

SUMMER CAMPS

uoit.ca/summercamps

CODING



S.T.E.A.M.



LEGO® ROBOTICS



MINECRAFT



TECH CAMPS



CODING CAMPS

Code Away!

Jump into the world of coding! Learn the basic elements of coding and programming while exploring codable robots such as Sphero and Dash and Dot and coding environments such as Scratch.

Ages 6 to 9 co-ed | July 8 to 12, August 12 to 16

Coding and Game Design 1.0

Give your coding skills a boost! Campers will learn about computer programming concepts and techniques while developing their own unique games and projects in multiple coding environments.

Ages 9 to 12 | July 15 to 19

Coding and Game Design 2.0

Bring your coding skills to the next generation! Discover and explore a large range of coding environments, game development, and app design software. Must have experience of basic coding environments!

Ages 11 to 13 | July 29 to Aug 2

Cyber Girls Ambassador Program

Become a Cyber Girls Ambassador through this one-of-a kind mentorship program teaching girls the fundamentals of cybersecurity and digital citizenship.

Ages 11 to 14 | August 6 to 9



Hands-on Science, Technology, Engineering, Art and Math [STEAM] camps

Exploration Galore

Learn about different aspects of engineering, biology, chemistry and physics through hands-on challenges, experiments and outdoor adventures.

Ages 9 to 14 | July 2 to 5

STEAM Girls

BE INSPIRED to explore the worlds of Science, Tech, Engineering, Art and Math! Using materials such as wood, paint, fabric, or circuitry, you will get to design and build projects from your imagination! Join us for this amazing program just for girls!

Ages 9 to 14 | July 8 to 12

Young Inventors Unite

Makers will use the design process to invent and construct a variety of unique projects by using tools, their knowledge of science, and technology.

Ages 6 to 11 (campers must have completed Grade 1) | July 15 to 19

Design It, Create It, Build It!

Investigate all areas of science by designing and building prototypes with the use of technology and other hands-on tools to create your very own unique projects!

Ages 11 to 15 | July 23 to 27

Full STEAM Ahead

Use art and technology tools to dive into nature and inspire your own creations. Participate in exciting outdoor adventures and learn to see the world through an artistic lens.

Ages 9 to 14 | July 29 to August 2

Explore Your Curiosity

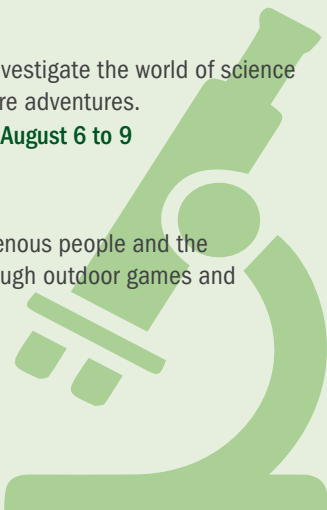
Calling all junior scientists! Put on your lab coat and investigate the world of science through experiments, engineering challenges and nature adventures.

Ages 6 to 9 (campers must have completed Grade 1) | August 6 to 9

Turtle Island

Uncover and explore the traditional knowledge of Indigenous people and the importance of being stewards of the environment, through outdoor games and hands-on activities.

Ages 9 to 13 | August 12 to 16





LEGO® Explorers

Learn new building and programming techniques to create a robotic device using LEGO® WeDo software and your imagination.

Ages 6 to 8 (campers must have completed Grade 1)

July 2 to 5, August 6 to 9

LEGO® Designers - Introduction to Robotics

Solve design challenges and build robotic devices using LEGO® EV3 software and your engineering skills.

Ages 9 to 12 | July 8 to 12, July 15 to 19, July 22 to 26, July 29 to August 2

LEGO® Innovators - Advanced Robotics

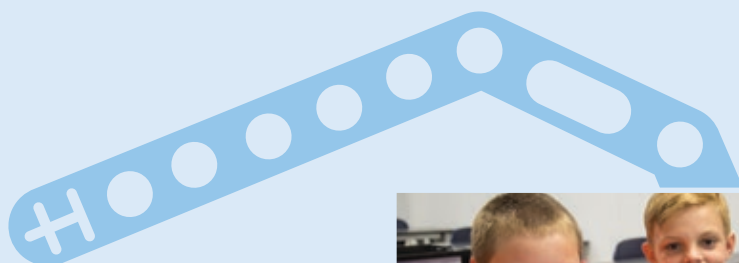
Challenge and expand your building and programming skills through LEGO® EV3 software with the aid of new sensors and expansion kits.

Ages 10 to 14 | July 9 to 13, July 23 to 27

Girls Connect

Learn alongside female mentors who will spark your interest in STEM (science, technology, engineering, math) while you design and program with LEGO® EV3 robotics and software.

Ages 9 to 14 | July 15 to 19



MINECRAFT CAMPS

Adventures in Minecraft

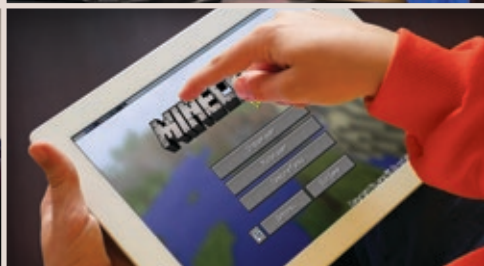
Learn the basics of Minecraft, the immersive game that allows you to create your own virtual world. Master the controls, recipes for building, and how to build creations/devices. Your only limit is your imagination!

Ages 8 to 10 | July 2 to 5

Ultimate Minecraft

Build together in Minecraft and learn new skills including character skins, custom maps and installing modifications. Campers will also learn to build more technical and creative circuits.

Ages 10 to 13 | July 22 to 26



ADDITIONAL INFORMATION



Camp programs make use of...



iPad and laptop
technology



digital
cameras



science/engineering
equipment



daily outdoor
activities

Campers share the materials and equipment. Each camp has a different focus and theme. All camp sessions include outdoor games and activities.

- Weekly programs for campers ages 6 (finished Grade 1) to 17.
- NEW camps for younger children.
- NEW advanced camp programs for older children.
- Most sessions are co-educational.
- Girls can share their interests in science, technology and the environment with each other during the girls-only weeks!
- Counsellors are Education students and qualified teachers.
- Camps are held at the university's north Oshawa location at 2000 Simcoe Street North.
- Camps run Monday to Friday from 9 a.m. to 4 p.m.
- Registration fee for a full week is \$300 or \$240 for a four-day week, with discounts available for University of Ontario Institute of Technology and Durham College faculty and staff.
- Campers can bring their own lunch or purchase a meal plan.
- Before- and after-care is available for an additional fee.

Submit cancellations in writing via email to sheila.rhodes@uoit.ca at least seven calendar days before the start of the program for a full refund, less a \$25 administration fee per camp session.



Special Programming Opportunities



Counsellor in Training

Ages 14-17 (must have finished Grade 9) | July 2-5

Learn the skills required to become a 'junior camp counsellor'. You will receive training in the different camp activities. After the successful completion of this training session, you will have the opportunity to volunteer at our 2019 camp program for a minimum of 1 to 3 weeks. These hours can be used for your high school volunteer hours and would be a great addition to any resume!

Family Camps

Join us for these summer programs and learn alongside your children. You will leave with a variety of practical activities and resources that can be done at home. Daily activities will be geared to the ages of the campers. You can register for one or more sessions. Online resources will be available after the camp programs end.

August 19 - Take the Family Outside!

August 20 - Makerspace

August 21 - Minecraft

August 22 - Coding, game design

August 23 - Robotics

Educator Sessions

Workshops provide teachers with the background they need to integrate these topics into their classrooms. Through hands-on, open-ended inquiry projects, participants will learn engineering concepts as well as the connection between STEAM disciplines. Associated pedagogy/educational theory will be covered. The workshops are open to any Kindergarten to Grade 12 teacher, informal education providers, and volunteers or industry members interested in learning about coding, Minecraft, STEAM and/or LEGO® engineering.

Monday, August 12 to Wednesday, August 14

Tech4Teachers - NEW

Thursday, August 15 to Friday, August 16

Turtle Island for Educators - NEW

Monday, August 19 to Wednesday, August 21

Creating a Makerspace 1.0 expanded for 2019

Thursday, August 23 to Friday, August 24

Creating a Makerspace 2.0 expanded for 2019

Submit cancellations in writing for Family and Educator sessions via email to sheila.rhodes@uoit.ca at least seven calendar days before the start of the program for a full refund, less a \$10 administration fee per session.



TECH CAMPS (NEW)

High Tech Expedition

Explore what the world of technology has to offer through various tools and programs. Campers will engage in tasks and challenges that encourage them to broaden their programming and technological skills. Each day includes cooperative outdoor activities.

Ages 12 to 15, co-ed | July 29 to August 2

High Tech Voyage

Venture through the world of cutting-edge high tech products while deepening your skillset! Younger campers will be challenged to solve real-world issues through exciting projects using various technologies and robotics. Uncover your programming skills and use what you learn while exploring the world of tech! Each day includes cooperative outdoor activities.

Ages 9 to 13, co-ed | August 12 to 16

Level Up! (Gaming and Virtual Reality Laboratory)

Take your coding skills to the next level at our state of the art Gaming and Virtual Reality Laboratory. Learn about the future of game development while exploring the endless possibilities of gaming! Experience in coding environments is required.

Ages 13 to 15, co-ed | August 12 to 16

The Future of Gaming (Gaming and Virtual Reality Laboratory)

Wondering how you can take your coding and programming skills with you into the future? Considering a career in the gaming world? Gain valuable hands-on experience in our state of the art Gaming and Virtual Reality Laboratory. Learn about designing, developing, producing, and testing games and other interactive media. Experience in coding environments is required.

Ages 14 to 17, co-ed | August 19 to 23



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