



Junior Robotics and Invention Camp

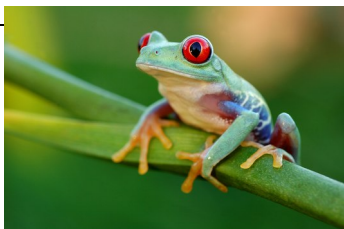
DAILY SCHEDULE

- 9:00-9:15** Check - In
- 9:15-10:30** Introduction & Project overview, Build Robotic and Program projects with We Do
- 10:30-11:00** Morning Break (Campers bring snacks)
- 11:00-12:00** Build, customize, test, and play with your project
- 12:00-1:00** Lunch* & *Outdoor Activity
- 1:00-2:30** Works on Invention Projects
- 2:30-2:50** Afternoon Break (Campers bring snacks)
- 2:50-3:15** Continue Invention project build, customize, test and rebuild
- 3:15-3:30** Clean-up & Review

* - Campers can bring their own lunch or Buy lunch from us (please let the us in 24 hours in advance)

* - not all location have outdoor play space

*If staying for extended care- 3:30-6:30** Outdoor recess, board games, and free time*



Junior Robotics fun projects:

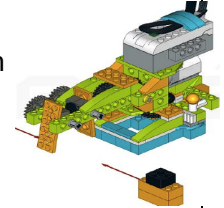


Monday's Projects: Milo the Rover - Discover ways that scientists and engineers can use rovers to explore places where humans cannot go. Discover how to use the Motion Sensor to detect the presence of a special plant specimen. Discover how to use the Tilt Sensor to help Milo send a message to the base.

Tuesday's Projects: Drop and rescue - airplane Design a device to reduce the impact on humans, animals, and the environment after an area has been damaged by a weather-related hazard.

Wednesday's Projects: Robotics Arm

- This robot allows children to feel like real scientists working in a high-tech laboratory, or like astronauts handling unknown objects on another planet. While playing with the robotic arm, children are taught how manipulators are used in different fields of science and industry.



Thursday's Projects: Frog's Metamorphosis - Model a frog's metamorphosis using a LEGO representation and identify the characteristics of the organism at each stage.

Friday's Projects: Steering Race car - Student can customize this Racing Car and program it to avoid obstacles. You can even remote control it using the WeDo app! You can use this project as an inspiration to make other WeDo 2.0 steering vehicles that can drive and steer using just a motor. End with Friday battle between cars.





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STEM Fun and Learn Invention Projects:

Monday's Projects: Tumbler Turing Tumble is a revolutionary new game where players build mechanical computers powered by marbles to solve logic puzzles. It's fun, addicting, and while you're at it, you discover how computers work.

Tuesday's Projects: : **Mu ti in a e Structure Ro ot rassho er or i**

Wednesday's Projects: DIY Vacuum Cleaner for Kids for Demonstrating Vacuum Cleaner Working Process - Kids will build working model of Vacuum Cleaner

Thursday's Projects: Roller Coaster - "We're doing the roller coasters?! Yes!!" That's the response I get from students who've taken my engineering classes before when they find out it's marble roller coaster day. It's a class favorite. It's an open-ended, fast-paced, constantly evolving, and easy to explain.

Friday's Projects: Lets end week with Friday Fun - Movie, Ice Cream, Cookies, Games, Lots of fun



IT'S FRIDAY!!!



With Movie, Ice Cream, Cookies and Games