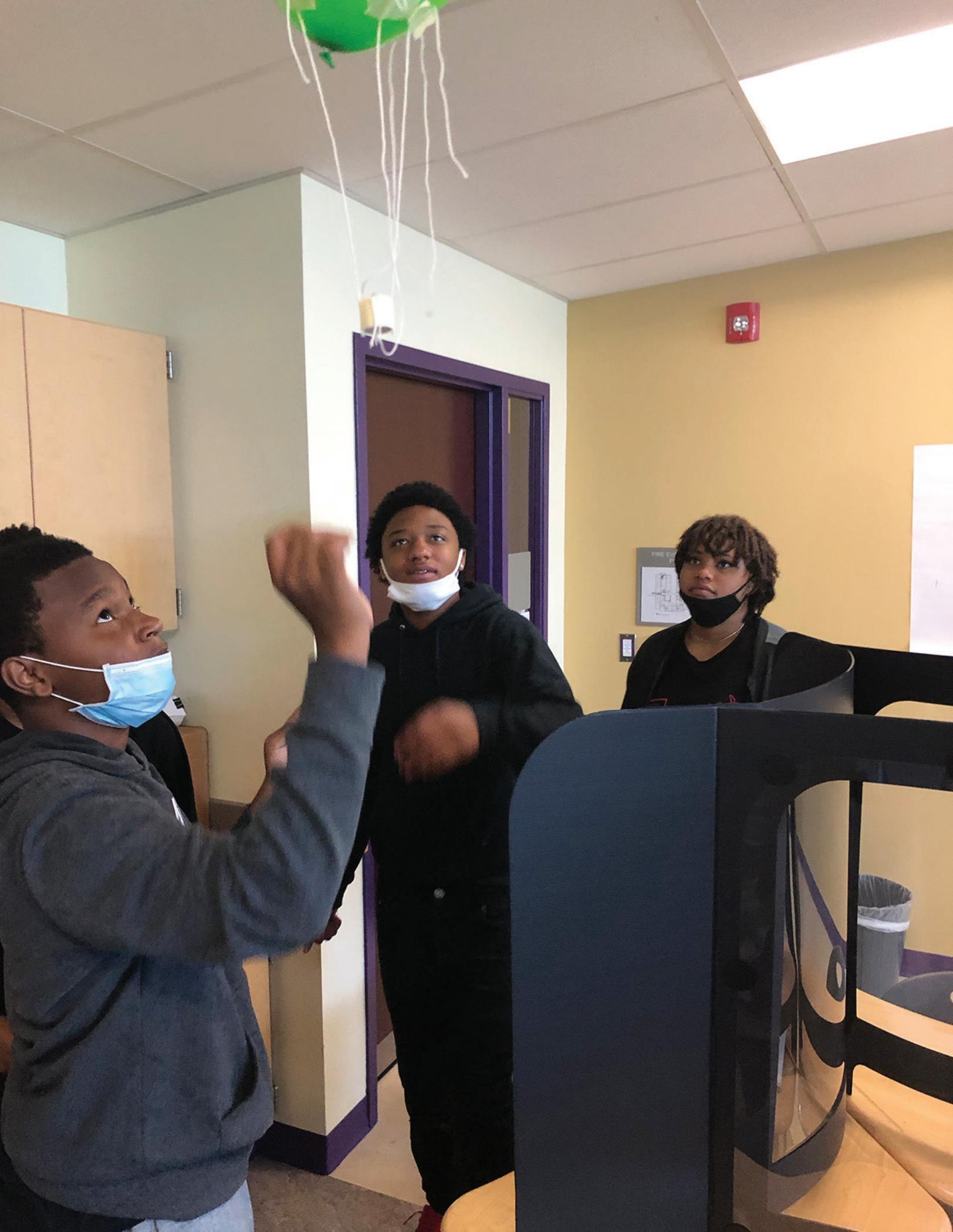


THE
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COLUMBUS CITY SCHOOLS
SUMMER EXPERIENCE PROGRAMS





Mission Possible: Esports

Students and teachers engaged in 6 weeks of learning about various aspects of the Esports using the design cycle and the design thinking process. Students not only got to play games, but see beyond the game! Learning about career pathways, the business of esports, basic marketing and business planning, game play strategies, and more. Building teamwork, communication, and collaboration skills along with friendships that will last long beyond the games played. With the skills and knowledge from the six weeks students created an Esports company that they pitched to their fellow students. Students also put together a letter to their schools principals about why Esports should be included as an extracurricular activity at their school.

Developed By:
PAST Foundation Professional Learning & Student Experiences Teams

Deployed By:
CCS Teachers

Grade Level:
Middle School

Dates:
6/14/2021 - 7/22/2021



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Mission Possible: Fashion

Students and teachers engaged in 6 weeks of learning about various aspects of the fashion industry using the design cycle and the design thinking process. Students were tasked with a design challenge each week with an end product and share out, all for the ultimate challenge of creating and designing a T-shirt campaign to pitch to local clothing brand HOMAGE. Examples of the design challenges that students completed each week were creating a Campaign Guide, creating a Campaign Budget, designing a Digital Asset for a T-shirt, and creating a Product Activation Plan. At the end of the six weeks, the students used what they had learned each week to put together a culminating presentation that was given to a panel of Fashion experts directly from HOMAGE.

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Mission Possible: Medical

In this summer experience students discovered body systems and functions that make up our core. Students focused on the heart, digestive system, lungs, bones and muscles. They designed and built models of body systems and organs, participated in team building exercises, learned how to use a pulse oximeter and spirometer, and dissected an animal heart and lungs.

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THE OHIO STATE UNIVERSITY
WEXNER MEDICAL CENTER



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Mission Possible: Robotics

Students and teachers engaged in 6 weeks of learning about VEX IQ hardware and VEXcode. The first 3-4 weeks of this program was designed to teach students the fundamentals of block coding and prepare them for a final challenge. This Introduction to Programming course provided a structured sequence of programming activities in real-world project-based contexts.

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Mission Possible: Urban Agriculture

Participants experienced following food from seed to table through the creation of an urban garden in downtown Columbus, OH. Learners undertook a collaborative process to understand the elements of a garden and the way to nourish the ground from which food comes, learn career pathways, and explore culinary delights.

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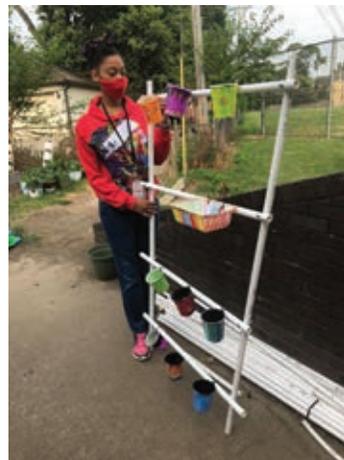
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Mezzacello





THE PAST FOUNDATION



WHITEHALL CITY SCHOOLS SUMMER EXPERIENCE PROGRAMS

Mission Possible:
FOUR MISSIONS,
ALL FUN!

Powered by:
THE PAST FOUNDATION

2021 Summer Experience



Mission Possible: Cybersecurity

Cybersecurity Summer Experience laid a foundation for understanding cyber law and policy, Linux, networking technology basics, risk assessment, cryptography, and a variety of cybersecurity tools. Students participated in daily challenges that give them hands-on opportunities to learn content that connects to the science, technology, engineering and mathematical concepts that they are responsible for learning during the school year.

Developed By:
PAST Foundation Professional Learning & Student Experiences Teams

Deployed By:
WCS Teachers

Grade Level:
Middle School

Dates:
6/7/2021 - 7/16/2021

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FIRST IN MATH[®]
Energizing Every Child to Learn, Love and Live Math[®]



Mission Possible: Environmental Science

Science found a home in the exploration of pollinators, animal nutrition, and waterways as well as looking to the stars using science literacy. Participants explored math concepts to understand how nature survives and how we can help support it by learning about it.

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INGRAM
**White
Castle**
FOUNDATION


THE COLUMBUS
FOUNDATION



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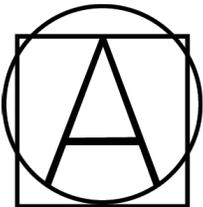
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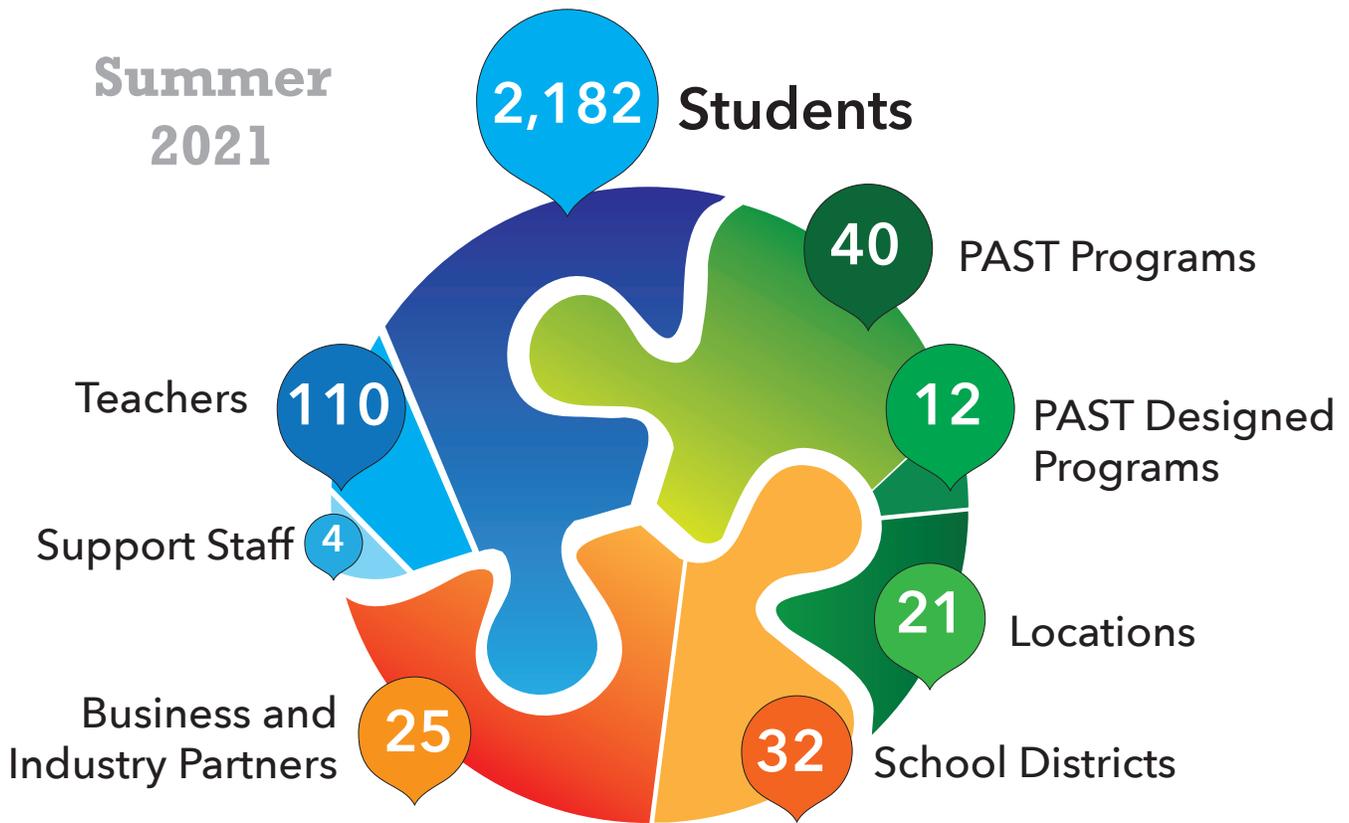
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