# NWTI Summer School 2024 

## Adults

Auto 101

| June 24-July 11 | Mon-Thurs...9am-12pm | Nathan Despain | $\$ 300$. |
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| July 15-Aug 1 | Mon-Thurs...9am-12pm | Nathan Despain | $\$ 300$. |

CDL

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

CPR (One 1/2 day Class)

| May 6 or May 20 | Mon...4pm-8pm | Kendra Thompson | $\$ 85$. |
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| June 3 or June 17 | Mon...4pm-8pm | Kendra Thompson | $\$ 85$. |
| June 8 or July 6 | Sat...8am-12pm | Kendra Thompson | $\$ 85$. |
| July 8 or July 15 | Mon...8am-12pm or $1 \mathrm{pm}-4 \mathrm{pm}$ | Kendra Thompson | $\$ 85$. |
| July 10 or July 17 | Wed...8am-12pm or $1 \mathrm{pm}-4 \mathrm{pm}$ | Kendra Thompson | $\$ 85$. |

## Intro to Ammonia

| June 3-4 | Mon-Tues...8am-4pm | Jeremy Sherman | $\$ 850$. |
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| July 1-2 | Mon-Tues...8am-4pm | Jeremy Sherman | $\$ 850$. |
| Aug 5-6 | Mon-Tues...8am-4pm | Jeremy Sherman | $\$ 850$. |

## Intro to IT

| Apr 11-May 23 | Thurs...6pm-9pm | Molly Colorado | $\$ 150$. |
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| Apr 12-May 17 | Fri...12pm-3pm | Molly Colorado | $\$ 150$. |

## Intro to Welding

| June 3-7 | Mon-Fri...8am-11:30am | Mark Mansell | $\$ 400$. |
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## NCCER Core

| June 3-7 | Mon-Fri...8am-3pm | Mike Klutts | $\$ 100$. |
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## For Students Grades $6^{\text {th }}-9^{\text {th }}$

## Auto Boot Camp (Gravette High School)

| June 3-6 | Mon-Thurs...8am-1pm | Robert Willaby | $\$ 150$. |
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Welding Boot Camp (Gravette High School)

| June 3-6 | Mon-Thurs...8am-1pm | Tyler Simpson | $\$ 150$. |
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## Kids/Teens

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

| Kids...July 22-26 | Mon-Fri...11am-12pm | Jack Huddleston | FREE |
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| Teens...July 22-26 | Mon-Fri...1pm-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 $\qquad$

CPR. This class $\qquad$

Electrical/Digital Multimeter. This class. $\qquad$

Into to Ammonia. This class. $\qquad$

Medication Aid. This class $\qquad$

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.

