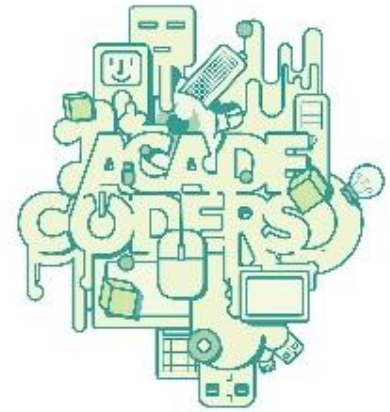


ACADECODERS SUMMER 2020 (AGES 8+)

AcadeCoders is a coding and robotics camp focused on introducing campers to various technological disciplines while also ensuring they enjoy physical activities outdoors and through jiu-jitsu classes.

There will be a total of 8 weeks, each with its own major focus and learning goals. The maximum session size is 12 due to the number of available desktops and other materials. If a session is full, depending on the weekly theme, you may still register; however, you must provide your own laptop. Each session is adaptable for different age groups.

Each week will have a final project that the campers can take home. Each camper will be required to have a USB stick for these projects.



Week 1: June 22 – June 26 **ENCRYPTION: DECODING CYPHERS**

CREATING AND SOLVING SECRET MESSAGES: Using the programming language Python, the AcadeCoders will create a program that will be able to decrypt and encrypt messages. AcadaCoders will first learn the basics of programming and will use that knowledge to tackle how to create a Caesar cypher.

Learning Goals: AcadeCoders will be able to understand how the Caesar cypher works and apply the coding knowledge gained throughout the week to create a successful program.

Week 2: June 29 – July 3 (4 days) **3D MODELING**

CREATE YOUR OWN 3D MODEL: Using the program Tinkercad, the AcadeCoders will create a 3D model. This 3D model can range from a cartoon they enjoy to something that is their own personal creation. As 3D models take time to print, parents will be contacted when the finished product is ready for pick-up. Alternatively, a list of MakerSpaces will be provided if AcadeCoders would like additional print outs.

Learning Goals: AcadeCoders will be able to understand basic 3D modeling concepts such as extruding surfaces, combining shapes with negative shapes to edit objects to create a 3D work of art.

Week 3: July 6 – July 10 **GAME DEVELOPMENT**

CREATING A GAME WITH YOUR OWN 3D MODEL: This week is a build up from week 2 and will use the 3D model created in week 2 to be the base model for game. Any AcadeCoders that were not present in week 2 will be given a pre-built model that they can use for their game in week 3. The entirety of the game will be built using a software called GoDot.

Learning Goals: AcadeCoders will be able to understand the core fundamentals of game design and learn how to implement a working 3D model into a project.

Week 4: July 13 – July 17 **ROBOTICS: TRACK RACING CHALLENGE**

TRACK RACING CHALLENGE: AcadeCoders will use a robotics platform to program a robot to race through a track and achieve the best lap time. Each track will become progressively more difficult to maneuver and will provide a learning curve to mastering how motors turn around each track.

Learning Goals: AcadeCoders will learn to program on a robotics platform and understand the functionalities that go behind motor controls.

Week 5: July 20 – July 24**ROBOTICS: SCREENS & SENSORS**

THE MAGIC CODE BEHIND A SCREEN: AcadeCoders will go in depth in how to manipulate the pixels on a screen to display various animations and react to inputs from sensors.

Learning Goals: AcadeCoders will understand how pixels are displayed on a screen and how a microprocessor communicates to a screen with the code they will create.

Week 6: July 27 – July 31**APPS: CLICK GAME**

WHAT GOES INTO CREATING AN APP: AcadeCoders will create a cookie clicker app. While constructing the app, the campers will go through understanding what a proper user interface looks like and will understand how to make an app that can be run on their own personal computer.

Learning Goals: AcadeCoders will learn about making a proper user interface. They will also learn the process of turning something they coded into a product they can run on their own personal computers.

Week 7: August 4 – August 7 (4 days) WEBSITES

CREATIVE WEBSITES WEEK: AcadeCoders will design their own website with their own custom plan and layout for the website. Each website will be locally hosted on the computers and will be something the AcadeCoders can take home to continue to work on if they bring a USB to put their website onto.

Learning Goals: AcadeCoders will learn HTML and CSS to create their website. They will also understand how to properly structure a website so that the layout is clear to anyone that uses it.

Week 8: August 10 – August 14**MINECRAFT: MODS & HOSTING SERVERS**

HOSTING A SERVER IN MINECRAFT: AcadeCoders will host their own Minecraft servers and apply their own custom modifications. They will explore the intricacies of networks and come face to face with challenges in modifying their servers.

Learning Goals: AcadeCoders will learn about server hosting, what is required to connect to a network, and how computers communicate with each other.

2020 SUMMER READING & WRITING PROGRAMME: Orton Gillingham Multisensory Teaching Sessions for Campers

For students with reading and writing difficulties, we offer Orton Gillingham-based multisensory teaching sessions (Simultaneous Literacy Teaching or SLT), in addition to the activities provided during our AcadeCamp or AcadeCoders sessions. The OG multisensory teaching sessions will be offered for 1 hour, 5 times a week (4 times a week during holiday weeks), and the participant must register for at least 4 weeks in order for the programme to be effective. If a student has not been evaluated previously, pre- and post- testing will be provided. With the Orton Gillingham approach, a student learns using the visual, auditory, kinesthetic, and tactile senses simultaneously. The OG multisensory teaching sessions will take place within the 9:00 am – 4:00 pm camp day.

Additional Information

Camp Hours:	9:00 am – 4:00 pm
Pre & Post Camp Care:	8:00 am – 9:00 am; 4:30 pm – 5:30 pm
Lunch Program:	Includes 2x pizza on Mondays (on 5-day weeks), hot lunch with dessert & fruit Tuesdays – Fridays
Contact Information:	Email us at info@acadecap.org or call 613-721-3872
AcadeCoders FAQ:	What do I pack? What is the daily schedule? For more information, please visit the AcadeCoders FAQ page at http://www.acadecap.org/frequently-asked-questions-acadecoders/

Registration Form: Selection of Weeks

- | | |
|--|--|
| <input type="checkbox"/> 1: June 22 – June 26 | ENCRYPTION: DECODING CYPHERS |
| <input type="checkbox"/> 2: June 29 – July 3 (4 days) | 3D MODELING |
| <input type="checkbox"/> 3: July 6 – July 10 | GAME DEVELOPMENT |
| <input type="checkbox"/> 4: July 13 – July 17 | ROBOTICS: TRACK RACING CHALLENGE |
| <input type="checkbox"/> 5: July 20 – July 24 | SCREENS & SENSORS |
| <input type="checkbox"/> 6: July 27 – July 31 | APPS |
| <input type="checkbox"/> 7: August 4 – August 7 (4 days) | WEBSITES |
| <input type="checkbox"/> 8: August 10 – August 14 | MINECRAFT: MODS & HOSTING SERVERS |
| <input type="checkbox"/> Summer SLT (4 weeks) | Please indicate week numbers: <i>ex. 1,2,3,4</i> |

Fees: **\$355** per 5 day week
\$295 per 4 day week (holiday week)

Discounted rate for all 8 weeks	\$ 2412.00
Discounted additional week rate: (5 days)	\$ 338.00
(4 days)	\$ 280.00
Summer OG Multisensory Teaching Option: 4 weeks, 1 hour sessions daily	\$ 970.00

First week: 5-day week or 4-day week	1X	\$355 or 295
Additional 4-day week:	#X	\$ _____
Additional 5-day weeks:	#X	\$ _____
OG Multisensory Teaching Option (4 weeks)	#X	\$ _____
Subtotal Session Fees:		\$ _____

Pre and Post Camp Care: \$25/ 5-day week	#X	\$ _____
\$20/ 4-day week	#X	\$ _____
Subtotal Supervision Fees:		\$ _____

Lunch Program: \$55/ 5-day week (incl. 2x Pizza)	#X	\$ _____
\$45/ 4-day week	#X	\$ _____
Pizza (Mondays Only): \$5/slice	#X	\$ _____
Subtotal Meal Fees:		\$ _____

TOTAL FEES: **\$ _____**

Child's Name: _____ Sex: M / F

DOB: YYYY/MM/DD Current Grade: __ Age: __ Health Card#: _____

Parent's/Guardian's Name: _____

Address: _____

Postal Code: _____ Email: _____

Tel-Home: (XXX) XXX-XXXX Work: (XXX) XXX-XXXX Cell: (XXX) XXX-XXXX

Emergency Name: _____ Tel: (XXX) XXX-XXXX

Contacts: Name: _____ Tel: (XXX) XXX-XXXX

Special concerns, needs, health, allergies, behavioural etc.

Media Consent

There are times we photograph or videotape the children participating in camp activities. We will publish some of these pictures (i.e.: newsletters, websites, Facebook, twitter, brochures, newspaper ads, etc.), without naming individual campers. Académie de la Capitale/École internationale Acadecap International School is requesting permission to use photos/videos of your child. Please note that remuneration will not be given for the use of photos/videos.

I give Académie de la Capitale/École internationale Acadecap International School permission to publish pictures of my child

Signature of Parent/Guardian

Initial or Sign

Date YYYY/MM/DD

Waiver

I hereby release and forever discharge Académie de la Capitale/École internationale Acadecap International School, its directors, its employees, agents and all persons authorized by it from any claim, damages, action or cause of action or otherwise that may result from either personal injury or property damage suffered by the said child engaging in school activities including field trips provided, however, that the school and its employees and agents exercise reasonable care.

I hereby authorize the administrators, staff and/or excursion supervisor(s) to act on my behalf as my agent(s) to engage medical attention or hospitalization if required on an emergency basis.

Signature of Parent/Guardian

Initial or Sign

Date YYYY/MM/DD

Finances

Please make cheques to **Acadecap International School** ASAP to ensure a spot as our camps fill up quickly.

Payment by Interac e-Transfer:

finance@acadecap.org (Please indicate child's name in description and provide password in separate email.)

Please note there are **no** refunds.