YOUNGER - 9:30 AM START TIME

Ages 5 – 7

Ages 5 – 7

SANDBOX INFRASTRUCTURE

9:30 am - 2:30pm

Construction machines dig, carry, dump, shape and pack soil to build highways, dams, levees, and canals. Construct the machines. Make a micro loader, dump truck, bulldozer, and roller. Make a mobile construction headquarters. Work in massive (shovel-ready) projects in our sandbox each afternoon. Understand public works to restore our country's economy.

By: Melissa Fitzmaurice, Wanda Faison	Fee: \$210 (members \$195)

ΜοΜΑ ΜΙΑ Ages 5 – 7 9:30 am - 2:30pm

Construct your own micro Museum of Modern Art (with sculpture garden) that folds – artfully – into a portfolio case for easy transport. Create your own Picasso, Dali, Kahlo or Pollack paintings and sculptures after Moore, Giacometti, and Serra. Create a helicopter and designs after the Eames' and Noguchi. See short films from the collection. All this to understand what makes

Modern modern The fifth in Amy Peters' Making Art History series. Fee: \$210 (members \$195) By: Amy Peters

BIG SHIPS 9:30 am – 2:30 pm

A hundred years ago, the industrialized world raced to build big, fast ships...the last of their kind before the airplane became king. Construct a grand Blue Riband Ocean Liner or an awesome Dreadnought Class Battleship. Build the colliers andtug boats that served them, the submarines that invented new dangers. Your liner can bring immigrants to a new world and entertain world travelers. Your battleship can keep the peace or restore it. Join in constructing oceans to share.

CABINET OF CURIOSITIES	Ages 5 – 7
9:30 am – 2:30 pm	
Before there were museums, a lucky few people had Cabinets of Curiosities (in	

Europe: *Wunderkammer*) in which they collected treasures of natural history and art. Construct a cabinet. Fill with animals you've created guided by great artists: a lion after Calder, a horse after Chagall, a giraffe after Brancusi, a sheep after Moore, a camel after Klee. Collect wondrous ways to see and capture the world.

By: Melissa Fitzmaurice, Wanda Faison Fee: \$210 (members \$195)

ELECTRIC INSECT ZOO	Ages 5 – 7
9:30 am – 2:30pm	

Insects are among nature's most basic and direct inventions. Construct insects to discover the most basic and direct electric circuits: fireflys and glowworms that light, butterflys that flutter, crickets that chirp, grasshoppers that dance, fleas that tumble, flies that – well – fly, bees that buzz and more. Learn to organize, test and *debug* simple circuits in a garden of experiments.

By: Melissa Fitzmaurice, Wanda Faison	Fee: \$210 (members \$195)
FIRE HOUSE 9:30 am – 2:30pm A Firehouse is a community's emergency toolbox. specific job in protecting people and property. cor bring water, a Turntable Ladder Truck to reach hig unscramble accidents, an Ambulance to transport with flashing lights. Build a Firehouse – like a tool With a visit from the Hamden Fire Department. Batt By: Melissa Fitzmaurice, Wanda Faison	nstruct a tiny Tanker Truck to h places, a Rescue Unit to t the injured, and more. All Ibox – to carry your Company.
around the world in 80 days	Ages 5 – 7

9:30 am – 2:30pm

Jules Verne wrote Around the World in Eighty Days, not as science fiction, but as a story of the dramatic progress of 1872: the Suez Canal, and the crosscontinental railroads that opened the world to adventurers and speed. Construct your own Reform Club and trophies from Bombay, Calcutta, Hong Kong, Yokohama and San Francisco of 1872. Join the class in building an 80 foot map of Phineas Fogg's journey.

Fee: \$210 (members \$195) By: Melissa Fitzmaurice, Wanda Faison MY CASTLE Ages 5 – 7 9:30 am - 2:30pm We all have castles in our heads...pictures that we've collected from books and movies, legends and history. Start with David Macaulay's pictures, your

pictures, and our castle blocks. Construct walls and gates and the soldiers to defend them. Construct a Great Hall, a throne and a king and queen to rule them. Create stables and kitchens and servants to operate them. Create knights and horses and pages and armorers. Create your castle story.

By: Melissa Fitzmaurice, Wanda Faison Fee: \$210 (members \$195) LEONARDO'S FLOATING TOY BOX Ages 5 – 7

9:30 am – 2:30pm Everything excited Leonardo da Vinci's imagination, but nothing more than water. Construct his boats that sail, paddle, and submerge. Construct his siphons and squirt guns. Follow his instructions for blowing and testing bubbles. Join the class in constructing and testing canals and dams. Build a floating vessel to carry your tools and constructions. And every day, find fresh

ways to play with water. By: Melissa Fitzmaurice, Wanda Faison *Fee:* \$210 (*members* \$195)

ENGINEERING CALDER: THE WHITNEY CIRCUS

This year, the other Whitney Museum celebrated the ingenious Circus that Alexander Calder constructed in Paris 80 years ago. Calder was an artist who had trained as an engineer. His performers are playful constructions of wire, wood, and scraps assembled with an artist's imagination and an engineer's love for clever mechanisms. Our finale workshops will construct

animals and performers inspired by Calder, circus traditions around the world, and your imagination. With a grand performance on August 21.

MAKING BREAD 9:30 am – 3pm

By: Ali Heery

Three hundred seventy years ago, New Haven's Puritan settlers built their first grain mill on the Museum's site. For most of history, bread was baked in every neighborhood, every day. And in much of the world, it still is. Construct model bread ovens, explore traditions, bake breads from Ethiopia, Italy, India, Mexico and Iceland. Grind wheat, rye, and corn. Discover the flavors of the world.

Fee: \$230 (members \$215)

Ages 7 – 9

Ages 7 – 9

Ages 7 – 9

DARWIN IN SOUTH AMERICA 9:30 am – 3pm

Charles Darwin set out on a voyage to survey the coasts of So. America. He would map much more. In the many species he observed, he noticed patterns. similarities, and differences that helped connect the family of all living things. Construct a *Beagle*, the ship that launched Darwin's explorations. Observe, draw, and collect specimens. Learn science that begins with careful observation. By: Taylor Murphy & Ali Heery Fee: \$230 (members \$215)

MAKING MUSIC 9:30 am – 3pm

WALL E & FRIENDS

By: Taylor Murphy

MAKING MAGIC

Combine a cardboard tube, a rubber glove, a plastic tube and tape with a good puff and the direction of Jon Madin and you'll have, not noise, but the full, rich music of a bassoon. Construct a one string banjo, a jazz dancing lumberjack, and a simple but rich toned marimba. You need no prior musical training to learn the art of finding the tones and pitches that make real music. Modern adaptations of traditional instruments by John Madin. Fee: \$230 (members \$215) By: Ali Heery

Ages 7 – 9

9:30 am – 3pm Construct your own Waste Allocation Load Lifter – earth class – with two motors and wired remote control. Like the original, he's easy to repair and keep running. Like the original, his friends will follow him anywhere. Construct an Eva, a Mo, a Vacuum Bot, and a Paint Bot: all with their own movements when WALL• E pulls them. Construct a Container like WALL• E's to carry and service your Bots. *Batteries included*.

Ages 7 – 9

9:30 am – 3pm Exactly 100 years ago, A.C. Gilbert graduated from Yale. Rather than practice medicine (for which he trained) he practiced magic. He founded the Mysto Magic Company with John Petrie. Gilbert went on to build Erector Sets and other learning toys, but he never lost his love for the discipline and art of magic. Construct your own magic show with traditional card, coin and silk tricks. Build a carrying case to keep your secrets. Practice and perform your art. By: Ali Heery

Ages 7 – 9

9:30 am – 3pm The potters wheel is one of civilizations's first machines. It lets fingers sculpt

and finish clay vessels precisely and efficiently. It produced containers to collect, store and prepare food and water. Construct and learn a micro potters wheel powered by batteries. Small pots speed drying time and allow a whole course of ceramics in a week. Make tools and a carrier. Fire and decorate your work. Batteries included.

By: Samantha Wills & Olivia Mahler–Haug

MICROPOTTERY: THE WHEEL

MICROPOTTERY: MOSAICS

9:30 am - 3pm Clay is one of civilization's most universal resources. Every culture has found methods of shaping and transforming its clay for practical and artistic purposes. Construct tools to flatten, press, roll, pinch and mark clay. Produce projects for use and for art. Experiment with textures, printing and embossing on surfaces. Glaze and fire tiles in styles from around the world. All in the micropottery scale that allows quick drying and decorating.

By: Samantha Wills & Olivia Mahler–Haug

ELECTRIC DRAGONS 9:30 am – 3pm

In the East and the West, dragon legends...and dragons...are assembled from parts of beasts that are known and unknown: bodies of reptiles, wings of bats, venom of serpents...all powered with a bit of magic. Construct dragons that float and fly, glower and run (Dragon Racers) with motors, LEDs, magnets, and imagination...all powered with batteries and switches under only your control. Dragon skin courtesy Edelman Leather LLC. Batteries included. By: Ali Heery

Fee: \$230 (members \$215)

Fee: \$230 (members \$215)

JUST SEW STORIES 9:30 am – 3pm

It's an ancient quest: the search for loyal companions. We create them in stories, we create them with our hands. Hear classic stories of cloth friends. Cut and stitch (on our new sewing machines) and stuff a Velveteen Rabbit, a Curious George, a Bear of very little brain. Learn to use patterns, pins, needles, several kinds of thread, buttons, baubles and your imagination to bring friendships to life.

9:30 am – 2:30pm

By: Martha Burns & Ali Heery & Guests

ENGINEERING CALDER: MENAGERIE

Ages 5 – 7

Construct a bear that cycles, dogs that leap through hoops, a horse bareback rider, a lion and trainer, a graceful elephant...all that ride in a colorful circus wagon. Train your animals to perform, knowing that no live animals will be captured, caged, or coerced in this entertainment.

LEONARDO'S CASTLE

9 am - 3pm

Leonardo's mind shaped every part of his world. Construct a castle to collect his inventions, experiments and entertainments. Start with underground canals that he proposed. Construct walls defended by his batistas and ladder repellers. Construct his studio and artist's tools, his theater with rotating stage, his laboratory for studying the body. Carry water to fountains with his pump, cool rooms with his air conditioner, add a garden and a grand horse sculpture. No one has more to teach you about the possibilities for design in your world than Leonardo. *Fee:* \$250 (members\$235) By: Wm Brown

THE WHITNEY RELAY

9 am – 3pm

This was Eli Whitney's mission: to make his factory operate as one coordinated engine with each part answering the other. Construct a 20 track relay with triggers - one tripping the other - collected from artists of design,known and unknown, all around the world and from your own imagination. Design for precision, design for originality; design for science, design for art. Share your designs with the class...and with the world via our web site. Collect and carry your components in a custom case.

By: Wm Brown

CRASH TEST DUMMIES IX: BLUE MAN GROUP 9 am – 3pm Ages 9 – 12 For eight years, our Crash Test Dummies have tested the limits of design and science. This year they throw themselves into art. Construct Crash Test Dummies to enter the domain of the Blue Man Group; percussion artists who have invented a stage presence, instruments and musical compositions to disassemble, examine, and reinvent experimental rock performance. Build and play musical instruments of pipes and tubes. Construct, light, and splatter sets. Discover wit and wisdom in their wild imaginations. *Batteries, rocket engines included.*

permission. Blue Man Productions Inc. not responsible for Workshop content. By: Wm Brown & Jon Madin, artist in residence

GALILEO'S TOOLBOX

9 am – 3pm

Exactly 400 years ago, a 35 year old Italian mathematician, Galileo Galilei, built a telescope after a Dutch design. With it, he saw in the face of the moon and the moons of Jupiter evidence that would change the way the world saw itself. Galileo was an experimenter who trusted his eyes and ears and hands. Build an experimenter's toolbox and fill it with Galileo's tools and toys. Construct a telescope, a model of the solar system, his compass for aiming cannons (and a cannon to aim), a sunspot projector, his marble ramp, his thermometer, his pendulum motor. By: Wm Brown *Fee:* \$250 (*members*\$235)

KEEPON & FRIENDS 9 am - 3pm

Keepon is a clever, small round yellow robot designed by Hideki Kozima to make connections with socially isolated children. At Carnegie Mellon University, Keepon learned to dance. Construct your owr simple 4 motor Keepon with programmable mechanical controls and an external control board. (Simple: remember the lab model costs \$40,000.) Teach your **Keepon** to dance. Your **Keepon** will share circuits with three Friend Robots who dance with him. Batteries included.

By: Wm Brown

TRADING CULTURES V: THE DUTCH & THE MERCHANT EMPIRE Ages 8 – 12 9 am – 3pm

400 years ago Dutch explorers probed the Hudson River (named for one of their captains.) A few years later they were the first Europeans to explore Connecticut. They were looking for trade routes to India. The Dutch were unrivaled shipbuilders and sailors. Construct a Fluit, the slender, three masted vesel that carried the world's treasures in 1600 with its complete crew. Collect the spices, timber, tea and chocolate, the Japanese silver and Persian perfume that built Amsterdam's great fortunes, and the world's first banks. Reeanact tulip mania in 1637: the first speculative bubble. *Fee:* \$250 (members\$235) By: Wm Brown

STAR FLEET ACADEMY

9 am – 3pm

Most future historians attribute the founding of the Starfleet Academy to 2061 in California on Earth. The more astute will notice beginnings in 2009 in Hamden. (Hint: look more carefully at that structure across Whitney Avenue.) This summer, Cadets will construct and fly prototype Constitution Class Starships that will be registered as the Enterprise in 2245. They will skirmish with Romulan and Klingon Birds of Prey. They will learn to pilot Shuttles and Escape Pods. They will learn the languages (basic Klingon), science, teamwork and diplomacy essential to Federation leadership. Rocket engines included. *Fee:* \$250 (members\$235) By: Wm Brown

ARCHITECTURE OF WATER IX: BRUGES

9 am – 3pm

In the middle of the Middle Ages, in the middle of the Low countries between France and Germany on the coast of the North Sea, Bruges (Belgium) grew as a center of trade, finance and art. A circle of walls protected her; canals crisscrossed her with cargo, her stone and brick shops and houses would survive centuries of war and economic change. Construct a medieval merchant's house in quarter inch scale. Build its family, artisans, furniture and trade goods. Join the class in laying out Bruges with its fairytale walls and canals. Build barges for trade. By: Wm Brown (& Nikita Twaalfhoven)

UNDERSTANDING CONFLICT: AGINCOURT TO JOAN OF ARC 9 am – 3pm

power and thrones. Its battles saw the decline of the knight, the rise of the longbow, the arrival of the cannon. It reshaped armies and social status; it established the modern maps of England and France. Construct Henry the V and his Longbow archers who will defeat a much larger French Army at Agincourt. Construct Joan of Arc and the army she led ten years later to turn the tide against the English. Reenact scenes from this conflict. Construct a castle to besiege and defend. Batteries included.

ENGINEERING CALDER: BALANCE & BALLISTICS 9:30 am – 3pm

Ages 7 – 9 Ballistics is the science of bodies in motion. Construct acrobats, trapeze artists and wire walkers who balance, leap, swing, flip and roll with clever mechancs and glittering costumes. Construct a human cannonball and cannon, a knife thrower and fearless assistant. Plus some dizzy clowns. All fold into a small case for easy transport.

Ages 9 – 12

Fee: \$230 (members \$215)

Fee: \$230 (members \$215)

Fee: \$230 (*members* \$215)

Fee: \$230 (members \$215)

Ages 7 – 9

Ages 7 – 9

Ages 7 – 9

MIDDLE — 9 AM START TIME

Ages 8 – 12

Ages 9 – 12

Fee: \$250 (*members*\$235)

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Fee: \$250 (*members*\$235)

Ages 9 – 12

Ages 9 – 12

Fee: \$250 (*members*\$235)

Ages 9 – 12

Ages 8 – 12

Fee: \$250 (*members*\$235)

Ages 9 – 12

The Hundred Years War was a succession of battles between royal dynasties competing for land,

ENGINEERING CALDER: CIRCUS CIRCUITS

9:00am - 3pm Circus performers perfect fine motor skills. Develop your electric motor skills. Construct robot dancers, corde lisse aerialists, acrobats, and animals - all with wild movements. Construct fire eaters and jugglers, fire hoopers that perform ancient tricks with modern LEDs. All fold into a small case for easy transport. Batteries included.

ENTREPRENEUR (SHIPS) 9am – 3pm Ages 12 & up Learn the business and math of the Museum. Help produce and pack 1000 boats for summer. Learn to set fixtures and measure in thousandths. Take home a micrometer, a stipend of up to \$45, and perhaps a design copyright. By Taylor Murphy Fee: \$250 (memb \$235)

ADIRONDACK CHAIR WK 2

9am – 3pm Ages 12 & up An introduction to furniture design and construction in a traditional style that invites lively invention. Construct a chair for your room or porch. Add to your collection. Adults welcome.

By Mike Dunn Fees: \$250(memb \$235)

MAKING WOOD SING

Ages 12 & up 9am – 3pm Construct a small marimba.Construct a one string cello with a spring resonater that makes beautiful music even in the hands of an untrained performer. Serious woodworking, serious sound. Guest artist/musician: Jon Madin.

By: Mike Dunn Fee: \$250(memb \$235)

METAL SHOP: WHIRLYGIGS

Ages 12 & up 9am – 3pm Build wind-powered folk art – animated metal sculptures made from recycled materials (lithographed cans, tins etc.) Develop basic metalworking skills such as measuring, cutting, seaming, riveting and dapping. By: Mike Dunn Fee: \$250(memb 235)

RUSTIC CHAIR

Ages 12 & up 9am – 3pm Build a rustic chair from locally harvested

woods. Learn their character. Learn round mortise and tenon joinery. Build a basic chair – then let your imagination run

'By Mike Dunn Fee: \$250(memb \$235)

Ages 12 & up

MODEL YACHT 9am – 3pm

Construct a 1" scale, self- tending, Norwalk Island Sharpie to explore art and science of scale model building. Learn hull design, scale logic, rigging and basic sailing strategy.

By: Mike Dunn Fee: \$250(memb \$235)

ANALOG GAMEBUILDER WK 7

9am – 3pm Ages 11 & up In the tradition of the strategy games Mordheim or Warhammer, create a warband of 10 miniatures and skirmish with other 'bands' to gain wealth, powers, size. Build the environment, learn strategies, play the game. All levels welcome

By: Taylor Murphy Fee: \$250(memb \$235)

ADIRONDACK CHAIR WEEK 8 9am – 3pm Ages 12 & up

An introduction to furniture design and construction in a traditional style that invites lively invention. Construct a chair for your room or porch. Add to your collection. Adults welcome.

By: Mike Dunn Fee: \$250(memb \$235)

PAPER, PRINT, BOOK

Ages 12 & up 9am – 3pm Build a small rotary printing press and design your own type stamps. Publish single side broadsheets, or print on paper you've made. Learn classic paper making techniques. Learn bookbinding, making albums, notebooks, diaries. By: Heather Metcalfe Fee: \$250(mem \$235)

ANALOG GAMEBUILDER WK 10 Ages 11 & up 9am – 3pm In the tradition of the strategy games

Mordheim or Warhammer, create a warband of 10 miniatures and skirmish with other 'bands' to gain wealth, powers, size. Build the environment, learn strategies, play the game. All levels welcome.

MIDDLE TO OLDER — 9 AM START TIME

SEE IMAGES

OF THESE 2009 SUMMER

PROGRAMS ON OUR NEW WEBSITE:

www.eliwhitney.org/summer2009

AEROMODELING WK 2 9am – 3pm

Ages 10 - 15 Construct and fly free-flight models, powered by hand, by catapult, by twisted rubber. Beginning to advanced projects. Traditional designs or your own. With a trip to Durham Fairgrounds for flight trials.

By: Samantha Wills & Al Vollmer *Fee:* \$250(*members* \$235)

AEROMODELING WK 3 9am – 3pm

Construct and fly free-flight models, powered by hand, by catapult, by twisted rubber. Beginning to advanced projects. Traditional designs or your own. With a trip to Durham Fairgrounds for flight trials.

Ages 10 - 15

By: Samantha Wills, Josh Revkin & Al Vollmer *Fee:* \$250(*members* \$235)

SEWING – COSTUMES

Ages 11 & up 9am – 3 pm Get a head start on Halloween (or not). Choose a character and make a pattern Interpret it your way and personalize it to fit youself. Build accessories to enhance the character's persona (wood, paper, metal?). Fabric etc provided by you. All else by us.

By Martha Burns Fee: \$250 (memb \$235)

AEROMODELING WK 5 Ages 10 - 15 9am - 3pm

Construct and fly free-flight models, powered by hand, by catapult, by twisted rubber. Beginning to advanced projects. Traditional designs or on your own. With a trip to Durham Fairgrounds for flight trials

By: Taylor Murphy, Josh Revkin & Al Vollmer Fee: \$250 (members \$235)

ELECTRONICS 1

9 am – 3pm

Learn basic electronic components and assembly. Use capacitors, resistors, diodes and transisters. Learn to solder & read a multimeter. Build an anemometer which includes a light break sensor, timer, counter, delay circuit and a digital converter. By: Tyler Nyswander Fee: \$250(memb \$235)

Ages 10 -15

ELECTRONICS 2

9 am – 3pm Ages 10 -15 Expand your introductory knowledge and your repertoire with a Drawdio, a theramin designed by Jay Silver at the MIT Media Lab and a light-following 2-motor car designed by Rob Gagliardi at the Eli Whitney Museum.

By: *Tyler Nyswander Fee*:\$250(*memb* \$235)

GREEN WORKS: DARWIN'S WORMS 9am – 3pm Ages 11 & up

Learn sustainable gardening. Construct a worm farm that will compost table scraps into rich fertilizer. (Take your Farm and *livestock* home; or sell it.) Celebrate Darwin's birthday and worm experiments.

By: Alexis Brown Fee: \$250(memb \$235)

ANALOG GAMEBUILDER WK 9 9am – 3pm

Ages 11 & up In the tradition of the strategy games *Mordheim* or Warhammer, create a warband of 10 miniatures and skirmish with other 'bands' to gain wealth, powers, size. Build the environment, learn strategies, play the game. All levels welcome.

By: Kris Danielewicz Fee: \$250(memb \$235)

SEWING — BACK(PACK) TO SCHOOL 9am – 3 pm Ages 11 & up

Make a backpack, a pencil case, a cell phone case, a notebook cover, a tote bag, (or more) to prepare for your return to school. Use recycled materials and your friends will be green with envy for your environmental sense.

By Martha Burns Fee:\$250(*memb* \$235)

COMPUTER CNC ROBOT

9am – 3pm

Ages 11 & up Learn the language of our newest machine: a Shopbot CNC Router. Design and engrave a sign. Design and cut (and build) a stool using drawing tools and machine-specific software. Welcome a new partner in building. By Nathan Coste Fee: \$250 (memb \$235)

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ages 11 & up

VIDEO WK 2 9am – 3pm

Ages 11 & up Shoot your movie using a Flip Video camera and edit on our new iMacs ™ with iMovie. Learn to storyboard it first. then shoot video at home and bring in the next day to edit. Add sound effects, special effects etc. By: Heather Metcalfe

Fee: \$250 (members \$235)

IMAGE & ART

9am – 3pm Ages 11 & up Learn how digital photography works. Understand stock images. Use a digital SLR camera to do macro, portrait, still-life, 3D and more. 'Develop' the pictures digitally with Photoshop. Print out and bind your own portfolio. By: Stefano Delli Carpini Fee: \$250 (members \$235)

STOP ACTION LAB Ages 11 & up 9am – 3pm

Using Legos action figures, produce a movie using stop motion animation and computer special effects. Learn new techniques to make a 30 second epic.

By: Stefano Delli Carpini Fee: \$250 (members \$235)

UNIX

9am – 3pm Ages 12 & up Install a Unix based Operating System and set up a webserver on a virtual machine. Learn the basics of the Unix terminal, utilities, users, file permissions, compiling and more. All on our new iMacs.

Understand animation starting with a

Learn story, set and character develop-

superhero or perhaps your autobiogra-

Design and post a personal web page.

Learn the basic tools and techniques of

scanner, digital camera. With advanced

Design and post a personal web page.

Learn the basic tools and techniques

scanner, digital camera. With advanced

Shoot your movie using a Flip Video

camera and edit on our new iMacs ™

with iMovie. Learn to storyboard it first,

then shoot video at home and bring in

the next day to edit. Add sound effects,

Design and post a personal web page.

Learn the basis tools and techniques

scanner, digital camera. With advanced

of web design. Work with HTML,

projects for advanced students.

By: Kris Danielewicz

Fee:\$250(memb \$235)

of web design. Work with HTML,

projects for experienced students.

Fee: \$250 (members \$235)

By: Heather Metcalfe

VIDEO WK 9

special effects etc.

9am – 3pm

By: Andy DeBenedet

Fee: \$250 (members \$235)

WEB DESIGN WK 10

9am – 3pm

flip book and translate it into Flash

ment — animate a story. Create a

music video, a dream sequence, a

By: Tyler Nyswander Fee: \$250 (members \$235)

ANIMATION WK 6

By: Heather Metcalfe

9am – 3pm

WEB DESIGN WK 7

web design. Work with HTML.

projects for advanced students.

By: Heather Metcalfe

Fee:\$250(*memb*\$235)

ANIMATION WK 8

9am – 3pm

THE WHITNEY WORKSHOP - SUMMER 2009



above: 'Bollywood comes to the Eli Whitney Museum in Summer 2007 in the Houseboats of Kashmir class (we are sooooo ahead of the curve.)

right: Houseboats lined up and ready to go on our own Lake Dal.

lower right: Max and his mom look over Henry Thoreau's cabin.

MEMBER Online **REGISTRATION** Begins March 2nd (see upper right panel)

- Members who are paying with a credit card through Pay Pal will be able to fill out and send in their registration via our website. See our website for details. (www.eliwhitney.org/summer2009).
- Medical forms may be attached to the online registration or mailed in separately.
- You must give us a copy of a current (within 3 years) medical form for your child to be here this summer.
- Members may also drop off or send in their registration and medical forms by mail beginning March 2nd.
- If you are planning to become a family member you may do this online at this time as well.

EVERYONE: All registration forms must be <u>filled out online</u> to upload, or to mail,

or to hand deliver. We require this for legibility issues. Fairness requires that we accept registrations only as they reach the Registrar's desk...either by mail, or hand delivery. Sally Hill or Karen Lenahan will answer questions about space (203.777.1833), but

• no phone and no fax reservations.

- ** Registration forms must be paid in full or accompanied by a 50% deposit + a credit card number to be placed on file. Balances are due by June 1, 2009.
- ** A medical form current within 3 years must be on file before your child starts camp. Your school health form is ideal. We DO NOT keep medical forms from last summer or vacations programs on file.

HOW OLD IS 5?

Our programs are designed for 5 year olds, prepared for a long day, experienced in groups, comfortable with 7 year olds. Any doubt? Bring them in for a trial project during weekend walk-in hours. Let us know you're here.

DEPOSITS

If you choose not to pay the fee in full, you can secure your registration with a 50% payment + a credit card number to be placed on file. Balances must be paid by June 1st. If we do not receive a check by June 1, the balance will be charged automatically to your credit card. Your signature on the registration form will authorize this.

CANCELLATIONS

For cancellations before June 1st, we retain a \$25 clerical fee. You will receive a refund. After June 1st, there will be a \$25 clerical fee and the balance will be converted to a credit for future workshops.

EXTENDED DAY

• Some students arrive early and/or stay late. Flexible supervision is available from 7am to 5:30 pm.

TUITION ASSISTANCE

Our annual appeal and our Leonardo Benefit, our Trustees and Friends support this principle: No child should be denied the opportunity to learn for want of financial resources. This includes before and after care costs. These funds provide partial and full tuition assistance:

Open Workshop Fund - annual appeal gifts committed to providing access to all who request it

- AC Gilbert Fund to support Fair Haven youth
- *Catherine Greene Fund* to encourage girl mechanics
- *Directed Scholarships* given by companies for employee children;
 - by Hamden Rotary for gifted workshop learners: from Helen Street, Bear Path, Church Street Schools;
 - by Subway Corporation for gifted workshop learners: from Mathewson, Orange Ave., and Live Oaks Schools in Milford.

EXTRA CARE: THE JACK VIELE FUND

Jack Viele would have been a counselor now had not leukemia captured him in 1999. His family and friends preserve his memory with a fund that helps us accommodate children who need extra care

to enjoy our workshops. Talk to us if your child needs special guidance or support. Call Sally Hill for information. 203.777.1833

Contact Sally Hill: 203. 777.1833

915 Whitney Ave. Hamden, CT 06517



SENIOR STAFF

WM BROWN: Directs the museum and the core summer workshops. Trained in child development at Columbia University. SALLY HILL: Director of EWM summer program, designer. Trained in design at Yale. MIKE DUNN: Director, boat building programs; cabinet maker with interest in traditional and experimental construction. KAREN LENAHAN: Museum Manager, Registrar, Membership coordinator. TAYLOR MURPHY: Museum educator, veteran apprentice with interest in traditional and creative carpentry.

- ALI HEERY: Museum educator, baker WANDA FAISON: Aftercare supervisor.
- CYNTHIA MANN MD: Consultant pediatrician.

GUEST EDUCATORS / ARTISTS

MARTHA BURNS: Mathematician, architect, environmental designer, textile designer, educator. ALEXIS BROWN: Artist/gardner; studies taxidermy with Michael Anderson; casts Gnomes for fun. STEFANO DELLI CARPINI: Student/artist tudying Graphic Design at Central Connecticut State University. ANDY DEBENEDET: MA in Art Education; elementary school teacher in Hamden, musician and DJ. JON MADIN: Australian educator, designer and musician.

HEATHER METCALFE: Student/artist studying Graphic Design at Fordham University. AMY PETERS: Artist, illustrator, author, educator; trained in Art History. .AL VOLMER: Mentor to the flight program; specialist in powered flight.

SAMANTHA WILLS: Studied elementary & gifted education; studio pottery at Miami U, Ohio.

Experimenting to Learn



Learning to Experiment

The Eli Whitney Museum 915 Whitney Avenue • Hamden, CT 06517 – 4036 www.eliwhitney.org • 203.777.1833





NON-PROFIT ORGANIZATION UNITED STATES NEW HAVEN, CONNECTICUT PERMIT NUMBER 1102

FILL OUT REGISTRATION FORMS ONLINE

All Registration forms will be filled out online. We ask this for legibility reasons. Members may submit forms online. Health forms may follow but must be here by their camp date.

Questions call 777.1833.

We have online registration again this year for Members who are planning to pay with a credit card. You must pay through Pay Pal with a credit card or a Pay Pal account.

- Members may begin registering 3/2/08.
- If you are now a current family member
- or are renewing your family membership
- or are signing up to be a family member,

you may go to www.eliwhitney.org/summer2009 to complete the registration form and send it to us. You will find further instructions there.

Your registration will NOT be confirmed until you hear back from us via email. We will send you either a confirmation or a notice if the class is full. You may attach your medical form if you want. You may also send us your medical form separately. You may print out the completed registration form and mail or drop off the registration at the Museum also.

- Non-members must also fill out the form online and print out the form to mail in or drop off.
- Regstration for non-members begins 3/16/08.

Go to the Summer Programs and click on the Registration link. Or call for more information. 203.777.1833

WECYCLE

We use a lot of stuff, *carefully*.

Gifts of services and materials make the richness of our summer programs possible. We mention these contributors to encourage you and your organization to consider help of this sort.

- > We use only farm-raised, sustainably harvested pine.
- > We send clear wood scraps to school art programs.
- > We collect all other scraps for kindling (a member benefit).
- > We reuse 3,200 sq ft of pattern plywood from Custom Cabinets Cheshire, CT.
- > We reuse artisan hardwood Breakfast Woodworks Jeff Carter Furniture
- > We harvest hardwoods from Water Authority lands.
- >We recycle 5000 ft of wire: AT&T; Amphenol
- > We reuse hospital surplus: Remedy Veteran's Hospital

- > We recycle paper tubes: Service Point Andersen Tool
- > We reuse imperfect springs; Tolman Springs
- > We treasure tools that served other's hands
- Ted Byers Jeff Carter Vin Della Rocca Morton Hill Normand Methot Al Morra Dave Niles Leon Talalay
- > And so many more people we've forgotten to thank.

- > We use leather offcuts: Edelman Leather, LLC
- > Corrugated paper: Connecticut Container
- > Water in the Water Lab recirculates 3 times, then feeds the site's plantings.
- > We plant trees. Alexis Brown consultant gardener.
- > We compost.
- > We still need (for reuse):
- lithographed tin cans sewing notions, thread, zippers
- varn unwanted used CDs
- corks
- bread pans
- muffin tins • Star Trek toys

ARTISTS - IN - RESIDENCE

Jon Madin

Jon is a performer, a teacher, an inventor, and a builder of musical instruments. He has worked with marimbas in all states of Australia as well as in Japan, Indonesia, the US, Austria, Germany, New Zealand, Hong Kong and East Timor.

He has an uncommon gift for finding beautiful music in improbable materials and in inexperienced hands.



Martha Burns

As an apprentice weaver to the seminal American designer Jack Lenor Larsen, Martha Burns learned the discipline required for even, consistent movement in recreating historic textiles. She has infused her own work with the same qualities of discipline and consistency.

In Martha's studio, the need to work closely with each

client to find a creative solution that will respond to the challenges that shape each design makes her a patient and enthusiastic teacher for the young sewer/designer.

Nikita Twaalfhoven

Nikita was a student in the first of the Architecture and Water classes nine years ago. She proposed and helped teach the Amsterdam class the following year. She returns from Amsterdam this summer to help with the Bruges class and the The Dutch & the Merchant Empire class, 400 years after the Dutch first explored our shores.





Support for visiting artists is provided in part by Connecticut's Commission on Culture and Tourism.