

Aug. 1-5, 2016:  
Grades 4-6  
Aug. 8-12, 2016:  
Grades 7-9

# Brainia Mania 2016

Cost:  
\$250



Logo design by  
Seamus Jennings

**Brainia Mania =**  
interactive and educational camp  
for bright & talented kids in  
Grades 4-6 (Aug. 1-5) or Grades 7-9 (Aug. 8-12)  
Monday – Friday, 8 am – 5pm



Held at Great Falls College MSU, 2100 16<sup>th</sup> Ave South



To apply online or for the application, please visit:  
<http://www.surveygizmo.com/s3/2643904/BM2016>



For more information go online  
<http://www.gfcmsu.edu/lifelonglearning/brainiamania.html>  
or call: 406.268.3734

**Brainia Mania** is presented by:



**GREAT FALLS  
COLLEGE**  
MONTANA STATE  
UNIVERSITY





# WORKSHOP DESCRIPTIONS

## Week 1: Aug. 1-5 (Grades 4-6)

### **Haven, Instructor: Summer Red**

Are you brave enough for HAVEN? Learn about budgeting, depreciation, and risk assessment as you travel between the plague ridden town of Nightcap and the safety of Haven. Along the way you'll battle zombies, ghosts and werewolves, but with smart decision-making, you'll reach your destination with enough money to start a new life!

### **Fun with Tipis, Instructors: Katie Hurin & Jolena Hinchman**

Ever wondered how to construct a tipi? The plains tipi is a feat of engineering, perfected over thousands of years. This mini-course will include history, exploration of tipi materials and participants will learn the engineering design and art of raising a tipi.

### **Geometry & the Art of Origami, Instructor: Holly Kincaid**

Participants will explore transformational geometry beginning with the use of hands and motion to understand concepts intellectually as well as tactilely. Come prepared to be challenged, to laugh and play with mathematics. Participants will leave with several origami models in hand!

### **Building a Webpage, Instructor: Carli Cockrell**

The digital world is constantly changing, and you are a part of that change! Designing websites and learning to code has never been easier. You will select a topic of interest to teach others about, gather information, and then design a website users can access to learn about your chosen topic. We will use a variety of programs, such as Code Academy, Dream Weaver, and Adobe Products.

### **Sign Language, Instructor: Alissa Kline**

Learning another language opens up a world of opportunities and experiences. You will learn the basics of American Sign Language so you can carry on a simple conversation with Deaf and Hard-of-Hearing people. What a great chance to bridge the language barrier and meet new friends!

### **Climb to New Heights, Instructors: Hi-Line Climbing**

Rock climbing teaches creativity and problem solving through physical exertion scaling vertical walls. Physicality and force are only part of the equation as climbers navigate through dead ends, tip toe across balance moves and swing past deceptive holds to make it to the top of the climbing wall. Rock climbing is proven to stimulate the mind and body as it focuses on simple yet motivating tasks.

## Week 2: Aug. 8-12 (Grades 7-9)

### **Haven, Instructor: Summer Red**

See the description under Week 1

### **Fun with Tipis, Instructors: Katie Hurin & Jolena Hinchman**

See the description under Week 1.

### **Geometric Design Using SketchUP, Instructor: Holly Kincaid**

Bring geometry to life with SketchUp. Students will construct several 3D models (tetrahedrons, cubes, dodecahedrons, etc.). Also, participants will take their knowledge to build a real life model using origami. This is a great experience for you to challenge your brains and learn high school Geometry concepts.

### **Building a Webpage, Instructor: Carli Cockrell**

See the description under Week 1.

### **Statistics & Probability, Instructor: Tom Oakberg**

Participants will participate in fun, hands-on activities designed to illustrate the fundamental concepts of probability and statistics. Topics include: probability of games, sports statistics, and the accuracy (or lack thereof) of political polling data. Students will also learn how to use technology such as calculators and computers to create graphs and perform basic statistical analysis.

### **Climb to new Heights, Instructors: Hi-Line Climbing**

See the description under Week 1.

### **Biology @ the Fish Hatchery, Instructors: Bruce Auchly & Team**

This workshop will include several activities that will explore the application of science and math used at the fish hatchery such as collecting environmental data, the usage of electro fishing gear, and fish anatomy.

### **Geocaching, Instructor: Christi Kenter**

Want to learn something FUN that you can do everywhere you go in the WORLD? Geocaching is just that – a fun activity your whole family can take part in anywhere and everywhere you go. It is the modern version of treasure-hunting using your GPS to find geocaches placed by others for people to find. You will learn the history, lingo, and howto's of geocaching, plus, you'll get to create a geocache of your own for others to find!

