

Outline of **Camps**



Chess Camp

Typical Ages: 6-14 Chess Ratings: Novice to 1600

Students sorted into groups by ability

2 Chess Lessons each day: Following Step Workbook Curriculum

2-5 practice games each day; Tournament at the end of the week



Minecraft Camp

Typical Ages: 6-14

Current Pocket Edition; iPads Provided or Bring Your Own Tablet

Monday, Tuesday, and Wednesday: Creative Mode

Tree Houses, Zoo, Famous Monuments, Roller Coasters

Thursday and Friday: Survival Mode

Gathering, Fortress Build, Capture the Wool Competitions



Robotics Camp

Typical Ages: 8-14 Structured Group Builds 120 to 400 steps

Mindstorms EV3 is produced by Lego

Boost is produced by Lego

Build 3-5 different Robots and Command them with iPads!

Yes- we have Robot Battles!



Lego Machines Camp

Typical Ages: 6-12

Learn Engineering Concepts and Build to those Ideas

Technic Builds: Motors, Pulleys, Axels, and Wheels

Free and Concept Build Time