



Pacific Northern Academy

## Create Academy Summer 2026

Sign up your camper with the grade they will be entering in fall 2026.

Week 1  
June 1-5

### **TECH GIRLS: Coding**

Grades: 5-8

\$430

Explore a universe, score a goal, bust a move — there are so many ways to try computer science! Get started coding today using Blockly, a drag and drop block-based coding language which can help you transition to JavaScript. Create your own drawings, games, stories, and so much more.

### **Outdoor Skills: Adventure and Survival**

Grades: K-6

\$430

Practice wilderness first aid skills and all the dos and don'ts of camping in Alaska. Learn how to set up a tent, pack a backpack, tie a knot, plan and make campfire meals, roast a marshmallow— all the skills you need to become a true outdoors-person. A guest speaker from Alaska Mountain Rescue Group will share stories of mountain rescues and outdoor skills.

### **LEGO® Spike Essential: Beginner**

Grades: 1-3

\$430 +\$15 Tech Fee

Build robots that spin, push, or respond to sound. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks like moving vehicles with sounds and lights. Campers will use LEGO® Education Spike Essential kits.

*Beginner camps are designed for students who are **new or have little experience** with LEGO® Spike Essential robotics and are an introduction to coding using motors and basic sensors. Limit of two robotics camps per camper.*

### **LEGO® SPIKE Prime Robotics: Beginner**

Grades: 4-8

\$430 + \$15 Tech Fee

Build robots that move, spin, push, light up and make sounds. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks. Projects change each week. Students will use LEGO® SPIKE PRIME kits.

*Beginner camps are designed for students who are **new to or have little experience** with LEGO® SPIKE Prime robotics and are an introduction to movement and basic sensors. Limit of two robotics camps per camper.*

## **Week 2**

**June 8-12**

### **\*NEW**

#### **Engineering Challenges: Circuit Projects and more**

Grades: 5-8

\$430 + \$10 Engineering Supplies Fee

This hands-on week of camp will involve problem solving, skill building, and deep thinking to ignite a love for engineering and technology. This week will include a variety of engineering challenges and specifically circuit projects. We can't wait to see what you come up with!

### **\*NEW**

#### **Japanese Cuisine: Cooking week**

Grades: 3-6

\$430 + \$10 Cooking Fee

A hands-on learning experience where children prepare food and learn about nutrition, health, and Japanese culture. For students who want to learn Japanese recipes, enjoy cooking, like trying new foods and working with others.

### **Cardboard Creations**

Grades: K-2

\$430

What could you make out of cardboard? Think 3D artwork, masks, mobiles, sculptures...the possibilities are endless! Join us for a creative week of building (almost) anything that you can

think of using cardboard. Students will be given project options and ideas to make their own cardboard masterpieces.

### **LEGO® Spike Essential Robotics: Intermediate/Advanced**

Grades: 1-3

\$430 + \$15 Tech Fee

Build robots that spin, push, or respond to sound. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks like moving vehicles with sounds and lights. Campers will use LEGO® Education Spike Essential kits.

*Intermediate/Advanced camps are for students who have experience with LEGO® Spike Essential robotics. Emphasis is placed on solving complex tasks and creating their own designs.*

### **LEGO® SPIKE Prime Robotics: Intermediate/Advanced**

Grades: 4-8

\$430 + \$15 Tech Fee

Build robots that move, spin, push, light up and make sounds. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks. Students will use LEGO® SPIKE Prime kits.

*Intermediate/Advanced camps are designed for students who have experience with LEGO® SPIKE Prime robotics i.e. multiple weeks of camp.*

## **Week 3**

**June 15-18**

**No camp Friday, 19 (4 day week)**

### **Sewing**

Grades: 4-8

\$345 + \$35 Sewing Supplies Fee

Learn to sew with a sewing machine! Students will learn to sew buttons, do simple embroidery and use a pattern. In addition, they will develop hand and machine sewing skills as they make various projects such as bags, pillows, and clothes. The skills and tools used will be differentiated by skill level/ability.

### **\*NEW**

### **Physics: Exploring matter, motion, and energy**

Grades: K-6

\$345 + \$10 Supplies Fee

What if gravity did not exist? What is friction, force, and momentum? We are exploring these types of questions and more as we dive into the world of physics. Make sprinkles dance with music, build a motorized paper airplane launcher, and test your knowledge of the laws of nature.

**\*NEW**

**Orienteering**

Grades: 5-8

\$345 + \$15 Supplies Fee

Campers will be learning basic map/compass use, orienteering, and geocaching (treasure hunting with a GPS) ! This group will mainly explore the nearby trail system behind Springhill Elementary. No experience necessary!

**LEGO® Spike Essential Robotics: Beginner**

Grades: 1-3

\$345 + \$15 Tech Fee

Build robots that spin, push, or respond to sound. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks like moving vehicles with sounds and lights. Campers will use LEGO® Education Spike Essential kits.

*Beginner camps are designed for students who are **new or have little experience** with LEGO® Spike Essential robotics and are an introduction to coding using motors and basic sensors. Limit of two robotics camps per camper.*

**LEGO® SPIKE Prime Robotics: Beginner**

Grades: 4-8

\$344 + \$15 Tech Fee

Build robots that move, spin, push, light up and make sounds. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks. Projects change each week. Students will use LEGO® SPIKE PRIME kits.

*Beginner camps are designed for students who are **new to or have little experience** with LEGO® SPIKE Prime robotics and are an introduction to movement and basic sensors. Limit of two robotics camps per camper.*

## Week 4

### June 22-26

#### **Stop Motion Animation**

Grades: 5-8

\$430 + \$15 Supplies Fee

Explore the animation process by writing and animating stories using different stop-motion techniques. Experiment with a variety of materials like clay, paper, or action figures to create your characters. Write scripts, create a storyboard, design and build characters and sets, and learn editing techniques. Grab the popcorn and share your work with others at a Friday Movie Premiere.

#### **\*NEW**

#### **Meteorology Masters**

Grades: K-6

\$430 + \$35 Field Trip Fee

Look up - we are learning about the science of the atmosphere! How and who predicts the weather? Can you name the different kinds of clouds? Engage in a week of weather-related projects and activities. Learn from the best on our field trips this week including KTUU Newsroom for 1-6 and a local Planetarium viewing for Kindergarten.

#### **\*NEW**

#### **Engineering Challenges: Mini Builders**

Grades: 1-3

\$430 + \$10 Supplies Fee

This hands-on week of camp will involve problem solving, skill building, and deep thinking to ignite an interest in Architecture. Explore how many topics (Science, Math, Art) can all be found in the career of an architect. Campers will design a building and build a small model. We can't wait to see what you come up with!

#### **LEGO® SPIKE Prime Robotics: Intermediate/Advanced**

Grades: 4-8

\$430 + \$15 Tech Fee

Build robots that move, spin, push, light up and make sounds. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks. Students will use LEGO® SPIKE Prime kits.

*Intermediate/Advanced camps are designed for students who have experience with LEGO® SPIKE Prime robotics i.e. multiple weeks of camp.*

## Week 5

### July 6-10

#### **Clay Creators**

Grades: K-6

\$430 + \$15 Supplies Fee

Explore your creativity and learn the art and science behind working with clay. Whether it's air-dry, paper, or plasticine clay, experiment with different materials to achieve unique results. Sculpt animals, build pinch pots, trinket dishes, and create clay mosaics, or decorate a tile.

#### **\*NEW**

#### **Amazing Race: Challenge Week**

Grades: 5-8

\$430

Team up and get ready for challenges in all forms. In this *Amazing Race* themed week campers will participate in physical challenges, logic puzzles, and more. This week will celebrate 10 years of Create Academy with challenges reflecting themes from camps all the way back to 2016. Campers will test their own individual abilities and practice working with a team.

#### **\*NEW**

#### **Theatre Camp: Act One - for the beginner and everyone!**

Grades: 3-8

\$430 + \$10 Supplies Fee

A Create Academy first: a week of camp dedicated to those who want to explore the world of theatre. This week will focus on the skills and elements of theatre, including games, exercises, and music. From costume, prop, and set design to writing, singing and acting - there is a place for everyone in the theatre!

This week will be taught by sisters Melissa and Meredith Yanchak. Melissa is the Resident Music Director for the Department of Theatre at Binghamton University (State University of New York) and has been teaching music and theatre for over 20 years, and this will be her 4th summer working at Create Academy. Meredith is an actor-educator who has been working in arts education for over 20 years. She currently serves as the Fine and Performing Arts Chair and Theatre Director at Westlake High School in Austin, Texas and is a published playwright.

#### **LEGO® Spike Essential Robotics: Beginner**

Grades: 1-3

\$430 + \$15 Tech Fee

Build robots that spin, push, or respond to sound. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks like moving vehicles with sounds and lights. Campers will use LEGO® Education Spike Essential kits.

*Beginner camps are designed for students who are **new or have little experience** with LEGO® Spike Essential robotics and are an introduction to coding using motors and basic sensors. Limit of two robotics camps per camper.*

### **LEGO® SPIKE Prime Robotics: Beginner**

Grades: 4-8

\$430 + \$15 Tech Fee

Build robots that move, spin, push, light up and make sounds. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks. Projects change each week. Students will use LEGO® SPIKE PRIME kits.

*Beginner camps are designed for students who are **new to or have little experience** with LEGO® SPIKE Prime robotics and are an introduction to movement and basic sensors. Limit of two robotics camps per camper.*

## **Week 6**

### **July 13-17**

**\*NEW**

### **Creepy Crawlers**

Grades: K-2

\$430

This week is not for the squeamish - we are learning about all the creepers and crawlers here in Alaska and all over the world. Go on a bug hunt, meet an exotic snake, and build a mini habitat. Insects, reptiles, and rare animals - oh my! This week includes a visit from some slithery, tiny and sneaky creatures.

### **Cardboard Creations**

Grades: 3-6

\$430

What could you make out of cardboard? Think 3D artwork, masks, mobiles, sculptures...the possibilities are endless! Join us for a creative week of building (almost) anything that you can think of using cardboard. Students will be given project options and ideas to make their own cardboard masterpieces.

**\*NEW**

**Engineering Challenges- Builders**

Grades: 4-8

\$430 + \$10 Engineering Supplies Fee

This hands-on week of camp will involve problem solving, skill building, and deep thinking to ignite an interest in Architecture. Explore how many topics (Science, Math, Art) can all be found in the career of an architect. Campers will design a building and build a small model. We can't wait to see what you come up with!

**3D Printing**

Grades: 5-8

\$430 + \$15 Tech Fee

Students will be learning the program Tinkercad Design and creating their own designs to print on the 3D printer. Design an ornament, mini flower pot, or a pair of earrings. No prior experience necessary!

**LEGO® Spike Essential Robotics: Intermediate/Advanced**

Grades: 1-3

\$430 + \$15 Tech Fee

Build robots that spin, push, or respond to sound. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks like moving vehicles with sounds and lights. Campers will use LEGO® Education Spike Essential kits.

*Intermediate/Advanced camps are for students who have experience with LEGO® Spike Essential robotics. Emphasis is placed on solving complex tasks and creating their own designs.*

**Week 7**

**July 20-24**

**\*NEW**

**Magic, Illusion, and Puzzles**

Grades: K-6

\$430 + \$20 Supplies Fee

This week is for the wonderers, the ones with big imaginations and those who want to enchant others with their tricks. Watch a real magic show by a professional and learn tricks, create an illusion art project and build a unique puzzle. Campers will wrap up the week performing for others if they choose!



## **Jewelry Making**

Grades: 5-8

\$430 + \$25 Jewelry Supply Fee

Learn how to work with clay, wires, glass, and make something beautiful for yourself or someone else! Walk away with handmade bracelets, earrings, and necklaces at the end of the week.

## **LEGO® Spike Essential Robotics: Beginner**

Grades: 1-3

\$430 + \$15 Tech Fee

Build robots that spin, push, or respond to sound. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks like moving vehicles with sounds and lights. Campers will use LEGO® Education Spike Essential kits.

*Beginner camps are designed for students who are **new or have little experience** with LEGO® Spike Essential robotics and are an introduction to coding using motors and basic sensors. Limit of two robotics camps per camper.*

## **LEGO® SPIKE Prime Robotics: Beginner**

Grades: 4-8

\$430 + \$15 Tech Fee

Build robots that move, spin, push, light up and make sounds. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks. Projects change each week. Students will use LEGO® SPIKE PRIME kits.

*Beginner camps are designed for students who are **new to or have little experience** with LEGO® SPIKE Prime robotics and are an introduction to movement and basic sensors. Limit of two robotics camps per camper.*

## **Week 8**

**July 27-July 31**

### **\*NEW**

## **Classic Camp**

Grades: K-8

\$430

We are digging out the parachute, the tug - a - war rope, and the slip and slide. Make up your own camp name on a wooden necklace, sing a silly song, toss a water balloon - we are thinking all things classic summer camp.

### **LEGO® Spike Essential Robotics: Intermediate/Advanced**

Grades: 1-3

\$430 + \$15 Tech Fee

Build robots that spin, push, or respond to sound. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks like moving vehicles with sounds and lights. Campers will use LEGO® Education Spike Essential kits.

*Intermediate/Advanced camps are for students who have experience with LEGO® Spike Essential robotics. Emphasis is placed on solving complex tasks and creating their own designs*

### **LEGO® SPIKE Prime Robotics: Intermediate/Advanced**

Grades: 4-7

\$430 + 15 Tech Fee

Build robots that move, spin, push, light up and make sounds. Program them with visual drag-and-drop programming software. Design robots to complete simple and challenging tasks. Students will use LEGO® SPIKE Prime kits.

*Intermediate/Advanced camps are designed for students who have experience with LEGO® SPIKE Prime robotics i.e. multiple weeks of camp.*