

GATEWAY FINANCIAL SCHOLARSHIP

To successfully achieve our goal of providing service for all youth and families, with the support of the Northern New York Community Foundation, the WATERTOWN FAMILY YMCA, provides financial assistance to those who cannot afford the memberships or programs fees. Assistance is based upon the applicant's income and expenses.

Applications are available at the Welcome Center or online. YMCA is committed to protecting the privacy of its members and maintaining their personal information in confidence.

For more information on programs, memberships, services, and to register visit: www.watertownymca.org

DOWNTOWN YMCA

146 Arsenal Street Watertown, New York 13601

For program questions contact: Tasia Hamilton Email: thamilton@nnyymca.org Phone: 315.755.9622



WHAT'S UP NEXT

Check out these other great YMCA programs:

- Archery Intro & Club
- Kicks 4 Kids
- Homeschool Gym
- Rookie Hoops
- Mini Art
- STEAM & Sports Combo
- Gymnastics & Ninja

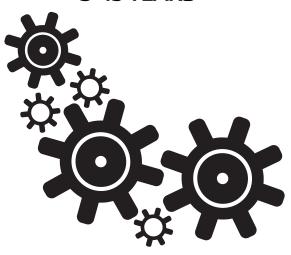








DOWNTOWN STEAM: EMERGING ENGINEERS 9-15 YEARS



REGISTRATION OPENS MARCH 19, 2024

FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

WHAT YOU NEED TO KNOW

Ages: 9 - 15 Years

Location: Downtown STEAM Lab

Start Date: May 3, 2024

End Date: June 14, 2024

Days & Times:

Fridays

5:00 - 6:00 PM

Program Fees:

Member: \$65.00

Non-member: \$95.00

Military: \$90.00

CHILDREN MUST BE
SIGNED IN AND OUT
BY A PARENT OR GUARDIAN.

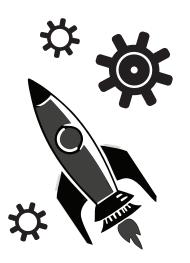
STEAM: EMERGING ENGINEERS

From constructing prototypes to tackling real-world challenges, Emerging Engineers is a gateway for young learners to discover the thrill of engineering and set the foundation for future exploration and achievement.

The Y is helping all children reach their full potential by supporting their unique youth development journeys. Kids engaged in STEAM activities nurture their curiosity, inspire creativity and teach them how to succeed.

Kids who participate in STEAM activities:

- Learn how to solve problems
- Develop critical-thinking skills
- Become comfortable with trial and error
- Learn to work successfully in teams
- Develop self-confidence
- Envision themselves in STEAM careers
- Develop creativity from experiences



REQUIRED EQUIPMENT

Water Bottle
Comfortable Clothing
A willingness to LEARN!

PROGRAM DATES

FRIDAYS:

May: 3, 10, 17, 24, 31

June: 14

No Class June 7th