



Think it! Draw it! Make it!

8 Week After-School Program for Kids Ages 5-12

Take a journey to the farthest reaches of the imagination while learning about the ocean, the rainforest, Mars, and a futuristic city, and more!

Use the design thinking process to solve real-world problems in these different environments.

Experiment with Crayola® products and many art techniques like sculpting, storyboarding, collage, and mixed media.

Discover design careers like graphic design, universal design, urban design, and product design.



Take home fun Crayola® products and in-class projects



Discover different design careers and learn to solve problems using the design thinking process



Travel the World and Discover Design Careers with Crayola® Products



COMIC BOOK HEROES

Costume Fashion Design

We're dressing up our very own superhero! Superheroes look their best when drawn in action poses, with faces that tell their story. We have superhero templates and fashion textiles to kick-start the ultimate comic book star!

PITCH YOUR PRODUCT

Practical Product Design

Anyone, at any age, can be a business entrepreneur! We're learning how to turn an idea into a retail product. Let's design and build a prototype of the perfect tool that everybody needs.

GAME ON!

Board Game Design

In this class, we will dive into board game design! Our mission is to create a board game that teaches players about the wonders of ocean life. We'll design the game board, cards and pieces, and then challenge each other to play!



FUTUREVILLE

Urban Design

We're designing a city of the future! How will we handle the traffic flow of all those who work and live in the city? Our mission is to create a pop-up vision of a future metropolis whose citizens get around safely on foot, on wheels, and in flight!

PICTURE PERFECT

Movie Poster Design

Hooray for Hollywood! We have been challenged to create a poster to promote a movie. We will learn the elements of graphic design to create exciting, eye-catching posters.

UNIVERSAL TREEHOUSE

Designing with Universal Accessibility in Mind

We're making the rainforest our home for a year! We'll be designing a treehouse where three scientists will live and work. The mission involves making our treehouse animal-proof and wheelchair accessible



MARS HABITAT

Martian Habitat Design

Our mission is to design a habitat for a Martian colony. We will explore architectural design to imagine a practical home for people living on Mars. Then, we'll sculpt our designs to create our own 3-D models.



WILD ANIMATION

Animation Design

Let's travel into the woods! We'll design a storyboard to spread the word about protecting this cool ecosystem! We'll also make a flipbook to see how film animators connect images to create moving pictures.



Book Today!

