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Weekly inGenius Camp Newsletter

July 26, 2015

Minecraft Mod Design

Students learn the fundamentals of Java programming by creating their own Minecraft Mod. In the process of designing and coding their own Mod, students learn the most important concepts of object-oriented computer programming.
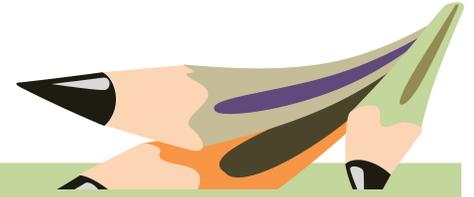

Art Appreciation Camp

Students explored Ancient Asian art, African art, The Renaissance, The Impressionists, and 20th Century art. They will also learn artists and styles, and the elements of art.

The Power of Self Defense—Martial Arts

During this week's martial arts camp, kids learned core life skills such as self-awareness, self-discipline, self-confidence, respect, and integrity.

inGenius Sixth Week (7/20-7/24) Report

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The Brilliant Inventions Made By Mistakes

Many inventions are the result of a mistake that turned into something good. The students researched these kinds of inventions and came away with a better understanding of how important it was to learn from our mistakes!

Discovery Your Dream—Camp Invention

Inventions that Came in Dreams! Students had chance to put the invention process to work, use the knowledge and creativity by creating their own invention!

Unity 3D Game Design

During our week of Unity 3D Game Development learned the skillsets required to be a true independent developer.

THE WEEK AHEAD

(7/27/2015-7/31/2015)

Lego MINDSTORMS EV3 with ROBOTC
Solve fun challenges using Carnegie Mellon RobotC and learn to code motors and sensors with LEGO® MINDSTORMS! Use your programming skills to allow the robot to think for itself.

Intermediate Java Programming
Explore Java's object-oriented features in depth, with the goal of making your programs more reliable, efficient, and reusable. Write classes that include variables, constructors, and methods, and learn to create objects based on your own classes and classes included in Java's class libraries.

Adventure in Programming – Scratch (3rd-6th)
Let your imagination run wild in this multimedia adventure. Scratch is a fun and easy way for kids to learn the basics of programming using snap-together code blocks to build working programs.

Exploring Investment Strategies (3rd-6th)
In this class students will acquire an understanding on how finances really work and be challenged with real world situations. After gaining a basic understanding of financial strategies, Students will become involved in individual and group projects.

Puppet Theater (K-1)
After reading classic fairy tales and fables, students in this camp will make puppets and create their own shows, with stories of their own. What better way to tell stories, than with fun puppet characters!

Math Magician –Shape, Pattern, Logic, Mental math and more (K-1)
Find out if you are a math magician. Play math games, including Math Magic, Shape, Pattern, Addition, Subtraction, Logic, and more.