

# SUMMER CAMP



## LITTLE EXPLORER SUMMER CAMP 2022 SCHEDULE

Rove Hotel, Downtown

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	<b>Homes and Houses:</b> We all need houses to live in. Even the animals need homes too. Build different kinds of houses this week – build a strong tower with spaghetti; build a bird nest with natural materials; create a beehive; build the tallest tower; create a structure that can be balanced on the finger or nose!	<b>Robotics:</b> Design, create, and code great science projects with LEGO elements and an easy, intuitive, block-based coding interface.
Week2 July 18 - 22	<b>STEM Wizards:</b> Have fun mixing things up like wizards, and creating fun chemical reactions in this week of mysterious, magical science experiments!	<b>Cargo-Bot:</b> Learn basic programming concepts by teaching a robot how to move a crate with fun puzzle games.
Week 3 July 25 - 29	<b>Space Exploration:</b> Explore space with an exciting week of building rockets, knowing the different planets in our solar system, why the moon has craters, etc.	<b>Machine Wizz:</b> Design and engineer basic models of different machines while learning about simple machines like levers, gears, inclined planes, etc.
Week 4 Aug 1 - 5	<b>Water STEM:</b> Learn more about water like what is the water cycle. Find out what kind of objects float or sink. Can water walk? Find out with the fun experiment, walking water. Make flowers with different kinds of paper and find out which kind blooms faster. Have fun creating music with musical water glasses.	<b>Kubo:</b> Develop coding and computational thinking skills with this little robot. Learn functions, subroutines, and loops in simple, logical steps. With no screen required, this is the best robot to learn to code, even for those who do not have any prior coding experience.
Week 5 Aug 8 - 12	<b>Rainforest:</b> Discover and explore more about the plants and animals of the rainforest like how the plants and animals adapt to the surroundings – butterfly life cycle, camouflage, plant needs, etc.	<b>Game Design:</b> Learn to program simple and interactive stories and games through Scratch Jr while learning core concepts of coding.
Week 6 Aug 15 - 19	<b>Around the World:</b> Learn about the famous landmarks around the world! Travel through Australia, Italy, Egypt, Sweden and France building the famous landmarks from these places.	<b>Robotics:</b> Design, create, and code great science projects with LEGO elements, motors, and sensors, and code them using an easy, intuitive, coding interface.
Week 7 Aug 22 - 26	<b>Sensory STEM:</b> With a series of sensory stem activities stimulate different senses with diverse textures and colours of science experiments.	<b>mTiny:</b> Introduce children to the world of computer programming with this fun robot. This robot integrates programming into real life without the need for a screen. Create interactive, stimulating, and fun games for learning mathematics, English, music, and other subjects.

