

Elementary Summer School

School District of Marshfield



FREE

For District Students
Entering K-6

Breakfast &
Lunch

K-6 SUMMER SCHOOL



June 16 - July 25
(No classes July 4)



Monday - Friday
8 AM - Noon



Grant Elementary
425 W Upham Street

CAMP INVENTION

JUNE 09 - JUNE 13 ✓

8:00 AM - 2:45 PM

Madison Elementary | 510 N. Palmetto Ave.

PROJECT JUMPSTART

AUG 04 - AUG 15 ✓

8:00 AM - NOON

Madison Elementary | 510 N. Palmetto Ave.

2025 Course Catalog

REGISTER ONLINE!
VIA SKYWARD FAMILY ACCESS

Welcome to Summer School 2025!

My name is Jeff Damrau, Principal of Grant Elementary and Summer School Principal. On behalf of the Unified School District of Marshfield, I am proud to extend a warm and enthusiastic invitation to every student who resides in the school district to attend Summer School 2025. There are THREE separate program options for students to partake in spread-out over the course of June, July, and August, these include Camp Invention (one week), Elementary Summer School (six weeks), and Jumpstart (two weeks). Summer School provides a great opportunity for students to spend time with old friends, make new friends, stay active, and continue learning and growing in a FUN setting. Be sure to acquaint yourself with all of the wonderful learning opportunities awaiting your child(ren) as you read through this course description catalog. Again this year, all students will be provided breakfast and lunch, free of charge as part of the six-week summer school program. I look forward to seeing your child/children participate in Summer School 2025!



Sincerely,

Mr. Jeff Damrau

School District of Marshfield Elementary Summer School Coordinator/Principal

CONTACTS

Throughout the year, the Summer School team is working to ensure students have an exciting and fulfilling learning experience during the Summer School program. The following individuals coordinate Summer School:

Jeff Damrau, *Elementary Summer School Principal*

damrauj@marshfieldschools.org

(715) 384-4747, ext. 2610

Alyse Esser, *Elementary Summer School Secretary*

essera@marshfieldschools.org

(715) 387-1249, ext. 3620 (*before 6/16/2025*)

(715) 384-4747 (*after 6/16/2025*)

DATES & LOCATION

Camp Invention: June 9 – 13

Madison Elementary: 510 N. Palmetto Avenue,
Marshfield, WI 54449

Elementary Summer School (6 Weeks):

June 16 – July 25, no classes on July 4

Grant Elementary: 425 West Upham Street,
Marshfield, WI 54449

Project Jumpstart: August 4 – 15

Madison Elementary: 510 N. Palmetto Avenue,
Marshfield, WI 54449



REGISTRATION

You can register your child(ren) online through [Skyward Family Access](#). If you don't remember your login information, contact your school office. Resident private school and homeschool families may email Alyse Esser, their name, student's name, and date of birth at essera@marshfieldschools.org to receive login information. Online via Skyward is the only method of registration. Online registration will open **Tuesday, April 8, at 6:00 p.m. and closes at 3:00 p.m. on Friday, April 18**. Classes are filled in the order registrations are received.

Please use the grade level your child will be entering during the upcoming 2025-2026 school year when selecting classes.

DAILY SCHEDULE – SIX WEEK PROGRAM

7:40 a.m.	Doors open
8:00 – 8:50	Period 1
8:55 – 9:45	Period 2
9:50 – 10:40	Period 3
10:40 – 11:05	LUNCH
11:10 – 12:00	Period 4

Classes meet for all 6 weeks and are 50 minutes in length with a 5 minute passing time. The exceptions being Camp Invention, which runs for one week (June 9 – 13), Project Jumpstart, which runs two weeks (August 4 – 15), and Outdoor Education, which runs for one week as part of the six-week Elementary Summer School program and is based on grade level. Be sure to check the course descriptions when selecting classes.

***Please note that students cannot sign up for the same course more than one time/period. Students can sign up for up to 4 different classes during the regular summer school hours.**



DROP-OFF AND PICK-UP

Students can start to be dropped off in the morning starting at 7:35 a.m. Please pick up your child(ren) promptly at 12:00 noon as supervision is not available after that time. To help ensure the safety of all children, students should be picked-up curbside along the front of the building. *Please do not pick up students along Upham Avenue or in any adjacent parking lot.*

ABSENCES

Please call the school main office at (715) 384-4747 after 8:00 a.m. to report your child's absence.

STUDENT SCHEDULES

Our goal will be to have student schedules sent out the week of May 19, 2025.

TRANSPORTATION

The School District of Marshfield does not provide transportation for summer school.

BUSSING

Families interested in bussing options may contact Kobussen Buses (715) 387-0101.

ENROLLMENT CAPS

Kindergarten classes will be capped at 20 students per classroom.

Outdoor Education and Physical Education classes will be capped at 45 students.

All other classes will be capped at 24 students unless specified.

FREE BREAKFAST/LUNCH

All students enrolled in summer school are eligible for **free** breakfast and lunch, Students eat breakfast in their first period classroom prior to the start of instruction. Students eat lunch in their third period classroom at the end of class, prior to their fourth period class.



COURSE GUIDE

Kindergarten

Kindergarten

Open to ALL students entering Kindergarten in the fall. Students will participate in a classroom enriched by an abundance of books, words, letters, numbers and other instructional aids. Various learning centers will allow students to explore and interact socially. In addition to academic skills, students will work on projects promoting fine motor skills, handwriting, and independence. Finally, physical activity will be part of each day ensuring wellness and group play. **Kindergarten class runs from 8:00 am – 12:00 noon.**

Art

Awesome Art, Grades 1 – 2

The elementary art curriculum is designed to enhance creativity, develop problem-solving skills, and foster a love of art. Students will learn about the elements of art and design, work with various materials, and experience a wide variety of art activities in their weekly classes.

Awesome Art, Grades 3 – 4

Students will use crayon, pencil, markers, oil pastels, watercolor, tempera paint, lots of glue, and color pencil to turn paper, burlap, egg cartons, tin foil, and construction paper into beautiful works of art! Students will discuss texture, line, shape, pattern, perspective, overlapping, underlapping, blending colors, 2D and 3D. Projects include foil paintings, paper and plastic beads, shadow puppets, pop-ups, sea horse and batik crayon resists, drawing, gecko paintings, origami, Aboriginal and tree bark paintings, egg carton bugs, and more! Students will create masterpieces in the style of Modigliani, Warhol, Picasso, and Van Gogh!

Awesome Art Adventures, Exploring Creativity, Grades 5 – 6

This course invites students to unleash their creativity through a variety of fun and engaging art projects. Participants will experiment with different mediums such as drawing and painting. Designed to inspire self-expression and build confidence, this class encourages collaboration and imaginative thinking in a supportive environment.

Note: Art projects for this course are on an every-other year cycle, so that students are not doing the same artwork back-to-back years.



Music

Keyboard Camp, Grades 3 – 4

Keyboard Camp is a piano instruction method that teaches beginning piano skills. Students will learn to read and perform musical notation as they progress through the “ranks” of the Keyboard Camp piano book series. Students work at their own pace to achieve each rank, beginning with “Boot Camp” and culminating with “General.” Note: There is a limit of 18 students for each section of Keyboard Camp.

Sounds Around The World, Grades 3 – 6

Do you want to learn how to play drums and other percussion instruments? In this course, students will explore the sounds of the world through world drumming and Orff instruments. Let's learn to play and compose barred instruments and hand drums in song. (Periods 1 & 2)

Musical Theater, Grades 3 – 6

Sing, dance, and act in this fun-filled summer class! Young performers will explore musical theater through games, movement, and storytelling while building confidence and teamwork. The session culminates in a short performance, no experience needed, just bring your enthusiasm! (Periods 3 & 4)

Orchestra – Strings, Grade 6

This course is for students that are currently in the public or parochial school elementary strings program. Students do not meet on a daily basis as in a traditional class. Instead, you will receive a schedule from the orchestra instructor.

Mathematics

***Summer Math Adventures, Grades 1 - 2**

Students in this course are guided through the ongoing development of math skills during the summer months. Through the use of activities, manipulatives, board games, and computer games, students will focus on extended patterns, addition and subtraction, money, calendar, and time concepts.

***Summer Math Adventures, Grade 3 and Grade 4**

Summer math adventures will review concepts learned in grades 2-3 using hands on activities, manipulatives, board games, and computer games. The concepts covered this summer will include: addition, subtraction, time, money, measurement, multiplication, and division. This class is intended to provide students with some extra math facts practice before moving into 3rd and 4th grades.



Mathematics, Con't

Reading & Math Through Card Games, Grades 1 – 4

Crazy 8! Cribbage! Uno! Rummy! and More! Come learn about different card games, get the chance to play, develop language and math skills, and have fun working and playing with friends. Students will spend each week learning and playing new and exciting card games. Fridays are 'free-choice', where students may choose their card game to play.

Physical Education & Health

Building Mindful and Social Brains, Grades 1 – 3 & Grades 4 – 6 (through mindfulness and game play)

Be the best "you" ever! Students will work on finding personal strengths, building positive habits and developing positive social skills. Students will use mindfulness to help pay attention and best manage their feelings and actions. Students will develop assertiveness skills and friendships skills. Students will use game play to practice all that they learn.

Chef Camp: Grades 3 – 4 and Grades 5 – 6

Budding chefs will enjoy plenty of mixing, prepping and cooking. They will learn about food prep, grocery shopping and pricing, cooking safety, reading recipes, table setting, and etiquette. Students will explore a range of topics from food pyramids, cooking skills, and techniques. Reading and math skills will be infused through out the class along with participation in small groups. *Please note that students may be working with nuts, gluten, and dairy products.*

Classic Games Time: Grades 3 – 4 and Grades 5 – 6

This course will give students the opportunity to learn a variety of different games to play both indoors and outdoors. Students will learn how to play "Classic Games" that require little to no equipment. These games will include activities such as: hide and seek, capture the flag, jump rope games, four square, Uno, Yahtzee, Checkers, and much more! Students will be excited about learning new games for family game night and/or neighborhood fun! It is highly recommended that students wear athletic/running shoes for this class.

Physical Education, Grades 1 – 2

Students will participate in a wide variety of activities that focus on strengthening their locomotor skills, spatial awareness, and positive sportsmanship. Students will stay active while following rules that enhance fundamental skills. Students will engage in both small and large group skill-building activities while working together as a team.



Phy. Ed. & Health, Con't

Physical Education, Grades 3 – 4

Stay active, keep healthy, and get stronger this summer. Students will learn to manipulate objects individually and as a team (throwing, catching, striking, kicking, bouncing, and rolling). Students will learn fitness concepts, sportsmanship, and participate in a variety of fitness development exercises. Students will learn playground rules related to the use of equipment, safety, and games.

Physical Education, Grades 5 – 6

Students will participate in a variety of activities that focus on teamwork and skill development. Students will also take part in lead-up activities where students will learn the rules and skills for future game play. Students will be encouraged to stay active, work together, and have fun.

Reading

***Summer Reading Adventures, Grades 1 – 2**

This course is designed to encourage reading during the summer months. Your child will have the opportunity to build on his or her phonics, vocabulary, high frequency word practice, and comprehension skills through a variety of activities. They will also have the opportunity to explore some new children's books and hear many of the classics through many read-alouds.

***Summer Reading Adventures, Grade 3 – 4**

Students will gain the experience they need to become more proficient readers. Students will be engaged in a variety of literary genres with specific instruction focusing on fluency and basic comprehension skills. Instruction will be delivered through independent, partner, small, and large group reading. Students will build the ability to choose appropriately leveled books and increase vocabulary. Strategies of inferring, predicting, and making connections will be practiced through class discussion and individual work.

***Summer Reading Adventures, Grades 5 – 6**

This course is designed for students who enjoy reading and/or want to improve their reading skills. Students will be allowed to choose books to silent read each day and also practice reading strategies of inferring, predicting, making connections, etc. while increasing their vocabulary and reading fluency. These strategies are practiced through whole class discussions as well as individual and group projects. Reading is sometimes done outside or in comfortable furniture to promote an engaging and comfortable environment.



Science

Wonders Of The World Around Me, Grades 1 – 2

This class is all about exploration and discovery! In this fun-filled setting, students will dive into the wonders of the world around them. With exciting activities that mix learning and play, children will have the chance to question, observe, predict, and experiment. Through engaging lessons and interactive projects, students will investigate fascinating topics such as plants, animals, the five senses, weather, and space. By the end of the course, young scientists will have a deeper understanding of the world.

Hands On Science, Grades 3 – 4

Come discover the world of science with us! Exciting, hands-on activities will answer some of the questions students may have about movement, energy, life, and engineering. We will be learning about different environments around us using everyday materials and becoming consumer scientists.

Science and Math Lab, Grades 5 – 6

Science and Math made FUN! In this course, students will be given the opportunity to conduct experiments applying the scientific method and use mathematical skills as they and their classmates attempt to solve the CHALLENGES presented by their teacher. Join us for an exciting summer of hands-on discovery in science, engineering, and math! This interactive course will spark curiosity through fun experiments and creative engineering experiences. Have your child put their investigative skills to the test as they discover the power of science!

Spanish

Spanish, Grades 3 – 4 & Grades 5 – 6

Students will be introduced to basic conversational Spanish. The class is filled with lots of fun hands-on interactive activity: reading, writing, listening and speaking Spanish. There is also a fun cultural component in this class as well. Students will have the opportunity to practice communicating with each other using their new foreign language skills.



Strategy Games/Themes

Cribbage Club, Grades 2 – 6

Students will put their critical thinking and problem-solving skills to the test as they learn strategies to apply in playing against others in the game of cribbage. Whether a first-time player or an experienced “pro”, students will be paired with others of similar skill level to engage in learning more about and playing this long time favorite card/board game!

Theme of The Week – Summer Fun, Grades 1 – 3

Students will spend each week learning about a theme, and from that will participate in activities, playing games, and creating art focused around each week’s theme. Themes include Summer Fun, Science, Food, Aquatic Life, Animals, and Space.

Computer Coding

Computer Coding, Grades 5 – 6

Students will explore fundamental computer science skills, build projects, and solve debugging challenges using Scratch, a block coding language. Computational thinking and analytical skills will be developed by identifying variables, loops, and conditionals. Unplugged and Digital Citizenship lessons discuss Internet safety, real-world technology issues, and a variety of STEM careers. At the end of this course, students will have gained the skills to independently code projects and expand upon their understanding of block coding.

Outdoor Education

Outdoor Education, Grades 1 – 6

Students will enjoy exploring nature out at the Marshfield School Forest. There will be hiking opportunities, chances to reel in fish, craft projects to design, team building activities to participate in, a cookout to enjoy, and so much more. Spend a week appreciating the outdoors. Transportation on a school bus will be provided. *Each session is one week, 8:00 a.m. to 12:00 noon daily.*

- Grades 5 & 6 – Week #1 Dates: June 16, 17, 18, 19, & 20
- Grade 4 – Week #2 Dates: June 23, 24, 25, 26, & 27
- Week #3 – There are NO Outdoor Education classes during this week, June 30 to July 3.
- Grade 3 – Week #4 Dates: July 7, 8, 9, 10, & 11
- Grade 2 – Week #5 Dates: July 14, 15, 16, 17, & 18
- Grade 1 – Week #6 Dates: July 21, 22, 23, 24, & 25



STEM

June 9 – June 13, 8:00 a.m. – 2:45 p.m.

CAMP INVENTION, In-Coming Students (2025 – 2026 school year) Grades 3 – 6

This year's program is designed to build essential STEM (science, technology, engineering, and mathematics) skills while also boosting reading abilities. This is accomplished through hands-on activities that offer so much fun and excitement, children don't even realize how much they're learning! Participants will use critical and creative thinking skills as they participate in this STEM adventure during the one-week program.

See the informational flyer on page 11 of this catalog.

This course meets at Madison Elementary School during the week prior to the six week summer school program at Grant Elementary School and has a maximum space of 120 students.

Project Jumpstart

August 4 – 15, 8:00 a.m. – 12:00 noon

PROJECT JUMPSTART, In-Coming Students (2025 – 2026 school year) Grades 1 – 6

This action-packed, two-week summer adventure is designed to give incoming 1st-6th graders a head-start on the new school year! Through hands-on activities, creative learning, and exciting challenges, students will strengthen their reading and math skills while building confidence and motivation in getting a "jump-start" on the upcoming school year!

See the informational flyer on page 12 of this catalog.

This course meets at Madison Elementary School during the first two full weeks in August.









Camp Invention®

DISCOVER

FOUR ALL-NEW ADVENTURES IN
HANDS-ON INVENTION EDUCATION



- As travelers on the ultimate road trip, campers put their **navigation skills** to the test as they study traditional travel maps and explore the use of **artificial intelligence** in GPS.
- Campers explore **electromagnetic waves** as they assemble their very own receiver and transmitter and are given secret messages in **Morse code**.
- Campers use **creative problem solving** and build **persistence** by inventing their way out of numerous bumps in the road that threaten their course.



- Campers explore the science behind **optical illusions** in art, movies, theater and animation, finding inspiration from real-life theme park technology and the inventors behind it.
- While exploring **special effects** in the entertainment industry, campers find inspiration for their own moving props using **pneumatics**.
- Campers are challenged to create their own **Spin-o-scope™** to show the illusion of motion, blending the realms of science and art.



- Campers build their very own functional **claw machines** complete with one-of-a-kind prizes as they dive into the world of **physics and mechanics**.
- Campers discover the **biology** of claws, talons and pincers and mimic how animals use their external parts to help them survive, grow and meet their needs.
- After exploring **entrepreneurial principles** and crafting marketing strategies, campers pitch their arcade ideas to hook investors and secure funding for their claw arcades.



- Campers embark on an eco-expedition to investigate penguins and the **geography** and **climate** of their home in Antarctica.
- With the help of a Snow-ver – a rover equipped with a **robotic research penguin** that can roll and glide across snowy and icy surfaces—campers enter penguin colonies undetected.
- Campers unleash **design thinking** to create flippers and launchers that propel their own **plush penguin** across the South Pole and beyond, delivering penguin- and planet-saving messages.

Discover how Camp Invention® can transform learning in your district through innovative, hands-on STEM experiences for K–6 students. This evidence-based approach aligns to standards and typically runs for one week but can be adapted to meet district needs.



LEARN MORE TODAY AT [INVENT.ORG/EDUCATORS/CAMP-INVENTION](https://www.invent.org/educators/camp-invention)

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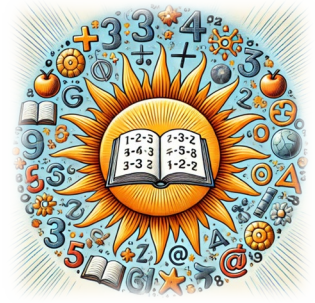
PROJECT JUMPSTART 2025

Get ready for Jumpstart 2025, an action-packed, two-week summer adventure designed to give incoming 1st-6th graders a head start on the new school year! Through hands-on activities, creative learning, and exciting challenges, students will strengthen their reading and math skills while building confidence and motivation.

This camp-like experience transforms learning into an engaging, high-energy journey, where every day is filled with fun, discovery, and success. Don't miss this chance to spark curiosity, boost self-esteem, and kick off the school year feeling ready to shine!

What makes Project Jumpstart Unique?

- **Small class sizes**
- **Personalized, targeted instruction**
- **Emphasis on building confidence & student success**
- **Lazer focus on soft-skills and study-skills**
- **Theme-based, camp-like atmosphere to create an inviting environment**



JOIN US!

**August 4-15, 2025
8am – 12pm**

WHERE

**Madison Elementary
510 N. Palmetto Ave.**

THERE IS NO COST FOR THIS PROGRAM

We simply want your child to have a positive and rewarding experience designed to prepare them for the upcoming school year.

REGISTER VIA SKYWARD

Please register by April 18th, 2025. A participant reminder reviewing dates, time, and location will be sent in Mid-July prior to the beginning of the program.

Questions? Contact the Director of Teaching & Learning
ziembo@marshfieldschools.org
715-387-1101 X1126