

SUMMER CAMP



JUNIOR SUMMER CAMP 2022 SCHEDULE

Studio One Hotel, Studio City

WEEK NO.	STEM (9:30 AM TO 11:30 AM) (Break from 10:30 am to 10:45 am)	TECHNOLOGY (11:45 AM TO 1:30 PM) Break (11:30 pm to 11:45 pm)
Week1 July 12 - 15	STEM Wizards: Have fun mixing things up like wizards creating fun chemical reactions in this week of mysterious, magical science experiments!	App Building: Create your own simple apps as a solution to a problem through a series of design challenges while learning the fundamental programming concepts and software development process.
Week2 July 18 - 22	STEM Fairy Tales: Design and engineer a solution to the problem of the central character in the popular fairy tales – like designing a house for the Three Little Piggies that can withstand the huffs and puffs of the ‘wolf’.	Virtual Robotics: Code a real VEX robot with a drivetrain, object pickup, sensors, GPS, and a pen on an immersive, gamified interface that gives more variety to coding activities.
Week 3 July 25 - 29	Earth Ambassadors: Learn how you can make a difference in the planet with a series of STEM activities like learning modern farming techniques, creating solar-powered car and windmill, etc.	Robotics with LEGO SPIKE Essential: Design, create, and code great science projects with LEGO elements, motors, and sensors, and code them using an easy, intuitive, coding interface
Week 4 Aug 1 - 5	Ancient Civilizations: Explore ancient civilizations by designing and engineering prototypes of various cool and unconventional contraptions and tools used in ancient civilizations around the world.	Robotics with WeDo 2.0: Design, create, and code great science projects with LEGO elements, motors, and sensors, and code them using an easy, intuitive, coding interface.
Week 5 Aug 8 - 12	Inventing Rube Goldberg Machine: Learn to design and create a Rube Goldberg machine by testing various mechanisms through the week with a fully functional Rube Goldberg machine towards the end of the week.	Robotics with mBot: Explore the electronics of a robot like the motors, various sensors with this simple, easy-to-run Arduino-based robot that can be programmed with simple block-based coding.
Week 6 Aug 15 - 19	Defying Gravity: Dig deeper into understanding this invisible, inevitable force of nature with a series of STEM activities where you get to play around with gravity – for example, creating a balancing bird that balances at the tip of the beak or a walking paper horse that seems to walk without any external force acting on it.	3D Modelling: Learn to create 3D designs using a CAD software while gaining a different perspective on the shapes of everyday objects and develop understanding of different views of the shapes thereby improving the spatial imagination skills.
Week 7 Aug 22 - 26	Water, Water, Everywhere: Learn more about water – the characteristics of water with a variety of fun experiments, tell the time with a DIY water clock, build dams like beavers to prevent flash floods, and learn ways to get clean water from dirty water.	Robotics with WeDo 2.0: Design, create, and code great science projects with LEGO elements, motors, and sensors, and code them using an easy, intuitive, coding interface.

