NWTI Summer School 2024

Adults

Auto 101

June 24-July 11	Mon-Thurs9am-12pm	Nathan Despain	\$300.
July 15-Aug 1	Mon-Thurs9am-12pm	Nathan Despain	\$300.

CDL

June 3-28	Mon-Fri8am-4pm	Lonnie O'Bryant	\$3500.
July 8-Aug 2	Mon-Fri8am-4pm	Lonnie O'Bryant	\$3500.

CPR (One 1/2 day Class)

May 6 or May 20	Mon4pm-8pm	Kendra Thompson	\$85.
June 3 or June 17	Mon4pm-8pm	Kendra Thompson	\$85.
June 8 or July 6	Sat8am-12pm	Kendra Thompson	\$85.
July 8 or July 15	Mon8am-12pm or 1pm-4pm	Kendra Thompson	\$85.
July 10 or July 17	Wed8am-12pm or 1pm-4pm	Kendra Thompson	\$85.

Intro to Ammonia

June 3-4	Mon-Tues8am-4pm	Jeremy Sherman	\$850.
July 1-2	Mon-Tues8am-4pm	Jeremy Sherman	\$850.
Aug 5-6	Mon-Tues8am-4pm	Jeremy Sherman	\$850.

Intro to IT

Apr 11-May 23	Thurs6pm-9pm	Molly Colorado	\$150.
Apr 12-May 17	Fri12pm-3pm	Molly Colorado	\$150.

Intro to Welding

June 3-7	Mon-Fri8am-11:30am	Mark Mansell	\$400.
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NCCER Core

June 3-7	Mon-Fri8am-3pm	Mike Klutts	\$100.
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For Students Grades 6th-9th

Auto Boot Camp (Gravette High School)

June 3-6	Mon-Thurs8am-1pm	Robert Willaby	\$150.
Welding Boot Cam	p (Gravette High School)		
June 3-6	Mon-Thurs8am-1pm	Tyler Simpson	\$150.

Kids/Teens

Robotics Camp (Kids ages 8-12 and Teens ages 13-17)

KidsJuly 22-26	Mon-Fri11am-12pm	Jack Huddleston	FREE
TeensJuly 22-26	Mon-Fri1pm-2pm	Jack Huddleston	FREE

3D CAD & Printing - Students will receive an introductory "crash course" into basic 3D CAD (computer aided design) and 3 D printing. Students will create and further develop an original, functional 3D design using introductory CAD software and industry standard methodology. Also, students will understand the foundational principles behind 3D printing/additive manufacturing and learn to troubleshoot basic obstacles as they materialize their own designs in a physical object using the MakerMade-3.

Auto Boot Camp (Gravette High School). This class
Aviation Camp. This Class
CPR. This class
Electrical/Digital Multimeter. This class
Into to Ammonia. This class
Medication Aid. This class

Reality Capture – Using a few free, user-friendly tools/apps, we will learn how to digitize or "scan" real-world objects and even places to use them for digital projects; for example, game-design/development, virtual/augmented reality, animation, architecture, or even reproduction in 3D printing/manufacturing.

Students will use industry best-practices the fields of ProCreate, LiDar, and photogrammetry to create accurate digital representations of small physical objects and later an entire room and "export" them into the digital realm. Students will also have a basic understanding of the possibilities of having a digital form of physical objects and have imported them into different platforms for manipulation, editing and/or physical reproduction. They will learn to troubleshoot basic obstacles as they fine-tune the increasingly simple processes of 3D scanning using basic smartphones and tablets.