## **Worcester Center for Crafts**

## **Application for Youth Scholarship Summer 2020**

Please fill out this application completely. Scholarships are for students ages 6-13. This form is confidential and will not be shared outside of the scholarship committee. May be filled out by parent or teacher. Scholarships are for 1-2 week long summer programs. To review summer offerings, go to Worcester.edu/WCC/ scroll down and click Youth Programs, then scroll to "summer" in 4<sup>th</sup> paragraph and click. All offerings are available for scholarship. Deadline for submission is May 15th. Please email completed application to emckennayeaw@worcester.edu

Student LAST NAME	FIRST NAME	MIDDLE INITIAL
ADDRESS		APARTMENT NUMBER
CITY	STATE	ZIP CODE
DAYTIME PHONE	EVENING/CELL PHONE	EMAIL Address
EMERGENCY CONTACT PERSON	EMERGENCY PHONE NUMBER	RELATIONSHIP
Teacher Name	Email	
School		
Please tell us why your student/child w	ould benefit from this scholarship.	
Tell us about your student/child's inter	ests, talents and motivation to pursue craft,	/art
Please check all interests apply: Clay	Metals Theater Performance	Stop Motion Animation
Worcester Center for Crafts is the o provides well equipped ceramic, me faculty are highly skilled, master craexperience. The scholarship winner experience will be eye opening and hands and tools is at the core of the physical self, the spirit of self-express capacity and critical thinking, reason	Idest educational craft center in the naticetal, enamel, glass, photography and perfits persons with advanced degrees and s will truly be learning from the masters of inspirational. The practice of making and craft-making experience. Craft brings to ession and inventiveness by allowing a straining, information literacy, collaboration, sees between art, aesthetics, science and of	on, is highly specialized and formance studios. Our extensive teaching of craft. The valuable d exploring materials with ogether the intellect, the udent to build creative self-direction and invention.

develop 21st century skills as well as perseverance; knowledge and respect for process; understanding of materials and their limits/no limits; testing hypotheses; translating two-dimensional thought into three-

dimensional design; and having a great deal of fun!