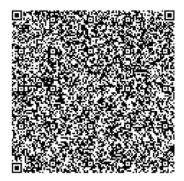
**DOWNTOWN YMCA** 146 Arsenal Street Watertown, New York 13601

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

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



SCAN QR CODE TO REGISTER

Check out these other great YMCA programs:

- STEAM & Sports Combo
- After School Art
- Adult Art
- Clay Creations





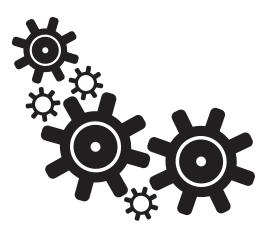
#### **GATEWAY FINANCIAL SCHOLARSHIP**

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.







## DOWNTOWN YMCA **STEAM: MINI MAKERS** 2–4 YEARS\* \*PARENT OR GUARDIAN REQUIRED

## REGISTRATION OPENS MARCH 17, 2025



## WHAT YOU NEED TO KNOW

Ages: 2–4 Years

Location: Downtown STEAM Lab

Start Date: May 2, 2025

End Date: June 6, 2025

#### Days & Times: Fridays

4:15 PM-5:45 PM

## Program Fees: Member: \$50.00 Non-member: \$60.00 Military: \$55.00

## PARENT OR GUARDIAN IS REQUIRED TO ATTEND

# **STEAM: MINI MAKERS**

Toddlers aged 2–4 will embark on fun, hands–on adventures that introduce them to the exciting world of Science, Technology, Engineering, Art, and Math!

Through interactive activities, simple experiments, and creative projects, children will develop early problem-solving skills, curiosity, and creativity. This class is designed to minds while engage young encouraging exploration and discovery in a playful and supportive environment.

### Kids who participate in STEAM activities:

- Learn how to solve problems
- Develop critical-thinking skills
- Become comfortable with trial & 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!

