



Special Populations Classes For Ages 14 and Above 2019-2020 Schedule

Engage Thru Tech will be launching a series of 10 or 11 week classes over the 2019-2020 school year for **teens and adults with special needs age 14 and up**. These tech-savvy but fun classes will be a great fit for participants of a variety of ability levels. **Led by Ruth Bacha, a licensed occupational therapist**, the class seeks to accommodate a variety of participant needs. Also, the classes will have the **ability to accept DSHS respite funds!** Engage Thru Tech fosters not only **STEM skills**, but also **social IQ** as the students work in teams to create imaginative plots “greater than the sum of the individuals!” Classes will be located in the DaVinci Academy Building in Redmond, which is located on a bus route. Register for the series, or any one of the classes!



2-D Avatar Adventures

**Wednesdays, September 11- November 20, 2019, from 6:00-8:00pm
(11 weeks for 22 Respite Hours, or \$396)**

Explore the world of animation in this beginner movie effects class! Develop **avatar characters from your own drawings** or graphics, including one with your own face, **that are able to move and talk!** Work in teams to create a 2-D animated short story complete with customized motions and other special effects! Produce wacky stop-motion animation videos straight out of your imagination!



Green Screen Combo Class

**Wednesdays, January 8 - March 11, 2020 from 6:00-8:00pm
(10 weeks for 20 Respite Hours, or \$360)**

Take your movie effects to the next level, using green screen technology to combine **live-action videos of you interacting with 2-D animation characters!** Also dabble in slow motion, fast motion, and reverse videos!

Video Effects “Variety Pack” Class

**Wednesdays, March 18 - May 27, 2020 from 6:00-8:00pm
(10 weeks for 20 Respite Hours, or \$360)**

Take a whirlwind tour as we introduce you to a variety of video effects! Try out **3-D animation**, including the use a **motion capture suit**, plus **virtual reality**, as well as developing graphics for a **2-D video game!** **No class on April 8th, 2020.**

