



High-Impact Programming

Work ED is dedicated to advancing our communities by providing access to high-impact, transformative learning opportunities for all children and families.

Our programs inspire curiosity, build confidence, and create pathways for generational growth and long-term community sustainability.

Districts that trust WorkED



Programs

We offer various types of programs to meet your district needs.

- ✓ OST Programs
- ✓ Intersession Camps
- ✓ Family Engagement

Highlights

Our programs include hands-on, engaging pathways.

- ✓ Literacy Embedded
- ✓ Standards Aligned
- ✓ ADA Recoverable
- ✓ Career Connected

*Certificated teacher provided by the district is required to be present. Not all programs qualify.

Email wendy@workED.com to learn more

Out-Of-School Time (OST) Programs

Our OST programs create engaging, hands-on experiences that spark curiosity, build confidence, and support the whole child beyond the classroom. Through creative, academic, and enrichment activities, students explore new interests while developing real-world skills.



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- OST Programs Overview
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 - Imagination Station™
 - Career Discovery
 - Esports
 - Performing Arts
 - Cybersecurity & AI

OST Programs At-A-Glance



Imagination Station™

Grades TK-2

Imaginative role-play turns learning into an interactive experience, helping children build practical skills and problem-solve.



Career Discovery*

Grades TK-12

Spark curiosity with Career Discovery, where students explore future paths through hands-on, real-world experiences.

*Embedded Literacy and Family Club Night options available



Esports

Grades 3-12

Our esports program isn't just about gaming—it's about equipping students with essential life skills and fostering teamwork.



Performing Arts

Grades TK-12

Build confidence, connection, and life skills while using movement to support physical health and emotional wellness.



Cyber & AI

Grades 6-12

These programs offer hands-on pathways in AI and cybersecurity, blending learning, ethics, certifications, and projects to prepare students for academic and professional success.

OST Programs Overview

Programs	Pathways	Grades	Standards	ADA**
Imagination Station™	- Critter Care - STEAM Squad - Community Heroes - Building Buddies - Start Up Stars	TK-2	- CCSS - NGSS - ISTE - SEL	✓
Career Discovery	- Aerial Adventures - Animal Care - Art Adventures - Be The Boss - Coding Mice - Festival Makers - Game Design - Recycle Rangers - Robotics - Storytelling - Tiny Towns - Wellness Workshop	TK-2	- CCSS - NGSS - ISTE - SEL	✓
	- Animal Rescue - Anime - Be the Boss - Cyber Safety Task Force - Drone Adventures - Future Cities - Game Design - Graphic Design - Healthcare Heroes - Party Pros - Planet Protectors - Robotics	3-5	- CCSS - NGSS - ISTE - SEL	✓
	- Ag Tech Club - Anime - Be the Boss - Cyber Defense Club - Drones and Aviation - Eco Warriors - Electrical Engineering - Experience Designers - Game Design - Graphic Design - Outbreak Ops - Space Base Builders	6-8	- CTE* - CCSS - NGSS - ISTE - SEL	✓

*CTE applicable for grades 7 to 12 only

**Certificated teacher provided by the district is required to be present.

OST Programs Overview

Programs	Pathways	Grades	Standards	ADA**
Performing Arts	- Cheerleading - Color Guard - Dance - Musical Theater	TK-12	- ISTE - SEL - VAPA	✓
Esports	- Mario Kart 8 - Minecraft - Rocket League - Super Smash Bros. Ultimate	3-12	- CCSS - NGSS - ISTE - SEL	✓
Cyber & AI	- Cyber/AI Discovery - Cyber/AI Advanced Training - Cyber/AI Pre-Apprenticeship - AI in Agriculture - AI in Climate - AI in Healthcare - AI in Logistics - Green Tech	6-12	- CTE - NIST - NICE	

*CTE applicable for grades 7 to 12 only

**Certificated teacher provided by the district is required to be present.

Imagination Station™

Pathways	Description	TK-2	3-5	6-8	9-12
Critter Care	Learners become vets and wildlife experts as they care for stuffed animals using real tools—building empathy, observation skills, and STEM understanding through play.	✓			
STEAM Squad	Young scientists blast off into hands-on adventures in robotics, space, and geology —developing critical thinking and STEM skills through imaginative exploration.	✓			
Community Heroes	Children role-play as firefighters, EMTs, and helpers—gaining empathy, teamwork, and problem-solving skills while learning how communities work.	✓			
Building Buddies	Students design and build imaginative structures as mini architects and engineers —boosting STEM, literacy, and creative thinking through hands-on construction play.	✓			
Start Up Stars	Future entrepreneurs create shops, food trucks, and products—developing math, design, and business skills through playful, real-world ventures.	✓			
Aligned Standards					
• Common Core State Standards (CCSS) • Next Generation Science Standards (NGSS) • International Society for Technology in Education (ISTE) • Social and Emotional Learning (SEL)					

Career Discovery

TK-2 Pathway	Catalog Description	3-5 Pathway	Catalog Description	6-8 Pathway	Catalog Description
Wellness Workshop	Students explore how people stay healthy, safe, calm, and ready to learn. Through playful routines and hands-on activities, they create wellness tools, comfort supports, movement challenges, and healthy habit reminders while practicing care, empathy, and communication.	Healthcare Heroes	Students create tools and mini-campaigns that help people build healthy habits. They explore movement, nutrition, rest, safety, and everyday wellness while designing messages and resources that support classmates, families, and their community.	Outbreak Ops	Students respond to a fictional public health challenge by analyzing case files, mapping patterns, identifying misinformation, and creating clear community health messages. They work like public health teams as they track evidence, make response decisions, and present a plan that helps people stay informed and prepared.
Animal Care	Students become young animal care helpers as they explore how animals live, move, eat, and stay healthy in different environments. Through creative, hands-on projects, they build habitats, investigate animal needs, and share their discoveries in an animal-themed showcase.	Animal Rescue	Students join an animal rescue team responding to animals that need care, safety, and the right environment. They investigate animal needs, build safe habitats, create care plans, and prepare for a pretend adoption event where they share how their rescue choices help animals thrive.	Ag Tech Club	Students explore how technology is changing modern farming. They use data, maps, sensors, and smart tools to make decisions about crops, water, soil, and farm systems while designing a future-ready farm plan that balances productivity, sustainability, and community needs.
Tiny Towns	Students become young builders and community designers as they create small homes, roads, parks, helper spaces, and places for people to gather. Through playful engineering challenges, they build and improve a model town while thinking about how people move, live, help, and connect.	Future Cities	Students become future city designers as they imagine how communities can be safer, smarter, and more connected. Through hands-on engineering challenges, they design buildings, transportation routes, gathering spaces, and sustainable features while thinking about how people move, live, help, and connect.	Space Base Builders	Students become space habitat designers as they plan a livable base beyond Earth. They design habitats, landing zones, research stations, survival systems, and emergency solutions while testing structures and pitching a space base that can handle extreme conditions.
Festival Makers	Students become event creators as they plan a mini community celebration with games, decorations, signs, tickets, booths, and welcoming guest experiences. They design the event pieces, practice host jobs, and bring their ideas together in a playful festival showcase.	Party Pros	Students become event planners as they design a pop-up party or community event from theme to guest experience. They create layouts, signs, schedules, welcome stations, and activity zones, then solve guest-flow problems to make the event feel organized, welcoming, and fun.	Experience Designers	Students design memorable guest experiences such as pop-ups, fan events, festivals, escape rooms, themed attractions, or destination experiences. They map the guest journey, create interactive zones, plan signage and flow, solve guest challenges, and test how people move through the experience.
Aligned Standards			ADA Recoverable		
- Career and Technical Education (CTE) (Grades 7-12 only) - Common Core State Standards (CCSS) - Next Generation Science Standards (NGSS) - International Society for Technology in Education (ISTE) - Social and Emotional Learning (SEL)			Fund recovery with real learning gains: - Every 4 hours is 1 day recovered - Up to \$760 per student recovered - SB-153 compliant - Minimal district workload		

Career Discovery

TK-2 Pathway	Catalog Description	3-5 Pathway	Catalog Description	6-8 Pathway	Catalog Description
Aerial Adventures	Students use maps, routes, clues, and mission planning to solve sky-view adventure challenges. They think like route planners and mission designers as they guide deliveries, plan paths, solve travel problems, and explore how people and supplies move from place to place.	Drone Adventures	Students explore how drones can be used for real-world missions such as delivery, mapping, filming, safety checks, and emergency response. Through hands-on planning and problem-solving challenges, they learn about flight paths, drone safety, mission design, and how aerial technology can help people solve problems.	Drones and Aviation	Students explore how drones and aviation systems support real-world work in transportation, mapping, filming, inspection, delivery, and emergency response. Through mission-planning challenges, they learn about flight safety, routes, aerial data, aviation careers, and how flying technology helps solve problems.
Recycle Rangers	Students become Earth helpers as they explore how to reduce waste, reuse materials, and care for shared spaces. Through sorting games, recycled builds, cleanup missions, and simple design challenges, they create playful solutions that help people take better care of the planet.	Planet Protectors	Students become environmental problem solvers as they investigate how communities can protect water, reduce waste, use renewable energy, improve air quality, and design greener spaces. They build and test sustainable solutions, then bring their ideas together in a future-focused environmental showcase.	Eco Warriors	Students become environmental problem solvers as they investigate energy, water, waste, climate, land use, and community resource challenges. They use evidence, maps, stakeholder needs, and prototypes to design solutions that protect natural resources while balancing real community trade-offs.
Art Adventures	Students explore color, shape, texture, and creative expression through playful art and design challenges. They make signs, patterns, characters, and visual creations while learning how artists use choices like color, lines, and images to share ideas and tell stories.	Graphic Design	Students step into the role of visual designers as they explore how line, shape, color, texture, layout, and branding help communicate ideas. Through hands-on design projects, they create visual pieces that build toward a polished presentation of their creative work.	Graphic Design	Students build a creative portfolio as they explore typography, color, layout, branding, digital illustration, and visual communication. Through hands-on design projects, they learn how designers turn ideas into bold visuals that tell a story, communicate a message, and connect with an audience.
Coding Mice	Students begin their coding journey through playful mazes, movement games, stories, and robot-style challenges. They practice sequencing, directions, patterns, and debugging as they help a coding mouse complete missions and solve problems.	Cyber Safety Task Force	Students become digital safety helpers as they learn how to spot online risks, protect personal information, and make smart choices in digital spaces. Through hands-on missions, they explore passwords, privacy, suspicious messages, and online safety scenarios while creating tools, games, and tips that help others stay safer online.	Cyber Defense Club	Students step into the role of beginning cybersecurity defenders as they learn how to protect accounts, information, and digital systems. Through hands-on missions, they explore real cyber concepts such as phishing, password strength, encryption, network safety, suspicious activity, and basic threat detection while thinking like security analysts.
Aligned Standards			ADA Recoverable		
- Career and Technical Education (CTE) (Grades 7-12 only) - Common Core State Standards (CCSS) - Next Generation Science Standards (NGSS) - International Society for Technology in Education (ISTE) - Social and Emotional Learning (SEL)			Fund recovery with real learning gains: - Every 4 hours is 1 day recovered - Up to \$760 per student recovered - SB-153 compliant - Minimal district workload		

Career Discovery

TK-2 Pathway	Catalog Description	3-5 Pathway	Catalog Description	6-8 Pathway	Catalog Description
Storytelling	Students become storytellers as they create characters, settings, scenes, dialogue, and story worlds. Through puppets, picture books, comics, podcasts, and other creative formats, they build confidence sharing original stories with classmates.	Anime	Students enter the world of anime creation as they design original characters, develop visual stories, and explore the creative choices behind animated worlds. Through drawing, storytelling, character design, sound, and display projects, they prepare to share their work in an anime-inspired showcase.	Anime	Students become artists, storytellers, and animators as they create original anime-inspired characters and visual worlds. They develop backstories, experiment with digital and hands-on design techniques, and build creative pieces that bring their stories, characters, and style choices to life.
Be The Boss	Students become mini entrepreneurs as they imagine, design, and launch playful business ideas. They create products, logos, signs, displays, and simple sales plans while practicing creativity, teamwork, communication, and problem-solving.	Be the Boss	Students become young entrepreneurs as they invent products, design brands, solve customer problems, and prepare business ideas to share with others. They practice creativity, teamwork, communication, and decision-making while building the confidence to think like a boss.	Be the Boss	Students become entrepreneurs as they invent products, build brands, study customers, make business decisions, and prepare pitches for their ideas. Along the way, they practice marketing, money management, teamwork, communication, and the confidence to think like a business owner.
Game Design	Students become young game designers as they create characters, worlds, challenges, and rules for original games. Through hands-on design activities, they build storytelling, problem-solving, and collaboration skills while preparing to share their game ideas with others.	Game Design	Students step into real game design roles as they create characters, worlds, maps, rules, challenges, and player experiences. Through hands-on design activities, they build an original game concept and prepare to showcase their work in a game expo-style presentation.	Game Design	Students step into the role of game designers as they explore genres, characters, mechanics, worlds, and player experience. They move from concept to prototype and pitch, using creativity, logic, feedback, and collaboration to design games that are engaging and playable.
Robotics	Students become young robotics engineers as they build, test, and improve simple robots and moving creations. Through hands-on challenges, they explore movement, push-and-pull forces, mechanical parts, and problem-solving as they bring their creations to life.	Robotics	Students become robotics engineers as they build, test, and improve robotic creations. Through hands-on challenges, they explore mechanical systems, movement, gears, motors, and problem-solving while designing features that bring their robots to life.	Electrical Engineering	Students get hands-on with circuits, conductive materials, invention, and interactive design. Using tools like Makey Makey-style inputs, they turn everyday objects into digital controls, build musical instruments or game controllers, test and debug designs, and present an original invention.
Aligned Standards			ADA Recoverable		
- Career and Technical Education (CTE) (Grades 7-12 only) - Common Core State Standards (CCSS) - Next Generation Science Standards (NGSS) - International Society for Technology in Education (ISTE) - Social and Emotional Learning (SEL)			Fund recovery with real learning gains: - Every 4 hours is 1 day recovered - Up to \$760 per student recovered - SB-153 compliant - Minimal district workload		

Esports

Pathways*	Description	TK-2	3-5	6-8	9-12
Mario Kart 8	Students refine their racing skills by mastering drifting, boost management, and strategic decision-making to keep them in the lead.		✓	✓	✓
Minecraft	Students collaborate on competitive design challenges that test creativity, teamwork, and quick movements.		✓	✓	✓
Rocket League	Students build precision by learning to control the game's physics system and applying advanced positioning in fast-paced matches.		✓	✓	✓
Smash Bros Ultimate	Students develop competitive skills by selecting a main character, honing their abilities, and practicing adaptive strategy to overpower their opponent.		✓	✓	✓
Aligned Standards		ADA Recoverable			
- Career and Technical Education (CTE) (Grades 7-12 only) - Common Core State Standards (CCSS) - Next Generation Science Standards (NGSS) - International Society for Technology in Education (ISTE) - Social and Emotional Learning (SEL)		Fund recovery with real learning gains: - Every 4 hours is 1 day recovered - Up to \$760 per student recovered - SB-153 compliant - Minimal district workload - Certificated teacher provided by the district is required to be present			

*Each game comes with a dedicated curriculum that guides players from beginner basics to advanced strategies, helping them understand what it takes to practice, improve, and compete like a pro.

Performing Arts

Pathways*	Description	TK-2	3-5	6-8	9-12
Enrichment Dance and Musical Theater	Led by expert dance coaches skilled in various genres, our tailored lesson plans focus on dance literacy, techniques, and terminology. Disciplines include: - Ballet - Cheer - Commercial Acting - Contemporary and Modern - Folklorico - Hip-Hop - Jazz - Lyrical - Musical Theater - Polynesian	✓	✓	✓	✓
Specialty Cheerleading	This program bridges physical fitness with soft skills development, offering students a unique platform to build confidence, communication, and teamwork—all while igniting school spirit and community pride. Program includes: 3-Day Cheer Clinic & Tryouts 4- to 5-Day Intensive Training - Year Round Team Training - CIF Competition Training	✓	✓	✓	✓
Specialty Color Guard	We introduce students to equipment handling, winterguard, parade routines, and field shows—building fitness, teamwork, and school spirit through expert-led, safety-focused lessons that enhance your visual and performing arts offerings. - Culminating Event Preparation - Sports Event Preparation - Parade Preparation	✓	✓	✓	✓
Aligned Standards		ADA Recoverable			
- International Society for Technology in Education (ISTE) - Social and Emotional Learning (SEL) - Visual and Performing Arts (VAPA)		Fund recovery with real learning gains: - Every 4 hours is 1 day recovered - Up to \$760 per student recovered - SB-153 compliant - Minimal district workload - Certificated teacher provided by the district is required to be present			

Cybersecurity & AI

Pathway	Programs	Description	6-8	9-12
Discovery Entry-level programs spark curiosity and build foundational knowledge	Cybersecurity	An accessible, no-experience-required program that builds foundational cybersecurity knowledge through hands-on exercises, including a “Secure the System” challenge and an introduction to AI in cybersecurity.	✓	✓
	AI	The AI Discovery Program introduces machine learning fundamentals, explores ethical considerations in AI, and builds foundational literacy through hands-on projects.	✓	✓
Advanced Training Intensive exploration with professional-grade tools and complex scenarios	Cybersecurity	An intensive program for grades 10+ combining advanced cybersecurity exploration with multi-day crisis simulations that prepare students for real-world challenges.	✓	✓
	AI • Agriculture • Clean Energy • Healthcare • Manufacturing • Transportation • Critical Infrastructure	This externship offers specialized tracks in entrepreneurship, logistics, green energy, and agriculture, applying AI to real-world innovation and sustainable solutions.	✓	✓
Pre-Apprenticeship 200-hour capstone programs bridging learning to professional practice	Cybersecurity	A 6-week boot camp, industry-led projects, certification preparation, and career launch support to prepare students for junior security analyst roles or university pathways.	✓	✓
	AI	Builds advanced Python and deep learning skills, prepares students for AI, machine learning, or data science careers, and readies them for AWS Machine Learning and Google AI Essentials certifications.	✓	✓
Aligned Standards		Partners		
• Career and Technical Education standards (CTE) • NIST Core Functions • NICE Cybersecurity Framework 		   		

Securing Future Pathways

Core Component	Description
FOR STUDENTS Cyber Masterminds Students engage in immersive scenarios based on CISA 16 critical infrastructure sectors.	• Real-World Scenarios: Hospital ransomware crisis and power grid defense simulations • Team Collaboration: Students work together to solve critical infrastructure challenges • Ethical Foundation: Students sign ACM Code of Ethics, emphasizing responsible cybersecurity • Microcredentials: Recognition for completed challenges and demonstrated competencies
FOR EDUCATORS Cyber Accelerators Professional development for educators with hands-on labs and industry insights.	• Teacher Training: Co-teaching approach helps school staff manage programs independently • Building Capacity: Empowering educators creates lasting impact within institutions • Comprehensive Support: Technical training, lesson plans, and industry mentor matching
REGIONAL COMPETITIONS Cyber Summits Premier events like Mayor's Cup with escape room and capture the flag scenarios.	A premier regional cybersecurity competition that bridges the gap between education and industry, providing real-world, work-based learning. This cornerstone event builds on skills from our Cyber Masterminds Program and is designed to empower students, accelerate learning, and foster career readiness. • Equip students with the skills and experiences • Accelerate Student Learning • Foster Career Readiness

Our streamlined cyber education suite is designed for easy, fast implementation, and can supplement or become a comprehensive cyber pathway for your classroom, school, or district. This agile initiative builds on existing curriculum and app technology with three integrated components.

Interession Camps

With minimal district workload, our high-impact camp programs are completely managed by Work ED staff, can be adapted to various interession lengths, and encourage attendance through high- impact programs. Plus, many are compliant for Attendance Recovery* funds! Our TK-12 camp programs offer students opportunities to explore curiosities, develop skills, and discover careers.



Section Contents

- Camps At-A-Glance
- Program Summaries & Learning Outcomes

Camps At-A-Glance



Anime Adventures

Animation | Grades 3-8

Creative media instruction guides learners through the process of developing original anime-inspired stories. Emphasis is placed on character design, visual storytelling, digital manga creation, and introductory animation techniques. The camp supports artistic expression, narrative development, and design thinking from initial sketch to finished screen-based work.



Career Quest

Career Discovery | Grades TK-2

A flexible career exploration experience where young learners step into hands-on worlds like a Fashion Studio, Airport, Health Clinic, Movie Set, Robot Lab, Restaurant, and more. Through playful challenges, role-play, design activities, and career badges, students explore CTE-aligned pathways including arts, healthcare, technology, construction, hospitality, agriculture, and public service.

- Restaurant
- Doctor Office
- Health Clinic
- Movie Set
- Rescue Base
- Delivery Hub
- Airport
- Build Site
- Farm
- Robot Lab
- National Park
- Fashion Studio
- Animation Studio
- Music Studio
- Gamer Studio
- Art Gallery
- Toy Design Lab
- Publishing House
- Photography Studio
- Theater Stage
- Advertising Agency
- Garden Center



Center Stage

VAPA (Visual and Performing Arts) | Grades TK-12 *

Jump into the fun world performing arts! Students learn energizing routines, chants, teamwork, and performance skills while building confidence and school spirit. From simple moves for young learners to more advanced routines for older students, everyone gets a chance to shine and feel proud.



Design Dojo

Graphic Design | Grades 3-8

Bold visuals come to life as typography, color, branding, and digital illustration are used to create eye-catching designs. Through hands-on projects, creativity turns into visual stories that communicate ideas in powerful ways.



Game Lab

Game Design | Grades 3-8

Creative ideas come to life as video games are designed and prototyped from the ground up. Characters, game mechanics, and immersive worlds are built while learners explore how storytelling, design, and gameplay connect. The experience strengthens creativity, collaboration, and problem-solving skills.

* This camp does not meet requirements for ADA Recovery.



Power Up

Esports | Grades 3-8*

Teams are built from the ground up as participants tackle fast-paced challenges that strengthen communication, strategy, and adaptability. Guided gameplay then helps players level up, transforming casual play into confident, competitive performance.



Spark Tank

Entrepreneurship | Grades 3-8

Turning big ideas into real-world creations is the focus of this camp. Campers invent products, build brands, and design business plans while learning the basics of marketing, money management, and teamwork. Through hands-on activities and creative challenges, students practice problem-solving, communication, and confidence as they pitch their ideas and think like young entrepreneurs.



Sumobot Showdown

Robotics | Grades 7-12

Robots are built, programmed, and tested before facing off in exciting sumo-style tournaments. Through hands-on engineering and friendly competition, participants learn problem-solving, strategy, and teamwork while refining their designs.

Imagination Station™

Grades TK-2



Building Buddies

Students design and build imaginative structures as mini architects and engineers—boosting STEM, literacy, and creative thinking through hands-on construction play.



Community Heroes

Children role-play as firefighters, EMTs, and helpers—gaining empathy, teamwork, and problem-solving skills while learning how communities work.



Critter Care

Learners become vets and wildlife experts as they care for stuffed animals using real tools—building empathy, observation skills, and STEM understanding through play.



Start Up Stars

Future entrepreneurs create shops, food trucks, and products—developing math, design, and business skills through playful, real-world ventures.



STEAM Squad

Young scientists blast off into hands-on adventures in robotics, space, and oceanography—developing critical thinking and STEAM skills through imaginative exploration.

* This camp does not meet requirements for ADA Recovery.

Camp Program Summaries & Learning Outcomes

Anime Adventures | Animation

Grades 3-5

Visual storytelling camp where students act as anime artists from day one. Students repair broken scenes, strengthen characters, and improve story clarity using pose, emotion, movement, and layout. Work is physical, public, and revised collaboratively through repeated test-and-improve cycles rather than worksheets.

Learning Outcomes

Improve visual storytelling; explain visual choices; revise using feedback; express ideas through art.

Why this Camp fits ELOP Priorities

Supports creativity, collaboration, and student voice in a supportive, low-pressure environment.

Grades 6-8

Anime production camp where students operate as a studio, creating, revising, and finalizing scenes under shared constraints. Beginning from a common cold open, students test clarity, motion, pacing, and genre, then revise and lock a final cut while explaining key creative choices.

Learning Outcomes

Use motion and timing to convey the story; improve clarity through review; explain creative choices.

Why this Camp fits ELOP Priorities

Creative enrichment supporting perseverance, collaboration, and expressive confidence.

Career Quest | Career Discovery

Grades TK-2

Career Quest Camp is a flexible, mix-and-match career exploration camp where young learners step into playful career-inspired spaces. Students might visit a Fashion Studio, Airport, Health Clinic, Movie Set, Garden Center, Robot Lab, Rescue Base, Restaurant, Delivery Hub, Build Site, and more. Each experience includes a simple problem to solve, a hands-on build or design activity, a role-play scenario, a share-out, and a career badge. Career Quest Camp introduces students to a wide range of CTE-aligned pathways, including arts and design, healthcare, transportation, agriculture, public service, construction, manufacturing, digital technology, hospitality, and natural resources.

- Restaurant
- Doctor Office
- Health Clinic
- Movie Set
- Rescue Base
- Delivery Hub
- Airport
- Build Site
- Farm
- Robot Lab
- National Park
- Fashion Studio
- Animation Studio
- Music Studio
- Gamer Studio
- Art Gallery
- Toy Design Lab
- Publishing House
- Photography Studio
- Theater Stage
- Advertising Agency
- Garden Center

Center Stage | VAPA

Grades TK-12

Jump into the fun world of performing arts! Students learn energizing routines, chants, teamwork, and performance skills while building confidence and school spirit. From simple moves for young learners to more advanced routines for older students, everyone gets a chance to shine and feel proud.

TK-12 Center Stage is a high-engagement enrichment program that blends physical fitness, artistic expression, teamwork, and confidence-building through age-appropriate VAPA instruction. The program supports whole-child development by fostering communication skills, leadership habits, and positive peer interactions while introducing students to the athletic and performance aspects of cheer.

Across the program, students learn foundational movement patterns, safe practice habits, cheers and chants, beginner choreography, and performance etiquette. Sessions include dynamic warm-ups, rhythm and coordination games, group routines, and structured practice that build confidence, body control, and expressive movement. Lessons emphasize collaboration, self-regulation, and the ability to stay focused while working toward shared performance goals.

Learning Outcomes

By completion, students will be able to:

- Demonstrate improved coordination, timing, and expressive movement
- Apply safe movement practices and follow structured routines
- Collaborate effectively and model positive sportsmanship
- Encourage peers and participate in inclusive group performances
- Understand introductory pathways in cheer, dance, sports, and performance industries

Why this Camp fits ELOP Priorities

Center Stage aligns with ELOP outcomes by offering:

- Whole-child development through movement, expression, and teamwork
- SEL growth in communication, collaboration, and self-regulation
- Creative and artistic engagement accessible to TK-12 learners
- Leadership opportunities that strengthen confidence and responsibility
- High engagement and inclusive routines where all students can shine
- Clear, observable growth in teamwork, discipline, and expressive movement

Design Dojo | Graphic Design

Grades 3-5

Design Dojo is an exciting graphic design camp where students learn by making, testing, and fixing bold visuals. Students use shape, color, and movement to create large-scale designs, check whether visuals communicate clearly from across the room, and revise quickly under playful constraints. Learning focuses on clarity, impact, and visual communication through fast, hands-on design cycles.

Learning Outcomes

Identify strong visuals; use color and contrast; create readable symbols; apply simple design rules.

Why this Camp fits ELOP Priorities

Arts-based enrichment builds creativity, confidence, and collaboration in inclusive ELOP settings.

Grades 6-8

Fast-paced graphic design studio where students fix and remix visuals that must communicate instantly. Students test hierarchy, layout, color, and icon-based communication with real viewers, revise based on feedback, and lock final designs for display.

Learning Outcomes

Improve clarity using layout and color; communicate with symbols; revise based on reactions.

Why this Camp fits ELOP Priorities

Hands-on arts enrichment builds visual literacy, confidence, and collaboration.

Game Lab | Game Design

Grades 3-5

Video game design camp where students move from physical level building to digital creation, testing, and revising games through shared play.

Learning Outcomes

Design playable levels; explain obstacle effects; balance difficulty and fun; improve games using feedback.

Why this Camp fits ELOP Priorities

High-interest enrichment supporting collaboration, persistence, and problem-solving with accessible entry points.

Grades 6-8

Studio-style game design camp where students build, playtest, revise, and finalize playable games through fast design cycles. Using physical building before digital tools, students focus on mechanics, balance, and player experience. Teams gather playtest feedback, make focused design decisions, and explain how changes improve gameplay before locking final versions

Learning Outcomes

Design games with clear mechanics; analyze fun and fairness; revise using feedback; explain choices.

Why this Camp fits ELOP Priorities

Engaging enrichment, encouraging persistence, and critical thinking with accessible entry points.

Power Up | Esports

Grades 3-8

Teams are built from the ground up as participants tackle fast-paced challenges that strengthen communication, strategy, and adaptability. Guided gameplay then helps players level up, transforming casual play into confident, competitive performance. During Esports Sessions (using Super Smash Bros and/or Mario Kart in structured, supervised play) teachers support students in practicing communication, turn-taking, and healthy competition.

Learning Outcomes

- **Game Basics:** movement, items, driving lines, spacing, and staying aware
- **Safe & Fair Play:** taking turns, sharing controllers, and being good sports
- **Simple Strategy:** choosing items wisely, timing boosts, and paying attention to the stage/track
- **Friendly Competitions:** short matches, time trials, and fun team challenges

Why this Camp fits ELOP Priorities

- **High Engagement:** Esports is highly motivating for 3-8 graders
- **Whole-Child Development:** Blends SEL, teamwork, and problem-solving.
- **Healthy Habits:** Reinforces breaks, movement, and screen-time balance.
- **Safe, Supportive Environment:** Clear routines, positive behavior expectations, and structured play.
- **Authentic Demonstration:** Students show growth through friendly matches and movement routines.

Spark Tank | Entrepreneurship

Grades 3-5

Invention and creativity camp where students act as kid inventors, rapidly building and improving solutions to everyday problems through fast build-test cycles.

Learning Outcomes

Design and test multiple solutions; improve ideas through iteration; explain inventions clearly; make simple usability tradeoffs.

Why this Camp fits ELOP Priorities

Centers student voice, creativity, and hands-on enrichment in a joyful, low-pressure ELOP environment.

Grades 6-8

A startup and pitch lab where students work in teams to solve real-world problems through rapid design, testing, and revision cycles. Students prototype solutions, gather peer feedback, make intentional tradeoffs, and refine ideas before communicating value through short, structured pitches. Emphasis is placed on iteration, collaboration, and explaining design decisions clearly.

Learning Outcomes

Design and improve solutions; apply user feedback; make tradeoffs; communicate ideas clearly.

Why this Camp fits ELOP Priorities

Real-world enrichment builds confidence, communication, and collaboration for ELOP learners.

Sumobot Showdown | Robotics

Grades 7-12

Robots are built, programmed, and tested before facing off in exciting sumo-style tournaments. Through hands-on engineering and friendly competition, participants learn problem-solving, strategy, and teamwork while refining their designs.

Sumo Bots Camp is a robotics and engineering program for grades 7-12 that immerses students in hands-on STEM learning through the design, construction, coding, and testing of competitive “sumo-style” robots. Aligned to ELOP goals of high-engagement enrichment and 21st-century skill development, the camp culminates in a lively Sumo Showdown Competition where students demonstrate strategy, teamwork, and robot performance.

The camp follows ten mission-based lessons, guiding students from Micro:bit fundamentals through mechanical design, wireless control, and autonomous robot coding. Through design sprints, scrimmages, and iterative testing, students apply authentic engineering practices—prototyping, debugging, and optimization—while collaborating in teams and building resilience. The experience culminates in a Sumo Celebration, where students showcase their robots for peers and families. In addition to technical STEM skills, the program intentionally builds college and career readiness. Students explore pathways related to engineering, robotics, computer science, automation, and design thinking, connecting learning to California CTE sectors such as Engineering & Architecture, Information & Communication Technologies, and Advanced Manufacturing. The hands-on format supports diverse learning styles and provides accessible exposure to real-world STEM careers.

Learning Outcomes

- Construct and program micro: bit robots
- Build and troubleshoot a wireless controller
- Use radio communication between devices
- Code and refine autonomous sumo behaviors
- Apply iterative design strategies during prototyping
- Communicate strategies and evaluate robot effectiveness
- Work collaboratively toward a shared design goal

Why this Camp fits ELOP Priorities

- **Daily high engagement:** Robotics, competitions, and hands-on builds drive attendance.
- **Real-world skills:** Students practice critical thinking, collaboration, communication, and digital literacy.
- **Safe and inclusive:** Team structures foster belonging; the final competition builds confidence.
- **Preparedness for future learning:** Skills connect to middle and high school STEM pathways and career exploration.

Imagination Station™ | Building Buddies

Grades TK-2

Students design and build imaginative structures as mini architects and engineers—boosting STEM, literacy, and creative thinking through hands-on construction play.

Students act as young builders, engineers, and problem-solvers using safe, hands-on materials such as blocks, connectors, cardboard, foam, and simple tools. Daily experiences may include:

- Designing and building towers, bridges, playgrounds, roads, houses, and tiny cities
- Exploring simple machines (ramps, levers, pulleys) through guided play
- Working in teams to solve mini “construction missions.”
- Using shape, size, pattern, and stability concepts to strengthen early math thinking
- Engaging in free-build exploration that encourages creativity and confidence

Whole-Child, SEL-Focused Design

Building Buddies nurtures social-emotional development through:

- Consistent collaboration and turn-taking
- Safe problem-solving with peers
- Confidence-building movement and construction successes
- Students experience pride, belonging, and joy as they see their ideas take shape physically and creatively.

Learning Outcomes

- Build simple structures and explain their ideas using early STEM vocabulary
- Work cooperatively in teams and share tools and materials safely
- Follow multi-step directions tied to building
- Use imaginative play to bring constructed environments to life
- Express creativity through both building

Why this Camp fits ELOP Priorities

- High engagement for young learners through hands-on building
- Whole-child development blends cognitive, physical, creative, and social skills
- Hands-on learning aligned to early math and engineering thinking
- Safe, inclusive environment with structured group play and imaginative storytelling

Imagination Station™ | Critter Care

Grades TK-2

Learners become vets and wildlife experts as they care for stuffed animals using real tools—building empathy, observation skills, and STEM understanding through play.

Students begin the week as young veterinarians exploring the needs of different animals, then gradually shift into creative business owners who design and run their own pretend shops.

Students move through a sequence of five animal-themed adventures, Wildlife Center, Farm Day, Marine Hospital, Reptile Zoo, and Pet Clinic, where they help creatures of all kinds through hands-on storytelling and guided exploration. They observe textures, sounds, habitats, and movements while practicing empathy, communication, and gentle problem-solving. Each day invites students to care, comfort, sort, compare, and imagine, building a foundation of responsibility and early science understanding.

Learning Outcomes

- Engage in multi-day imaginative play across adventures
- Practice early science skills through observation, sorting, comparing, and gentle problem-solving
- Demonstrate empathy and responsibility through animal-care role-play
- Collaborate with peers, share materials, communicate needs, and take turns
- Showcase their animal-care learning and their Start Up Stars creations with confidence

Why this Camp fits ELOP Priorities

- **Highly engaging:** Animals and pretend play motivate TK-2 learners.
- **Whole-child development:** Blends SEL, movement, early science, creativity, and communication.
- **Hands-on & sensory-rich:** Students explore materials, build environments, sort items, and design creations daily.
- **Safe and supportive:** Imagination Station routines create predictability and emotional safety for young learners.
- **Authentic demonstration:** Students share their Critter Care experiences with peers and staff.

Imagination Station™ | Community Heroes

Grades TK-2

Children role-play as firefighters, EMTs, and helpers—gaining empathy, teamwork, and problem-solving skills while learning how communities work.

Students meet the people who keep our communities safe, clean, healthy, and connected. They sort real and pretend packages like mail carriers, race through rescue missions like firefighters and EMTs, and explore the tools community helpers use. Each role highlights cooperation, communication, responsibility, and caring for others.

Across all experiences, students use their bodies, voices, minds, and hands to step into different uniforms and imagine themselves as heroes, helpers, and innovators. Each adventure includes movement, building, creating, and joyful problem-solving, helping students build confidence and curiosity through accessible, developmentally appropriate challenges.

Learning Outcomes

- Explore a variety of helper, maker, scientist, and community roles through imaginative play
- Use early engineering and STEAM thinking through building, designing, sorting, coding, and testing
- Practice communication, collaboration, and teamwork
- Strengthen fine-motor and gross-motor skills through hands-on creation and movement missions
- Use early vocabulary connected to careers, tools, and problem-solving
- Express confidence and curiosity while trying new roles and responsibilities

Why this Camp fits ELOP Priorities

- **High engagement:** Students love exploring helpers, heroes, animals, robots, and science play.
- **Whole-child learning:** Integrates SEL, creativity, movement, early STEM, and role-play.
- **Hands-on & meaningful:** Strong alignment to TK-2 developmental needs: building, exploring, testing, storytelling.
- **Safe & supportive:** Imagination Station routines build confidence, agency, and belonging.
- **Authentic demonstration:** Students share inventions, complete missions, and “be the hero” in joyful end-of-day celebrations.

Imagination Station™ | Start Up Stars

Grades TK-2

Future entrepreneurs create shops, food trucks, and products—developing math, design, and business skills through playful, real-world ventures.

Students explore five adventures: Ruff & Fluff Spa, Food Truck Fun, Farmers Market Booth, Sweet Success Stand, and Fun Factory, each designed to introduce early entrepreneurial thinking through hands-on play. Students design pretend products, set up mini shops, choose roles, create simple branding, and offer friendly “customer service.” Whether they’re operating a market booth, running a bakery stand, designing a mini indoor playground, or building a food truck, students express creativity through color, texture, storytelling, sorting, building, and imaginative decision-making.

Learning Outcomes

- Engage in multi-day imaginative play across adventures
- Practice early science skills through observation, sorting, comparing, and gentle problem-solving
- Explore foundational entrepreneurial concepts through pretend shops and creative decision-making
- Use art, building, and sensory materials to design spaces, products, and playful business ideas
- Collaborate with peers, share materials, communicate needs, and take turns
- Showcase their Start Up Stars creations with confidence

Why this Camp fits ELOP Priorities

- **Highly engaging:** Kid-created shops strongly motivate TK-2 learners.
- **Whole-child development:** Blends SEL, movement, early science, creativity, communication, and foundational entrepreneurship.
- **Hands-on & sensory-rich:** Students explore materials, build environments, sort items, and design creations daily.
- **Safe and supportive:** Imagination Station routines create predictability and emotional safety for young learners.
- **Authentic demonstration:** Students “open” their Start Up Stars shops for peers and staff.

Grades TK-2

Young scientists blast off into hands-on adventures in robotics, space, and geology—developing critical thinking and STEM skills through imaginative exploration.

Students rotate through playful STEAM-inspired roles. They might dig for dinosaur fossils like paleontologists, design islands like geographers, explore the ocean like marine scientists, or build inventions in the Tinker Lab. They will code friendly robots, construct simple machines, or blast off as astronauts. These adventures give students opportunities to explore cause and effect, patterns, early coding, building, sorting, and scientific observation in ways that feel like play.

Across all experiences, students use their bodies, voices, minds, and hands to step into different uniforms and imagine themselves as heroes, helpers, and innovators. Each adventure includes movement, building, creating, and joyful problem-solving, helping students build confidence and curiosity through accessible, developmentally appropriate challenges.

Learning Outcomes

- Explore a variety of helper, maker, scientist, and community roles through imaginative play
- Use early engineering and STEAM thinking through building, designing, sorting, coding, and testing
- Practice communication, collaboration, and teamwork
- Strengthen fine-motor and gross-motor skills through hands-on creation and movement missions
- Use early vocabulary connected to careers, tools, and problem-solving
- Express confidence and curiosity while trying new roles and responsibilities

Why this Camp fits ELOP Priorities

- **High engagement:** Students love exploring helpers, heroes, animals, robots, and science play.
- **Whole-child learning:** Integrates SEL, creativity, movement, early STEM, and role-play.
- **Hands-on & meaningful:** Strong alignment to TK-2 developmental needs: building, exploring, testing, storytelling.
- **Safe & supportive:** Imagination Station routines build confidence, agency, and belonging.
- **Authentic demonstration:** Students share inventions, complete missions, and “be the hero” in joyful end-of-day celebrations.

Family Engagement

Strengthening communities through family experiences. Bringing communities together through meaningful activities and hands-on experiences that strengthen connection and inspire growth



FutureFest

Grades TK-2, 3-8

Students and their families will have the opportunity to discover new careers, and create hands-on projects at each booth.



Themed Club Night

Grades TK-2, 3-8

Communities come together for a fun and meaningful way to connect—learning and creating side by side.



Performance Showcase

Grades TK-12

A culminating event to showcase to their families the learning and discovery students experienced during our programs.

Email wendy@workED.com to learn more