




SCORE.

SUMMER

Weekly Camp Offerings and Course Descriptions

Week	Camp	Age Group
June 1-4	Rube Goldberg- Simple Machines* 	Entering 2 nd - 3 rd graders
June 7-11	No Camp Offerings	
June 14-18	Homage to Habitats	Entering 1 st - 2 nd graders
June 14-18	VEX IQ Day Camp - New 2021-2022 game* 	Entering 6 th - 8 th graders
June 21-25	Dash and Dot take Loops and Trots*	Entering 5 th - 6 th graders
June 21-25	Save the Ocean - Oil Spill Clean Up*	Entering 7 th -8 th graders
June 28- July 2	Up, Up and Away- Aerodynamics*	Entering 5 th - 6 th graders
July 5-9	Imagine, Plan and Create - Makerspace Camp*	Entering 8 th - 10 th graders
July 12-16	VEX IQ Day Camp - New 2021-2022 game*	Entering 4 th - 5 th graders
July 18-22	VRC Team Camp - New 2021-2022 game*	Entering 6 th - 12 th graders - register with coach as a team
July 26-30	Model and Design - 3D Printing Camp* 	Entering 5 th - 8 th graders
July 26-30	Virtual Camp - SCRATCH Digital Animation	Entering 4 th - 5 th gr- beginners 9-11 am Entering 5 th - 6 th gr- experienced 1-3 pm

*This camp is designed as an in-person event at Auburn University.



Shut the Door!

Marble Runs, Simple Machines,
and Rube Goldberg

Week 1: June 1-4

Shut the Door! Marble Runs, Simple Machines, Robots and Rube Goldberg (entering 2nd-3rd graders)

The ultimate STEAM camp, students will work to solve problems with simple machines, like shutting the door (and not cooling the whole neighborhood!). Rube Goldberg was an engineer turned Pulitzer Prize-winning cartoonist. His machines are the foundation of engineering solutions all over the world. This weeklong camp will expose students to puzzles and problem solving through a great range of tools, machines, technology, possibilities, teamwork and instructor encouragement. Campers will face a final challenge to design a solution using simple machines and robotics.



Design Has No Limits

VEX IQ Day Camp

Week 2: June 14-18

1) Design Has No Limits: VEX IQ Day Camp (entering 6th-8th graders)

How high can you stack your risers? How far can your robot shoot that ball? Who will score the fastest? This exciting camp will focus on the VEX IQ 2021-22 Competition. Campers will work in teams to design, build, and program an original robot to compete in the new game and challenge fellow campers. We will focus on the engineering design process, engineering notebooks, and game strategy. Students will get a jump start on the season and take their knowledge back to their coach and school in August.



Homage to Habitats

Build a Home

2) Homage to Habitats: Create and Build the perfect home with robots (entering 1st-2nd)

Calling all animal lovers and environmental enthusiasts! Join us for a week of learning all about different kinds of habitats! Campers will research and create a habitat of their choice. We will use various technologies like Dash and VexGo to create our own habitats and the animals that live in them.



Dash and Dot

Take Loops and Trots

Week 3: June 21-25

1) Dash and Dot take Loops and Trots (entering 5th and 6th graders)

Conditionals and variables will make leaving Dash after camp unbearable! This week will be packed full of learning how to code using Dash and Dot robots from Wonder Workshop. Students will create a game to learn conditionals, create a new dance to learn loops, and work with challenge cards to code with variables. We will end the week with getting to know Dash and Dot's cousin, Que and its many personalities! Come join us for a great week of coding.

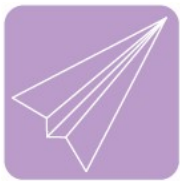


Natural Disasters

Save the Oceans, Save the World!

2) Save the Oceans, Save the World- Oil Spill Challenge (entering 7th and 8th graders)

What impact do you have on the environment? What threats do humans have on natural resources? Are you inspired to be part of the solution? What solution will you create to save marine life from the threat of an oil spill? Campers will brainstorm through exciting teamwork challenges and the engineering design process to save marine life from an oil spill using Virtual Reality and Sphero robots to create, contribute and learn solutions to real life problems. The final challenge...campers will apply what they learn, to compete in a race to save marine life from the 2021 Beard Eaves Oil Spill.



Up, Up, and Away!

Flight & Drone Camp

Week 4: June 28-July 1

Up, Up, and Away! (entering 5th and 6th graders)

It's a bird! It's a plane! It's aerodynamics! Have you ever dreamt of sitting behind the cockpit of an airplane and manning your own flight? If so, join us for a week of hands-on science labs and engineering explorations of the four forces of flight. Throughout the week, we will learn how things go up (and stay up) in the air. Each participant will build their very own self-propelled airplane that really flies. For the grand finale? You will learn to fly a drone through an obstacle course to complete a very important mission. So have a seat, buckle up, and take off this summer with SCORE as we go up, up, and away!



Imagine, Plan, Create

Makerspace Camp

Week 5: July 5-9

Imagine, Plan, and Create- Makerspace Camp (entering 8th-10th graders)

This weeklong camp Makerspace Camp will expose students to problem solving through circuits, robotics (design, coding, and programming), 3D modeling design and many other design processes. The camper's imagination will be the only limits to what will be created during this week of learning and building fun. No prior experience is needed for campers to grow in the world of maker concepts such as programming, robotics, engineering, and design using multiple tools such as Raspberry Pi's, Micro:bits, 3D printers and more. You can create your solutions and all students will receive a Raspberry Pi kit to take home at the end of camp.



Design Has No Limits

VEX IQ Day Camp

Week 6: July 12-16

Design Has No Limits: VEX IQ Day Camp (entering 4th-5th graders)

How high can you stack your risers? How far can your robot shoot that ball? Who will score the fastest? This exciting camp will focus on the VEX IQ 2021-22 Competition. Campers will work in teams to design, build, and program an original robot to compete in the new game and challenge fellow campers. We will focus on the engineering design process, engineering notebooks, and game strategy. Students will get a jump start on the season and take their knowledge back to their coach and school in August.



Ready, Set, Go!

VRC Team Camp

Week 7: July 18-22

Ready, Set GO! VRC Team Camp (entering 6th -12th graders on a VRC team)

Are you a member of an amazing VEX team? Is your VEX VRC team on the edge of a championship? Are you ready to get a jump start on the new 2021-2022 game challenge? This camp is for your team! Campers will design, build, and program their robot to compete in the new game. We will focus on the engineering design process, engineering notebooks, and game strategy. The best part is that campers and their coaches will return to their schools with a completed robot and the initial trial and error steps done. Each team will leave the week ready to compete.



Model and Design

3D Printing Camp

Week 8: July 26-30 (2 camp options this week)

1) Model and Design 3D print Camp (entering 5th -8th graders)

Calling all future engineers! Are you interested in designing, programming and producing a 3D model of your creation? SCORE 3D printing camp will show you how to go from concept to product using Tinkercad and state of the art 3D printers. Campers will work in teams to solve an everyday problem. They will use the engineering design process, CAD modeling, and 3D printers, in an exciting hand on work with cutting edge technology. What can you create?



Scratching the Surface

Digital Animation & Game Design

2) Just Scratching the Surface...**VIRTUAL** Digital Animation/Game Design Camp (entering 4th -6th graders)

*****2 sessions: 4th-5th gr beginners 9-11am, 5th-6th grade experienced 1-3pm*****

Do you want to create your own videos? Are you interested in digital animation? Would you like to explore the world of computer programming? Through a VIRTUAL FORMAT, campers will gain experience using the SCRATCH program to code, create and share projects. Scratch is a user-friendly custom programming application that allows campers to create their own animation projects by moving blocks of code. Students must have their own computer and a stable internet connection to participate.