



Kelvin Grove Technology Camp

Summer 2018

Art. Design. Coding.

Create your own digital works of art!

Use the computer to design your own animations, create a paint editor tool, and learn how technology is used in the art world! Have your friends join too. No previous computer experience is necessary.

The CS First Art with Scratch camp is social and fun!

Min./Max. 8/24 students going into grades 4-8.

Date:

July 16-19 to July 23-26
(8 Days)

Time:

1:00pm- 3:00pm

Location:

KG Jr. High Computer Lab

Fee:

\$45.00 (plus a free t-shirt)

Please make checks payable to Jessica Lakics

“This camp is sponsored by Mrs. Lakics. This organization is not affiliated with District 91 and District 91 does not sponsor or endorse this organization or its activities. This flyer has been made available to students pursuant to the District’s policy governing the distribution of written materials from non-school organizations.”

Please complete the bottom permission slip and return to Mrs. Lakics by **May 23rd.**

Permission to attend the 2018 Kelvin Grove Technology Camp

Participant’s Name: _____

Grade: _____ Phone Number: _____

Please circle a t-shirt size: Youth: S M L XL
 Adult: S M L XL

Parent Signature: _____

Camp Plans

Activity 1: Introduction and Discovery

- In this first activity, students learn about the scope and procedures of the camp, then explore Scratch and create their first program.

Activity 2: Animation

- During this activity, students create an animation composed of multiple frames. To do this, students use forever loops and multiple costumes. By the end of camp, students will understand and be able to explain how stop-motion animations are created using repetition.

Activity 3: Interactive Art

- In this activity, students build an interactive project that makes famous paintings talk when clicked.

Activity 4: Paint with Tera

- In this activity, students build an interactive art project that responds to a user's mouse-pointer, similar to a paint application.

Activity 5: Graffiti

- In this activity, students use conditionals to create an interactive graffiti application. By the end of the activity, camp members will understand how computers use "if-then" blocks to make decisions.

Activity 6: Digital Art

- During this activity, students use pixels and "if-else" statements to build a digital art project similar to a photography filter. By the end of the activity, students will understand how to use conditionals in their own projects to change a sprite's costume.

Activity 7: Building Blocks of Architecture

- In this activity, students learn about the "repeat until" block while they create an interactive way to build their own architecture. By the end of the activity, students will understand the difference between the "forever" and "repeat until" blocks.

Activity 8: Greeting Card

- In the last activity, students create a greeting card to send to a friend or family member and tell them about CS First. In this project, students are encouraged to use their creativity and imaginations.

Each participant will receive:

- A passport to keep track of their progress
- Badges and stickers to place in their passport
- A completion certificate (last day of camp)
- A technology camp t-shirt