

MONTGOMERY COLLEGE

SUMMER YOUTH PROGRAMS on the Germantown Campus

Workforce Development and Continuing Education | Summer 2025



High Quality Summer Camps for Ages 5–15

Registration is Open

montgomerycollege.edu/wdce | 240-567-5188



JUST ADDED FOR SUMMER 2025! GERMANTOWN CAMPUS CAMPS

Our Summer Youth Programs are now offering camps on the Germantown Campus along with our other great camps on the Rockville Campus, Takoma Park/Silver Spring Campus, and our new East County Education Center location.

Contact Information

For further information please contact Youth Programs at 240-567-7264 or 240-567-7917 or access the Montgomery College Youth Programs website:
<http://www.montgomerycollege.edu/youth>.

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How to Read a Course Description

For further information please contact Youth Programs at 240-567-7264 or 240-567-7917 or access the Montgomery College Youth Programs website:
<http://www.montgomerycollege.edu/youth>.

Course Title

Anime

Course Description

Join Abrakadoodle Anime and dive into the Japanese art of animation! Learn to draw faces, body shapes, hands, feet, and even anime animals. Use the Abrakadoodle Anime Guide Book to create your own characters, play Japanese games, and hear folktales. At the end, take home your guidebook and materials to keep exploring this exciting art form. Get ready for anime fun! In partnership with Crisscross Applesauce Abrakadoodle.

Course Number

Course: YTH711

Course Hours

9 Hours

Tuition and Fees

\$99 + \$20 fee = \$119; NMR add \$25

Campus

Germantown Campus

CID

CID#: 19930

of Sessions

3 Sessions

Days of Week

M T W

Dates

7/21-7/23

Times

9 a.m.-12 p.m.

Ages

Ages 6-10

M = Monday **T** = Tuesday **W** = Wednesday **R** = Thursday

F = Friday **S** = Saturday **U** = Sunday

SSL = Student Service Learning Hours

CID = Class ID Number

NMR = Non Maryland Resident

School Year Youth Programs at Montgomery College!

Providing high-quality courses that are educational, engaging, and **fun!**

Enrichment programs for youth grades 1-12

For a full list of our school year programs and up-to-date information, please visit
www.montgomerycollege.edu/youth.

**Germantown Campus
Week of July 21–25, 2025**

Course #	Class Id	Name of Camp	Time	Ages	Days
YTH713	19941	Sketcher Kids	1–4 p.m.	6–10	M, T, W
YTH715	19961	Elements of STEM Building	1–4 p.m.	11–15	M, T, W
YTH711	19930	Anime	9 a.m.–12 p.m.	6–10	M, T, W
YTH714	19959	Rockets and Robotics	9 a.m.–12 p.m.	6–10	M, T, W
YTH694	19892	ROBLOX Makers	1–4 p.m.	11–14	M, T, W
YTH707	19910	Python Programmers	1–4 p.m.	8–11	M, T, W
YTH707	19909	Python Programmers	9 a.m.–12 p.m.	11–14	M, T, W
YTH694	19891	ROBLOX Makers	9 a.m.–12 p.m.	8–11	M, T, W
YTH712	19936	Master Artists Cartoons	9 a.m.–12 p.m.	6–10	R, F
YTH710	19926	Who's That Character?	1–4 p.m.	6–10	R, F
YTH719	19968	Introduction to Circuits and Electricity	1–4 p.m.	11–16	R, F
YTH718	19966	Beginning Robotics	9 a.m.–12 p.m.	6–10	R, F
YTH706	19894	Video Game Animation	1–4 p.m.	11–14	R, F
YTH709	19912	Code Breakers	1–4 p.m.	8–11	R, F
YTH709	19911	Code Breakers	9 a.m.–12 p.m.	11–14	R, F
YTH706	19893	Video Game Animation	9 a.m.–12 p.m.	8–11	R, F

**Germantown Campus
Week of July 28–August 1, 2025**

Course #	Class ID	Name of Camp	Time	Ages	Days
YTH711	19931	Anime	1–4 p.m.	6–10	M, T, W
YTH716	19963	Elementary LEGO Engineering: Intro to Machines	9 a.m.–12 p.m.	6–10	M, T, W
YTH713	19942	Sketcher Kids	9 a.m.–12 p.m.	6–10	M, T, W
YTH717	19964	LEGO Engineering: Simple and Powered Machines	1–4 p.m.	11–15	M, T, W
YTH708	19914	Minecraft Designers	1–4 p.m.	11–14	M, T, W
YTH705	19915	YouTube Content Creators	9 a.m.–12 p.m.	11–14	M, T, W
YTH708	19913	Minecraft Designers	9 a.m.–12 p.m.	8–11	M, T, W
YTH705	19916	YouTube Content Creators	1–4 p.m.	8–11	M, T, W
YTH693	19900	A.I. Adventures—Intro to Machine Learning	1–4 p.m.	11–14	R, F
YTH692	19897	Beats and Jams: Digital Music Creators	9 a.m.–12 p.m.	11–14	R, F
YTH693	19899	A.I. Adventures—Intro to Machine Learning	9 a.m.–12 p.m.	8–11	R, F
YTH692	19898	Beats and Jams: Digital Music Creators	1–4 p.m.	8–11	R, F
YTH712	19937	Master Artists Cartoons	1–4 p.m.	6–10	R, F
YTH710	19927	Who's That Character?	9 a.m.–12 p.m.	6–10	R, F
YTH721	19971	Beginner's Drone Flight—Elementary	9 a.m.–12 p.m.	7–10	R, F
YTH722	19973	Beginner's Drone Flight—Teens	1–4 p.m.	11–15	R, F

For Summer 2025 Camps offered on our Rockville Campus, Takoma Park Campus, and our newest location—East County Education Center, please visit us online at www.montgomerycollege.edu/youth.

Camps are listed in alphabetical order.

A.I. Adventures—Intro to Machine Learning

Explore the world of artificial intelligence to design fully interactive games and experiences using cutting-edge technology. This program combines artificial intelligence with coding to create an unforgettable learning adventure. You will construct machine learning models that use image and text recognition within block-based coding software to build a portfolio of projects. Your created projects will be available on a password-protected Black Rocket website for sharing with friends and family. You will work in pairs or teams for most of the program. In partnership with Black Rocket Productions.

Course: YTH693 **6 Hours**

\$59 + \$10 fee = \$69; NMR add \$25

Germantown Campus

CID#: 19899	2 Sessions	R F
7/31-8/1	9 a.m.-12 p.m.	Ages 8-11
CID#: 19900	2 Sessions	R F
7/31-8/1	1-4 p.m.	Ages 11-14

Anime

Join Abakadoodle Anime and dive into the Japanese art of animation! Learn to draw faces, body shapes, hands, feet, and even anime animals. Use the Abakadoodle Anime Guide Book to create your own characters, play Japanese games, and hear folktales. At the end, take home your guidebook and materials to keep exploring this exciting art form. Get ready for anime fun! In partnership with Crisscross Applesauce Abakadoodle.

Course: YTH711 **9 Hours**

\$99 + \$20 fee = \$119; NMR add \$25

Germantown Campus

CID#: 19930	3 Sessions	M T W
7/21-7/23	9 a.m.-12 p.m.	Ages 6-10
CID#: 19931	3 Sessions	M T W
7/28-7/30	1-4 p.m.	Ages 6-10

Beats and Jams: Digital Music Creators

Begin your rise to the top of the charts with digital music production! Like today's top artists, you can design your own beats or remix a mashup of your favorite songs to become a digital composer and sound engineer. In this course, you will learn to produce digital music, record sound, make sound effects, and mix your own tracks. No prior music experience is necessary. Your created soundtracks will be available on a password-protected website to share with friends and family. You will work in pairs or teams for most of the program. In partnership with Black Rocket Productions.

Course: YTH692 **6 Hours**

\$59 + \$10 fee = \$69; NMR add \$25

Germantown Campus

CID#: 19897	2 Sessions	R F
7/31-8/1	9 a.m.-12 p.m.	Ages 11-14
CID#: 19898	2 Sessions	R F
7/31-8/1	1-4 p.m.	Ages 8-11

Beginner's Drone Flight—Elementary

Get ready to bring robots to life! In this hands-on class, you'll work in small teams to program a Probot robot to navigate a maze and build LEGO® WeDo robots that react to the world around them. Learn how machines "think" as you explore programming using LOGO and design your own robotic creations. Code, build, and discover the exciting world of robotics! Topics covered include programming robots with LOGO, building and coding LEGO® WeDo robots, and exploring how machines sense and respond. This program is offered in Partnership with Goldsmith Education.

Course: YTH721 **6 Hours**

\$59 + \$10 fee = \$69; NMR add \$25

Germantown Campus

CID#:19971	2 Sessions	R F
7/31-8/1	9 a.m.-12 p.m.	Ages 7-10

Beginners Drone Flight—Teens

In this exciting class, you'll learn the basics of drones and flight while taking on real-world and virtual missions. You'll program the Tello TT drone using Scratch or Python to create detailed indoor flight missions. As you work in teams, you'll experiment with programming, solving problems and designing flight programs. By the end, you'll be able to control movement, interpret sensor data, and create sequences to achieve real-world goals with drones of the future. Get ready to fly like never before! This program is offered in Partnership with Goldsmith Education.

Course: YTH722 **6 Hours**

\$59 + \$10 fee = \$69; NMR add \$25

Germantown Campus

CID#: 19973	2 Sessions	R F
7/31-8/1	1-4 p.m.	Ages 11-15

Beginner Robotics

Get ready to bring robots to life! In this hands-on class, you'll work in small teams to program a Probot robot to navigate a maze and build LEGO® WeDo robots that react to the world around them. Learn how machines "think" as you explore programming using LOGO and design your own robotic creations. Code, build, and discover the exciting world of robotics! Topics covered include programming robots with LOGO, building and coding LEGO® WeDo robots, and exploring how machines sense and respond. This program is offered in Partnership with Goldsmith Education.

Course: YTH718 **6 Hours**

\$59 + \$10 fee = \$69; NMR add \$25

Germantown Campus

CID#:19966	2 Sessions	R F
7/24-7/25	9 a.m.-12 p.m.	Ages 6-10

Code Breakers

Calling all future coders, programmers, & designers! Learn the basics of coding through a series of web projects and design challenges each day and be on your way to becoming the next tech star! Whether you want to be a Silicon Valley CEO or the high school student who just made \$1 million for programming in her bedroom, this course has the essentials you need to begin your journey. Projects will be available on the Black Rocket website to share with friends and family. Returning students can create more advanced projects that build on previous years' efforts. Students will work in pairs or teams for most of the program. In partnership with Black Rocket Productions

Course: YTH709

6 Hours

\$59 + \$10 fee = \$69; NMR add \$25

Germantown Campus

CID#: 19911	2 Sessions	R F
7/24-7/25	9 a.m.-12 p.m.	Ages 11-14
CID#: 19912	2 Sessions	R F
7/24-7/25	1-4 p.m.	Ages 8-11

Elementary LEGO Engineering: Intro to Machines

Get ready to bring your ideas to life in this exciting hands-on engineering class! Using LEGO® Education building materials, you'll explore the fundamentals of engineering and simple machines while working as part of a creative team. Start with the basics—pulleys, levers, gears, and more—then take your skills to the next level by combining these elements into motorized compound machines. With each challenge, you'll learn how different mechanical components work together to create movement, force, and functionality. But the fun doesn't stop there! Once you've mastered the fundamentals, you'll put your new knowledge to the test by designing and building your very own mechanized creations. Whether it's a robotic arm, a moving vehicle, or a totally unique invention, the possibilities are endless! Join us and see what amazing things you can create—let's build something incredible! This program is offered in Partnership with Goldsmith Education.

Course: YTH716

9 Hours

\$89 + \$15 fee = \$104; NMR add \$25

Germantown Campus

CID#: 19963	3 Sessions	M T W
7/28-7/30	9 a.m.-12 p.m.	Ages 6-10

Elements of STEM Building

Dive into robotics and engineering through hands-on projects with K'NEX, HEXBUG, and LEGO® sets. Work in teams to construct simple machines, explore the six fundamental types of simple machines, and design your own innovative creations. Build and program a remote-controlled Antbot Robot while developing problem-solving, teamwork, and critical thinking skills. This engaging course provides a solid foundation in mechanical principles, engineering concepts, and robotics programming. This program is offered in Partnership with Goldsmith Education.

Course: YTH715

9 Hours

\$89 + \$15 fee = \$104; NMR add \$25

Germantown Campus

CID#: 19961	3 Sessions	M T W
7/21-7/23	1-4 p.m.	Age 11-15

Introduction to Circuits and Electricity

Ever wondered what's inside your everyday gadgets? In this beginner-friendly class, you'll dive into the basics of electricity and circuits—no soldering required! Experiment with lights, sounds, sensors, and radio waves while learning to use voltmeters and read circuit diagrams. In this camp, you will explore parallel and series circuits, identifying and understanding the functions of resistors, capacitors, IC chips, LEDs, switches, and other components. This program is offered in Partnership with Goldsmith Education.

Course: YTH719

6 Hours

\$59 + \$10 fee = \$69; NMR add \$25

Germantown Campus

CID#: 19968	2 Sessions	R F
7/24-7/25	1-4 p.m.	Ages 11-16

LEGO Engineering: Simple and Powered Machines

Get hands-on with LEGO® Education materials and explore the basics of engineering and simple machines! Work in teams to learn about pulleys, levers, gears, and more, then take it further by building motorized compound machines. Put your creativity to the test by designing and constructing your own mechanized creations. Let's build something incredible! Topics covered include the six types of simple machines, combining simple machines into compound machines, and designing and building motorized creations. This program is offered in Partnership with Goldsmith Education.

Course: YTH717

9 Hours

\$89 + \$15 fee = \$104; NMR add \$25

Germantown Campus

CID#: 19964	3 Sessions	M T W
7/28-7/30	1-4 p.m.	Ages 11-15

M = Monday T = Tuesday W = Wednesday

R = Thursday F = Friday S = Saturday U = Sunday

SSL = Student Service Learning Hours

CID = Class ID Number

NMR = Non Maryland Resident (See page 40 for details.)

Master Artists Cartoons

Become an artist and bring cartoons to life with inspiring styles! Explore bold patterns with Pop Art, create expressive faces, and step into a dreamy Surrealist world. Play with Cubist shapes and unleash creativity with Abstract Expressionism—plus, have a "doggone" good time mark-making like an abstract expressionist along the way! In partnership with Crisscross Applesauce Abrakadoodle.

Course: YTH712 **6 Hours**

\$64 + \$15 fee = \$79; NMR add \$25

Germantown Campus

CID#: 19936	2 Sessions	R F
7/24-7/25	9 a.m.-12 p.m.	Ages 6-10
CID#: 19937	2 Sessions	R F
7/31-8/1	1-4 p.m.	Ages 6-10

Minecraft Designers

If you love the game Minecraft and have always wanted to design your own world, this class is for you! Learn how to create a custom map, design structures to share between worlds, build with Redstone and Command blocks, and create custom textures for you to import at home or share with friends. Students must have the Java version of Minecraft to take this class. Tablet, phone, and game console versions of Minecraft are not compatible. Returning students can create more advanced projects that build on previous years. Students will work in pairs or teams for most of the program. In partnership with Black Rocket Productions.

Course: YTH708 **9 Hours**

\$89 + \$15 fee = \$104; NMR add \$25

Germantown Campus

CID#: 19913	3 Sessions	M T W
7/28-7/30	9 a.m.-12 p.m.	Ages 8-11
CID#: 19914	3 Sessions	M T W
7/28-7/30	1-4 p.m.	Ages 11-14

Python Programmers

Want to learn the world's fastest-growing programming language, favored by Google and NASA? Discover how to code with Python using accessible web-based platforms that guide you through daily lessons. Build fundamental tech literacy while creatively solving software engineering challenges! You will work in pairs or teams for most of the program, and your work can be saved on a password-protected website to share with friends and family. In partnership with Black Rocket Productions.

Course: YTH707 **9 Hours**

\$89 + \$15 fee = \$104; NMR add \$25

Germantown Campus

CID#: 19909	3 Sessions	M T W
7/21-7/23	9 a.m.-12 p.m.	Ages 11-14
CID#: 19910	3 Sessions	M T W
7/21-7/23	1-4 p.m.	Ages 8-11

ROBLOX Makers

Unlock the power of ROBLOX® Studio, the world creation tool used by real-world ROBLOX® developers! Learn how to build 3D models and create an adventure in your ROBLOX® world. Bring characters to life with unique animations you design. Your projects will be available on a password-protected Black Rocket website for sharing with friends and family. You will work in pairs or teams for most of the program. In partnership with Black Rocket Productions.

Course: YTH694 **9 Hours**

\$89 + \$15 fee = \$104; NMR add \$25

Germantown Campus

CID#: 19891	3 Sessions	M T W
7/21-7/23	9 a.m.-12 p.m.	Ages 8-11
CID#: 19892	3 Sessions	M T W
7/21-7/23	1-4 p.m.	Ages 11-14

Rockets and Robots

What a great combination! In this exciting, hands-on course, you'll work in small teams to learn how to write step-by-step programs that guide robots through mazes and bring LEGO robots to life. You'll explore machines and mechanisms and then, using the concepts you've learned, design and build your own soda bottle rocket! Programs used include the LEGO programming language and the LEGO® WeDo Robotics kit. Once your rocket is ready, you'll have the chance to test it and take it home—but not before celebrating with your own launch party (weather permitting)! Get ready for a fun and interactive experience where you'll unleash your creativity and problem-solving skills while learning the fundamentals of engineering and programming! This Program is offered in Partnership with Goldsmith Education.

Course: YTH714 **9 Hours**

\$89 + \$15 fee = \$104; NMR add \$25

Germantown Campus

CID#: 19959	3 Sessions	M T W
7/21-7/23	9 a.m.-12 p.m.	Ages 6-10

Sketcher Kids

Learn to draw what you see—and even what you don't! Create your own sketchbook just like a pro, and explore fun, easy techniques to bring your ideas to life. Sketcher Kids is the perfect place to sharpen your skills and unleash your creativity! In partnership with Crisscross Applesauce dba Abrakadoodle.

Course: YTH713 **9 Hours**

\$99 + \$20 fee = \$119; NMR add \$25

Germantown Campus

CID#: 19941	3 Sessions	M T W
7/21-7/23	1-4 p.m.	Ages 6-10
CID#: 19942	3 Sessions	M T W
7/28-7/30	9 a.m.-12 p.m.	Ages 6-10

Video Game Animation

Bring your animations to life with design tools used by real game developers! Create sophisticated sprite animations using simple-to-learn techniques that you can use in any 2D editor. Squash, stretch, and shade your creations to make your characters pop! You do not need any prior experience in game design, animation, or sketching. Your created games will be available on a password-protected Black Rocket website for sharing with friends and family. You will work in pairs or teams for most of the program. In partnership with Black Rocket Productions.

Course: YTH706

6 Hours

\$59 + \$10 fee = \$69; NMR add \$25

Germantown Campus

CID#: 19893	2 Sessions	R F
7/24-7/25	9 a.m.-12 p.m.	Ages 8-11
CID#: 19894	2 Sessions	R F
7/24-7/25	1-4 p.m.	Ages 11-14

Who's That Character?

Jump into the world of your favorite characters! Discover the artists and designers behind Tinker Bell, Batman, Snoopy, and Mr. Potato Head. Sketch fairies, superheroes, and cuddly animals while exploring how these beloved figures came to life. From Scotland to Japan, Belgium to Canada, you'll uncover characters from around the world. Let your creativity soar—you might just create the next big star! In partnership with Crisscross Applesauce dba Abrakadoodle.

Course: YTH710

6 Hours

\$64 + \$15 fee = \$79; NMR add \$25

Germantown Campus

CID#: 19926	2 Sessions	R F
7/24-7/25	1-4 p.m.	Ages 6-10
CID#: 19927	2 Sessions	R F
7/31-8/1	9 a.m.-12 p.m.	Ages 6-10

YouTube Content Creators

Find your voice and leave your mark on the world! Whether you are six or sixteen, it's time to start a career as the next YouTube star. Explore the variety of content and personalities on YouTube and how to find your niche. Learn the Dos and Don'ts of the platform and how to practice good digital citizenship. Develop your on-camera presence, your own channel branding, and professional editing skills. Take home a plan for launching your own channel with the content created in class! Student projects will be available on a password-protected Black Rocket website to share with friends and family. You will work in pairs or teams for most of the program. In partnership with Black Rocket Productions.

Course: YTH705

9 Hours

\$89 + \$15 fee = \$104; NMR add \$25

Germantown Campus

CID#: 19915	3 Sessions	M T W
7/28-7/30	9 a.m.-12 p.m.	Ages 11-14
CID#: 19916	3 Sessions	M T W
7/28-7/30	1-4 p.m.	Ages 8-11

Meet Our Amazing Partners!



Abrakadoodle, one of the most well-established art education companies of its kind, inspires kids to reach beyond and create art that is unique to them. Offering extensive art classes for children of all ages, the goal is to help students develop their technical skills, gain an appreciation of artistic expression, build confidence, individually and as a part of a group, and experience other academic subject matter from an artistic perspective using the full range of visual arts media. All lessons are scaled to the age level designated in each camp, and are progressively more challenging and nuanced in the concepts and techniques presented to reflect students' abilities.

Stephanie Burke E.Ds.—Abrakadoodle of Greater Silver Spring, MsSTB1Creations (Takoma Park/Silver Spring) and Nancy Delasos—Abrakadoodle of Montgomery County, Crisscross Applesauce (Germantown and Rockville)



The magic in you will come to life as never before when you are empowered to be as creative as you were born to be. The magic in every student comes to life as never before when they are empowered to be as creative as they were all born to be!

Black Rocket has twenty years of experience designing courses in the S.T.E.A.M fields. Every program is powered by the child's innate imagination and designed to bring their ideas to life in a fun, hands-on learning environment. All Black Rocket programs mirror real life experiences and the collaborative nature of the design process. Students will work in pairs or teams for in-room programs in a COVID safe way. Online classes provide a more independent experience, but with an emphasis on peer-to-peer feedback to enhance the creative process.



Goldsmith Education LLC provides technology education to elementary through high school students in interesting, fun and exciting ways. Students learn science, mathematics and engineering concepts in a thought provoking, safe and varied educational environment with exposure to a multitude of age-appropriate learning tools, programming (coding) languages and specially designed physical kits. Our program starts by giving students base knowledge in technology starting with the very basic machines to compound builds growing toward opened ended building and programming opportunities. Our idea of technology education is that students need to be grounded in physical construction in order to truly understand how to create a program to manipulate the world around them.

General Registration Information

Registering Your Student

Youth Programs registration is online only.

1. <https://montgomerycollege.augusoft.net/>
2. Select your class and "ADD to CART"
3. You will be prompted to "Sign In" or "Create a New Profile."
4. **Returning Students** (If you have registered since Summer 2021) Sign In. Prompts are available if you forgot the user name or password. Please do not make a duplicate ID. Doing so will delay registration in selected camps.
5. **New Students.** View the video for How to Create a New Student Profile.
6. Create a student profile for **EACH** student.
7. Use child's name for the profile.
8. If your child is one year younger or older than the specified ages, please contact YouthProgramsDirector@MontgomeryCollege.edu and ask for assistance
9. **Other information (email, phone, and credit card) should be the parent/guardian. We use this information to contact you throughout the process and program.**
10. Check Out

After you register, you will receive an email with information on how to complete CampDocs (see below). In addition, you will receive an email the Wednesday before the camp begins with information regarding parking, building/room location, and any other information you will need for the first day of camp. Therefore, it is imperative that you register with an email that is checked daily and with the parent/guardian's phone number.

Camp Start Week	Registration Closing Date (by 11:59 p.m.)
6/23/2025	Sunday, 6/15/2025
6/30/2025	Sunday, 6/22/2025
7/7/2025	Sunday, 6/22/2025
7/14/2025	Sunday, 7/6/2025
7/21/2025	Sunday, 7/13/2025
7/28/2025	Sunday, 7/20/2025
8/4/2025	Sunday, 7/27/2025
8/11/2025	Sunday, 8/3/2025
8/18/2025	Sunday, 8/10/2025

CampDocs (Mandatory)

Montgomery College Youth Programs uses Camp Docs to maintain all the emergency information, health information, and other camp related forms. This is where you will also find permission forms, handbooks and maps of the campus. It is our hope that this will streamline the paperwork required for your child. **A few days after registration, you will receive an e-mail from campdocs.com with instructions on how to enter this information into the system.** You will only enter this information once per child. **All information is required before your child can attend online or in-person camp.**

Residency Policy

The following are general guidelines taken from the College policy on residency for tuition purposes. A complete copy of the policy is available in the Montgomery College Catalog.

- Students attending Montgomery College will pay tuition according to their residency.
- To qualify as a resident of the state of Maryland for tuition purposes, legal domicile must have been maintained for a period not less than three months prior to the first regularly scheduled class.
- Non-Maryland residents (NMR) pay Out-of-State Fees. (Non-U.S. Citizens: attach a copy of your passport, visa, or permanent resident card.) Non-Maryland residents and Non-U.S. Citizens without a passport, visa, or permanent resident card must pay a \$25.00 per course out-of-state fee for youth offerings.

Cancellation Policy

Courses may be cancelled due to under-enrollment at least five (5) business days prior to the start of course or program. Students will be notified of cancellation by e-mail and a refund will be processed for the total cost of course(s). Refunds will take approximately three (3) weeks to be processed.

Class Change and / or Refund Policy: Youth Programs Only

Refund Policy

- Withdrawal from class up to and including 21 days prior to the start of the class—Full Refund.
- Withdrawal from a class less than 21 days prior to the class—No Refund.
- If a class is administratively cancelled, you will receive a full refund.
- There are no refunds for scholarship students who do not attend if they have not notified us at least two (2) weeks in advance of the specific camp for which the scholarship has been awarded.
- In order to receive a full refund, you must submit your request by the following dates:

Camp Start Date	Refund Request Due Date
6/23/2025	By Monday, June 2, 2025
6/30/2025	By Monday, June 9, 2025
7/7/2025	By Monday, June 16, 2025
7/14/2025	By Monday, June 23, 2025
7/21/2025	By Monday, June 30, 2025
7/28/2025	By Monday, July 7, 2025
8/4/2025	By Monday, July 14, 2025
8/11/2025	By Monday, July 21, 2025
8/18/2025	By Monday, July 28, 2025

Class Change Policy

Please contact the YouthProgramsDirector@montgomerycollege.edu with details of your request. Youth Programs must have the request in writing.

If a change in registration is approved

1. **Customer Service will drop you from the first class and process a refund for this class.**

The refund should appear on your credit card statement in 2-5 business days.

2. **Customer Service will register you for the alternate class and email you a payment request.**

Please login to your child's account and submit the payment within 48 hours. To submit the payment, please go to My Transaction then click on Pay Now and make a payment with your credit card.

Communication

Youth Programs uses the e-mail address entered when registering to communicate with families of registered students about specific program information. Please be sure your e-mail address is current and that you check it regularly. Until you know that you can receive our e-mail notifications, also check your SPAM folder. Parents without an e-mail address will receive information by phone and/or mail.

Health Service

Montgomery College instructors and staff cannot administer any medication, prescription or non-prescription (over-the-counter), to students. If a student needs to take medication during the program, you need to have the **Medication Administration Authorization Form** completed by your child's physician. A separate form must be completed for each medication, prescription, or over-the-counter drug.

Prescription medications must be in the original containers bearing a pharmacy label that shows the (a) Prescription number, (b) Date filled, (c) Authorized prescriber's name, (d) Name of the medication, (e) Directions for use, and (f) Patient's name. **Non-prescription medications** must be in the original containers and include the directions for use.

All medications, except emergency medications like Epi-pens or inhalers, must be collected by the program staff, kept in a secured, locked storage compartment, and stored under the conditions specified by the manufacturer of the medication. Students may **only** carry emergency medications, like Epi-pens and inhalers, while attending their classes.

A student who is self-administering medication will be supervised by a staff member who will ensure the directions provided are followed. The staff member will also be informed of the side and/or toxic effects of the medication.

The Youth Programs' Registered Nurse will contact the parents of any student with allergies or health issues to discuss concerns and develop an action plan for faculty and staff use

Drop-off and Pick-up Procedures

Unless alternate arrangements have been made in advance with the Youth Programs Office, drop-off and pick-up your student at the assigned classroom. Students should be dropped off at their assigned classroom no earlier than 15 minutes before the start time. Students must be signed in and out of class by an adult unless prior arrangements are made in advance with the Youth Programs Office. Your request will be reviewed and you will be advised how to proceed.

Parents/guardians can authorize students entering 6th grade or older to sign themselves in and out. Parents/Guardians must do this in CampDocs. Please note that granting permission to sign in/out gives the child to sign themselves in at the beginning of their day and at the end of their day. It does not give them permission to sign themselves out during the camp, or for lunch (if they have a full day of camp).

Late Pick-Up Policy: Because of the large, public, open environments of our program sites, and our concern for student safety, we require that parents accompany students to the classroom or designated area when dropping off the student. Parents/guardians are asked to sign the student out in person at the end of the camp day, and will be asked prior to the start of camp to identify those persons who have approval to pick up the student from the program.

In order to avoid late charges, please arrive to pick up your student at least 10 minutes prior to the end of their day.

Parents should arrange to pick up their student promptly at the end of their class. There is no supervision before 8:45 a.m. or after a student's day ends unless he/she is registered in the Before and/or After Care program. It is our policy to keep a record of late pick-ups for each student for the week. Each family will be charged a late pick-up fee of \$25 for every 15 minutes or part thereof. Repeated late pick-ups may jeopardize the student's enrollment in the program. All parents or authorized persons will sign a late pick-up slip at the time of pick-up. The college's clock will be used to determine the time. Payment is due within two days of the late pick-up and can be paid at a customer service or cashier office. The student will not be allowed to continue in the program if proof of payment of the late charge(s) is not presented by the second day of the late charge assessment. In the event that the student does not return, the parent will be billed for any late fees not paid. Please note that the late fee is assessed for each student picked up late.

Transportation

Students and their parents or guardians are responsible for all transportation arrangement to and from campus. Public transportation is available. Call Montgomery County Transit Information at 301-217- RIDE.

Disability Support Services

Montgomery College Youth Programs is committed to providing accessible education and a supportive learning environment for all students. To help us meet this goal, the college offers support through the Disability Support Services Office. Parents submit pertinent information via campdocs.com. After completing the appropriate information on campdocs.com, parents are to contact counselor Natalie Martinez at Natalie.martinez@montgomerycollege.edu or 240-567-4118 at least two weeks before the start of the program to arrange for reasonable accommodations. MC does not provide medical assistants or care attendants. Campers must exhibit independence and ability for self care. Parents are not permitted to attend camp with their child.

Behavior

All students, regardless of disability/challenge (e.g. physical, learning, psychological, emotional, behavioral, etc.) or medical condition, must abide by the rules and regulations of the Montgomery College Code of Conduct (see terms and conditions), including exhibiting classroom behavior that allows for a student environment free from harassment, discrimination, and disruption. We understand that some students require additional assistance to meet that standard, and we will determine if reasonable accommodations can be provided that will allow for the successful delivery of instruction to all students in the class. (Check the appropriate question on the registration form and you will be contacted in advance of the class/program or contact us directly.)

Behavior contrary to the College's Code of Conduct cannot be tolerated and may result in expulsion. There is no refund granted as a result of expulsion. In accordance with Title IX of the Education Amendments, Montgomery College prohibits sex discrimination, including sexual misconduct. When made aware of possible discrimination, the College will take prompt action to end the sexual misconduct, prevent its recurrence, and remedy its effects. To report Sexual Misconduct concerns contact: Kristen Roe, Director of ADA & Title IX Compliance, Office of Compliance, Risk, and Ethics at Montgomery College, 240-567-4279.

The College and its staff are not responsible for lost or misplaced smart phones, tablets, laptops, and/or any other electronic devices owned by student.

DRIVER EDUCATION at Montgomery College

Montgomery College's 36 hour Driver Education course is approved by the Maryland Motor Vehicle Administration and consists of the required 30 hours of classroom instruction and 6 hours Behind the Wheel. We also offer Learner Permit Prep courses for students with mild to moderate learning disabilities.

For more information, visit us online at <https://www.montgomerycollege.edu/wdce/drivers-education>.



SAT and ACT Prep at MC

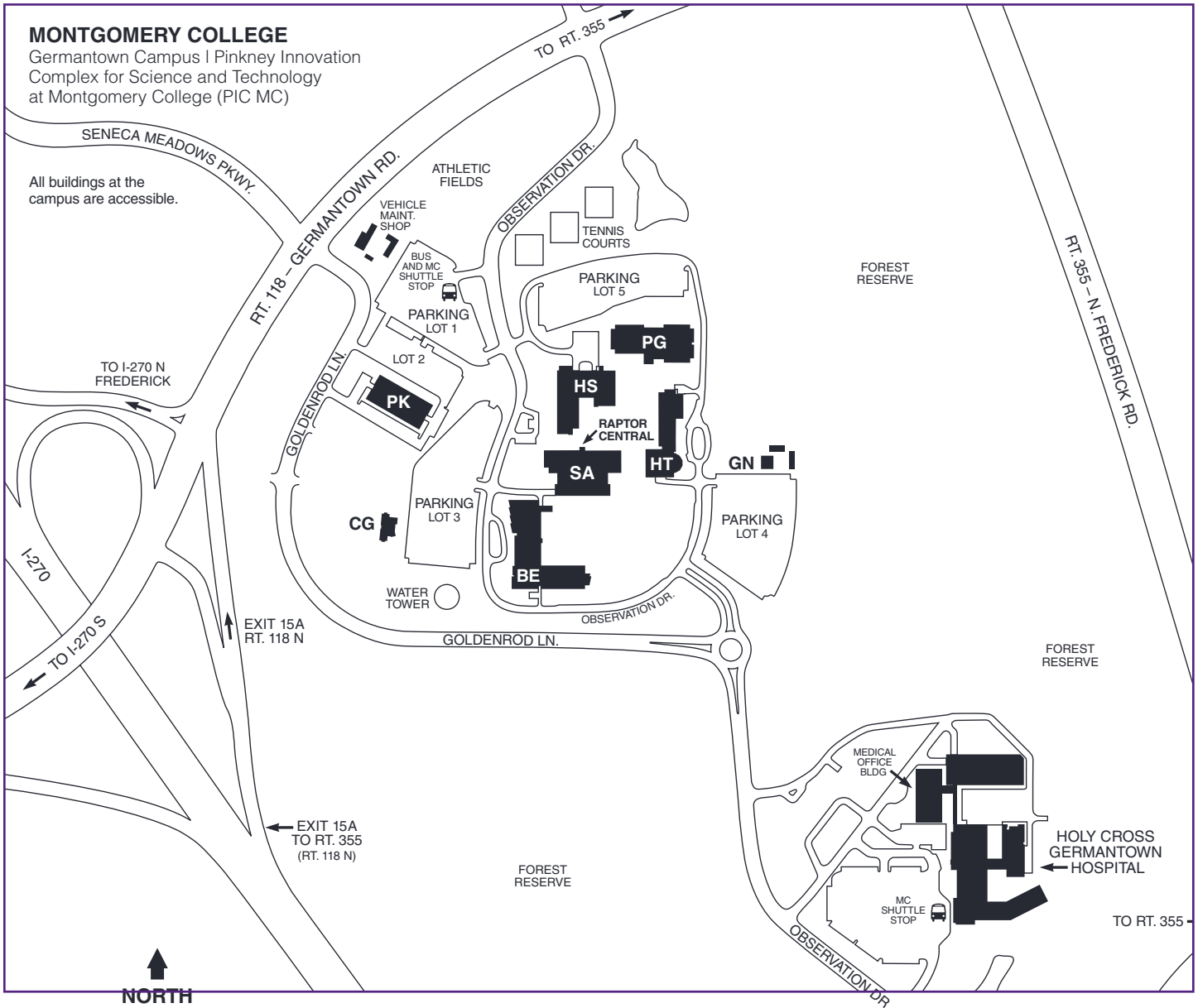
Can't make it to our Summer SAT camp?

Then check out more of our test prep classes that are offered through-out the year.

- Online Zoom and in-person options
- Boost test-taking confidence.
- Practice with real tests.
- Small classes.
- Ease test stress.
- Great prices

For more details, please visit:
www.montgomerycollege.edu/wdce/satprep.html or call 240-567-5188.

Maps



Montgomery College Germantown Campus

20200 Observation Drive
 Germantown, MD 20876
 240-567-7700

Directions

Take I-270 to exit 15A (Route 118) North to Route 355. Continue about one mile to the first traffic light at Observation Drive, turn right. Follow the campus driveway to the student parking lots. Campus is also accessible from the Shady Grove Metro station via the Ride-On bus.

Germantown Legend of Buildings

- BE Bioscience Education Center
- CG Child Care Center for Early Education (CEE)
- GN Greenhouse
- HS Humanities and Social Sciences Building Cafeteria
- HT High Technology and Science Center Globe Hall
- PG Physical Education Building
- PK Paul Peck Academic and Innovation Building
- SA Student Affairs and Science Building Support Services, Public Safety Office

**Germantown Campus
Summer Youth Programs
Course Schedule 2025**

Youth Programs

www.montgomerycollege.edu/youth

email: youthprogramsdirector@montgomerycollege.edu

Phone: 240-567-7264 or 240-567-7917

**Germantown Campus
Summer 2025
Youth Programs
for
Ages 6–15**

