Summer Program:

Introduction:
Welcome to our exciting Summer Program, where we offer a diverse range of courses designed to ignite curiosity, foster creativity, and inspire learning! Whether you're a beginner eager to explore the world of Python game development or an enthusiast delving into the intricate beauty of Islamic geometric patterns, Graphic Design, our program has something for everyone. Join us for an enriching experience filled with discovery, growth, and fun.

Program Name: Intro to Python and Data Science $900.00

Course Description:

In this beginner-friendly summer course, students will explore how companies use data to make smart decisions. Acting as junior data scientists, they'll help a fictional client figure out if spending more money on TV ads can lead to more product sales.

Using Python (a popular programming language), students will learn how to explore data, create graphs, and build a simple model that predicts sales based on advertising. Along the way, they'll pick up essential coding skills and get a fun introduction to the world of data science.
No coding experience is needed—just curiosity and a willingness to learn!

What Students Will Learn:
- **Basic Python Programming:**
  Learn how to write simple Python code and work with data using Jupyter Notebooks.
- **Working with Data:**
  Use tools like **Pandas** and **NumPy** to organize, clean, and understand data.
- **Visualizing Data:**
  Create charts and graphs using **Matplotlib** to see trends and patterns.
- **Descriptive Statistics:**
  Explore averages, ranges, and other numbers that tell us what the data is saying.
- **Building a Simple Prediction Model:**
  Learn what a **linear regression** is and how it can be used to make predictions.
- **Testing Ideas with Data:**
  Understand basic concepts like hypotheses and how we test if something is true.
- **Improving the Model:**
  Discover what makes a model accurate and how we can make it better

Students: Grade 8-10

Duration: July 07 – Aug 01
Dates: Mondays/Wednesdays
Time: 10:00am – 1:00pm (3 hours per day)

Instructor: Alex Tian

- 6+ Years tutoring experience for high school students and university students
- Proficient teaching topics includes:
  - Python, Robotic Programming, Game Development
  - Polynomial Functions, Trigonometric Functions, Calculus and Pre-calculus topics
  - K12 Physics
- UVIC Science Venture Robotic Club Instructor
- UVIC Multiple Course T.A.
- Master of Applied Science from Electrical & Computer Engineering Dept. (on-going)
- Schneider Electric Machine Learning Research (on-going)
- Excellent at Polynomial Functions, Trigonometric Functions, Calculus

2. Intro to Fashion Design   **$495.00**

Course Description
In this 4 week intensive fashion design course, students will learn foundational garment construction, illustration, and pattern making techniques. By the end of the course each student will have completed a variety of fashion illustrations, a sample book of sewing techniques and pants pattern blocks in their size. Ambitious students may also be able to complete a mock-up of their original pants design. No previous sewing, drawing or drafting experience required.

Learning Objectives
Upon completion of this course, the successful student will have reliably demonstrated the ability to:

- Know the parts of the sewing machine and their functions
- Wind a bobbin and thread the sewing machine
- Be familiar with foundational sewing techniques including seams, darts, hems, pockets, waistbands and zippers

- Create a sample book of sewing techniques
- Understand and apply pattern drafting terminology and techniques
- Accurately measure for and draft basic pattern blocks
- Label and add seam allowances to patterns
- Execute blending, truing, and equalizing techniques to ensure accurate and professional pattern drafting
- Understand basic pattern manipulation techniques to allow for the design and drafting of custom garments
- Understand the basic elements and principles of design (balance, line, shape, form, texture etc)
- Understand foundational colour theory

Required Course Materials

Garment Construction and Patternmaking:

Glass head pins with pin magnet or cushion, set of hand sewing needles, seam ripper, thread snips, fabric shears, craft scissors (any size), medium weight muslin (4 meters), soft tape measure, 2"x18" clear grid ruler, French or vary form curve, 1 coil zipper (non-separating, 7" or less), set of tailors chalk (1 white, 1 blue)
[Thread, fabric and notions for final project – will depend on final project]
*all measuring tools should be in imperial!

Illustration:

Set of coloured pencils, 2 graphite pencils – 1 soft, 1 hard (4B, 6B or 8B and HB, 2H or 4H), a good eraser, a 11x14 mixed media sketchpad, a black Sharpie, a red Sharpie, set of 3 black micron pens, white Posca paint pen (1M or 3M), 1.5"-2" binder, clear plastic sleeves, lined paper for note taking

Optional Course Materials
Zamkoff, Bernard and Price, Jeanne. *Basic Pattern Skills for Fashion Design*, 2nd edition, Bloomsbury

Students: Grade 9-11

Duration: July 07 – Aug 01
Dates: Tuesdays/Thursdays
Time: 10:00am – 1:00pm (3 hours per day)

Tuesdays:
10-11 Illustration (Art Room)
11:15-1 Pattern Drafting (Sewing Room)

Thursdays:
10-1 Garment Construction (Sewing Room)

Week by Week Schedule
May be subject to change.

Tuesday Week 1 (July 8):	Illustration: Introductions/icebreaker Warm up exercise Lesson: drawing the 9 head figure Patternmaking: Learning the tools Exercise: how clothing works: cones and tubes Lesson: how pattern drafting works, start taking measurements for pants/shorts (if time allows)
Thursday Week 1 (July 10):	Garment Construction: Safety guidelines and supply list Demo: parts of the sewing machine, threading and unthreading the machine, bobbin winding, turns (corners and curves) Classwork: threading and unthreading, bobbin winding, square of insanity, curves Sample book: seams (plain, top stitched, French, flat-felled, corded), darts (straight, concave, convex, fisheye)
Tuesday Week 2 (July 15):	Illustration: Warm up exercise Lesson: Colour theory Exercise: generate colour palettes based on different prompts, start working on pants/shorts designs Patternmaking: Lesson: taking accurate measurements Take measurements for pants/shorts patterns Start drafting pants/shorts

Thursday Week 2 (July 17):	Garment Construction: Sample book: start mega sample (zip fly, slash pocket, waistband, patch pocket, rolled hem, closure – button or hook and bar)
Tuesday Week 3 (July 22):	Illustration: Warm up exercise Lesson: design principles (form, texture, balance etc) Exercise: know yourself (media consumption exercise) Patternmaking: Finish the pants/shorts pattern blocks
Thursday Week 3 (July 24):	Garment Construction: Sample book: finish mega sample (zip fly, slash pocket, waistband, patch pocket, rolled hem, closure – button or hook and bar)
Tuesday Week 4 (July 29):	Illustration: Warm up exercise Lesson: shading Exercise: rendering draped fabric Patternmaking: True and cut out pants/shorts blocks
Thursday Week 4 (July 31):	Garment Construction: Assemble and fit pants or shorts mock up

Instructor: Jennifer Risk

Jennifer Risk is a multi-faceted creative with experience in costume design, draping, pattern drafting and garment assembly. She fell in love with opera as a teenager and worked as a Dresser and Stitcher at Opera Santa Barbara throughout high school, then as First Hand at Portland Opera for 4 years. She has also designed productions for Santa Barbara Revels and Santa Barbara City College.
In 2014 she wandered out of the green room and into the classroom. She completed an MA in Geography (social science) at the University of Georgia and a PhD in Geography (social science) at The Ohio State University.
A fibre nerd to her core, Jennifer spends her free time knitting, quilting, and reading about fashion history.

3. Intro to Interior Design $495.00

Course Description:
Indulge your passion for design as you blend artistic inspiration with new technical skills. Transform your ideas from basic concepts into a finished professional presentation for a client. This course provides a broad overview of residential interior design for individuals considering a career in the industry or simply wishing to work on their own design projects at a more skilled level.

Learning Objective:
Upon the successful completion of this course, students will have:

- Basic knowledge about principles of design
- Understanding of various design styles
- Basic skills in space planning techniques
- Understand the design process
- Ability to communicate design concepts
- Knowledge of kitchens and bathrooms design
- Knowledge in selecting finishes and materials
- Experience working with suppliers
- Ability to create digital sample boards

Students: Grade 9-11

Duration: July 07 – Aug 01
Dates: Mondays/Wednesdays
Time: 10:00am – 1:00pm (3 hours per day)

Instructor: Luica Volker

 Lucy Volker is a designer and visual artist. She focuses on combining interior design and fine art to create engaging spaces. Lucia has worked in the design industry for the past four years, and previously worked in real estate and nonprofit art administration. Through her art practice, she has collaborated with the City of Victoria and the Victoria Arts Council to create large-scale installations for temporary public art initiatives. She is a 2024 graduate of Pacific Design Academy's Interior Design Program, and holds a Bachelor of Fine Art in Printmaking from the University of Utah.

Lucy is passionate about turning abstract concepts into buildable designs, and loves helping others tap into their creativity.

4. Graphic Design Summer Program for SD61 $1800.00 (if not from SD61)

Course Description:

The **Greater Victoria School District** (SD61) Pathways and Partnerships Department and **Pacific Design Academy** are working in partnership to deliver an exciting four-week program designed to introduce students to the world of graphic design. Through a mix of classroom instruction and introduction to multiple industry-aligned Adobe software packages, students will explore key design concepts such as colour theory, typography, the fundamentals of visual communication, as well as have an introduction to motion graphics, web design, and photography.

The month-long course is designed to provide students an introductory grounding in graphic design. **Upon successful completion students will earn 4 high school credits.**

Course Objective:
By the end of this course, students will be able to:

- Define and apply the creative design process from concept development to final execution.
- Explore the fundamentals of typography, layout, and core design principles to create visually compelling work.
- Demonstrate foundational skills with industry-aligned software, including Adobe Illustrator, Photoshop, WordPress, and After Effects.
- Strengthen visual communication through brainstorming, research, and concept development.
- Create, capture, edit, and enhance photographic and visual content for use across both print and digital media.
- Utilize essential technical concepts such as image resolution, file formats, colour modes, and preparing files for output.
- Critically assess and refine design work through structured feedback, peer critique, and visual comparison.
- Explore layout and composition techniques for designing effective visuals across web and print platforms.

Program: Graphic Design
Date: June 30 – July 25, 2025 (No class on July 01, Monday)

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY

9:00am-12:00pm	Introduction to WordPress Chance Morrow	Adobe Illustrator Chance Morrow	Adobe Illustrator Chance Morrow	Photography and Adobe Photoshop Tim West	Introduction to WordPress Chance Morrow
	Lunch				
12:30-3:30pm	Colour Theory Vida Akef	Introduction to Graphic Design Kevin Zak	Introduction to After Effect Matt Lussenburg	Photography and Adobe Photoshop Tim West	Drawing and Illustration Vida Akef