



DIGIVATIONS CAMP DEMIGOD INSTITUTE

A Federal 501(c)(3) Non-

SUMMER INNOVATION & LITERARY OVERNIGHT CAMPS, AGES 9-17, LEAVENWORTH, WA 360-543-5641

www.campdemigod.org

www.demigodlodge.org

AUDITIONING
Counselors-in-Training
ages 16-17

Merit & Need-Based
Scholarships for Snohomish
Students



JUNE, JULY, AUGUST
STEM+ARTS+MOVEMENT & DESIGN THINKING

INSPIRING THE NEXT GENERATION OF INNOVATORS



CAMP HALF-BLOOD



DEMIGOD LODGE



CAMP FANDOM

Everett Public Schools has neither reviewed nor approved the program, personnel, activities or organizations announced in this flyer. The participants agree to protect, indemnify, and hold harmless the district, its elected and appointed officials, employees, agents, staff and volunteers, from any and all claims, liabilities, damages, expenses, or rights of action, directly or indirectly attributed to the activities.



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The World's First Overnight CAMP HALF-BLOOD

Ages 9-15

June 26-July 2

July 3-July 9

July 31-August 6



Training Demigods in Theatrical Combat, Sword Fighting, Capture the Flag Strategy/Tactical Skills, Art, Innovation Class, Ancient Greek, Roman, Norse, Celtic Languages, Culture and Mythology

Camp Half-Blood's location on 23 private mountain acres surrounded by hundreds of acres of National Forest brings Percy Jackson and the Olympian Series to life. Quests play out through the week starting in the rustic demigod cabins, traversing the Wenatchee River, Cascade mountain trails, and Leavenworth's Bavarian Village.

Register:

www.campdemigod.org

DEMIGOD INSTITUTE

Ages 12-17

Advanced innovation, STEM, humanities, theater, and art subjects with college prep and portfolio project creation.

July 17-July 23

July 24-July 30

All camps are a blend of world building through innovation, role playing, speculative fiction, and theater. Activities focus on creativity, mentorship and developing young leaders. Teaching integrates

DIGIVATIONSTM international NASA award winning STEM+ARTS+MOVEMENTTM curriculum where kids learn how artists, writers, actors, directors, scientists, engineers, technologists and others influence each other to be innovative and contribute positively to the world around them.

CAMP FANDOM

Ages 10-16

Innovation through World Building,
Roleplaying & Sci-Fi/Fantasy

July 10-July 16

July 17-July 23



Training Demigods in Theatrical Combat, Sword Fighting, Quidditch & Capture the Flag, Art, Innovation, Sci-Fi, Mythology, Analog Game Mechanics, and Computer Game Design

Features a Mash-Up of Harry Potter, Star Wars, Percy Jackson, Dr. Who, Steampunk, Avatar: The Last Airbender, The Hobbit, The Hunger Games, Divergent, and more!



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