



Kelvin Grove Technology Camp

Summer 2016

Create. Code. Tell. Stories.

Create and share your own digital stories!

Use the computer to design your own stories, create and share your own animations, and learn how technology is used in the film and media industry. Have your friends join too. The CS First Storytelling with Scratch camp is social and fun! *Min./Max. 8/24 students grades 4-8.*

Date:

July 25-28 to August 1-3
(7 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 27th.



Permission to attend the 2016 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: _____

Club Plans

Activity 1: Explore

- The first activity establishes a culture, understanding of the scope of the camp, learn CS Frist procedures, and begin to explore the Scratch programming interface.

Activity 2: Dialogue

- In this activity, members create a story in which two characters talk to each other without using questions.
 - Sequencing
 - Statements (the “say” block and “wait” blocks)

Activity 3: Setting

- In this activity, members create a dynamic stormy day setting, complete with rain and lightning. After developing a setting, club members program a stormy day story.
 - Loops (repeat and forever)

Activity 4: Premise

- In this activity, members build a story around one of four premises. While building these stories, members earn badges for coding particular elements.
 - Modularity (adding many different components to a project)

Activity 5: Characterization

- In this activity, members create a story in which one character narrates another character's actions and thoughts.
 - Broadcast

Activity 6: Interactive Storytelling

- In this activity, members create a story in which the audience can make a decision.
 - Conditionals (if/else block)

Activity 7: Personal Narrative

- In this activity, members are required to create a personal narrative based on one of three story starters.
 - Modularity (adding many different components to a project)

Activity 8: Reflection

- In this activity, members build a project that reflects on all that they've learned and accomplished.

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