Future Flashes Connected: Summer 2020 Technology & Innovation Camps

Join us virtually with fellow campers to explore tools for computing, robotics, and design!

Register online at https://www.kent.edu/ATTCamps

Note: When registering, please use the camper’s enrolling grade for 2020-2021. Families will receive login information closer to the camp start date. Refundable registration fee for cancellations made 3 business days prior to camp start date.

Questions? rcet@kent.edu

Hands of Gratitude Virtual FLASHanthropy Camp

Price: $150 (includes all camp materials) Instructor: Matt Campana

Dates: This camp is asynchronous & self-paced. Families/groups/individuals may participate any time across the summer from June 15 - August 14.

Ages: This camp is open to all to participate as a family, friends/group, or individually. Please note that children under the age of 14 will need to participate as a member of a project team that includes adult assistance & supervision.

Group size: Recommended project team of 2-4 participants per kit

Hands of Gratitude (HOG) is a nonprofit that provides 3D printed prosthetic hands needed by tens of thousands of people around the world & here in the US. Hands of Gratitude programs are about helping someone in need, making a difference and at the same time discovering empathy, the importance of inclusion and realizing a greater potential for yourself to build a better world. Participating families/groups will be mailed a kit with materials to work self-paced guided by video tutorials to assemble a 3D Printed prosthetic hand for donation. (Camp instructor & staff will be accessible via email for questions & support). The kit also includes materials & supplies for creating a notecard for the recipient and for decorating a carrying case (provided in kit), along with a prepaid label for shipping the finished project. Participants can share photos and/or videos of their experience by posting to the camp’s online community & can also create a video message to be shared with the recipient.

Programming with Scratch

June 15-19, 11 a.m. - noon Price: $85 Instructor: Robert Lane

From video games to fun animations, campers will develop real programming skills to kick start their love of computing as they work with the Scratch programming platform. Campers will meet daily online with the camp instructor for programming lessons and then work independently on projects between virtual meetings for sharing the next day.

Introduction to JavaScript with Bitsbox

June 22-26, 9 - 10 a.m. Price: $85 Instructor: Thomas McNeal

Grades: 3+

Campers will design their own digital games with Bitsbox, an online application that uses a simplified version of the JavaScript programming language. Campers will be introduced to new Javascript commands during daily virtual camp meetings led by the instructor and then continue independent work on their projects between sessions for sharing the next day.
**Video Game Design with RPG Maker MV**

*July 6-10, 9 - 10 a.m.*  
*Price: $85*  
*Instructor: Thomas McNeal*

RPG Maker MV is a game engine used by artists and gamers to create animated digital games. Campers will apply their artistic abilities within the RPG Maker MV platform to create their own worlds, characters and adventures as they build their own digital game. Campers will be introduced to new commands during the daily camp meeting with the instructor and then continue independent work on their projects between sessions for sharing the next day.

Note: Campers will need access to a Windows computer/laptop to run the free trial software for camp participation. System requirements for RPG Maker MV can be found here: [https://www.rpgmakerweb.com/products/programs/rpg-maker-mv#requirements](https://www.rpgmakerweb.com/products/programs/rpg-maker-mv#requirements). Prior to camp, the camp instructor will send an email with instructions for downloading the software.

**Robotics & Engineering with LEGO WeDo 2.0**

*July 13-17, 9 - 10 a.m.*  
*Price: $85*  
*Instructor: Thomas McNeal*

Campers will develop STEM skills for engineering and robotics as they build LEGO models and program the models to add movement & sound using the LEGO WeDo™ 2.0 software system. During the daily camp meeting with the instructor, campers will be introduced to a new LEGO project along with new programming commands for continued self-paced building between sessions & for sharing the next day.

Note: To participate, campers will need the LEGO WeDo 2.0 45300 kit, which can be purchased online at the LEGO website or on Amazon. System requirements for the software can be found on the LEGO website: [https://education.lego.com/en-us/support/wedo-2/system-requirements](https://education.lego.com/en-us/support/wedo-2/system-requirements)

- Amazon: [https://www.amazon.com/LEGO-Education-WeDo-Core-45300/dp/B01A9A9X1W](https://www.amazon.com/LEGO-Education-WeDo-Core-45300/dp/B01A9A9X1W)

**Girls 4STEAM: Chic to be Geek!**

*July 20-24, 9:30 - 10:30 a.m.*  
*Price: $85*  
*Instructor: Laurie Green, a.k.a. “Mrs. Geeky”*

Did you know the very first computer programmer was a woman? Or that a famous movie actress holds a patent that led to Bluetooth Technology? Girls will learn about these and other role models while they engage in hands-on STEM projects including paper circuits, sewable electronics, and music editing. Across the week campers will also create a multimedia piece focused on women and STEM as they discover it is Chic to be Geek! Camp instructor Mrs. Geeky will lead camp activities & instruction in a daily virtual camp session and introduce projects for independent work between sessions & sharing at the next meeting.

Note: Campers will be mailed a materials kit needed for camp projects. Registration will close 10 days prior to camp start to allow sufficient time for shipping.

**Design Thinking with 3D Modeling & Printing**

*July 27-31, 9 - 10 a.m.*  
*Price: $85*  
*Instructor: Thomas McNeal*

During the daily camp meeting with the instructor, campers will explore Tinkercad, Meshmixer, 3D Slash, and Leopoly to design 3D models and then continue working on self-paced projects between meetings for sharing the next day. Campers who do not have access to a 3D printer can submit their favorite model to the instructor at camp conclusion for printing and pick-up when campus re-opens.