



Weekly inGenius Camp Newsletter

August 9, 2015

RECAP WEEK OF 8/3/2015

inGenius Eighth Week (8/3-8/7) Report



Please check out more pictures and videos at our web site
www.ingenius.us/gallery

Chess & Chinese Chess

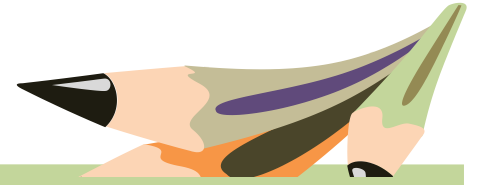
Campers learned to play Chess & Chinese Chess and received prizes at the end of the week.



Cooking Journey around the World

Cooking, Learning, Eating, Making Friends, Having a Fantastic summer... That's what Cooking Round the World Summer Camp is all about!





RECAP WEEK OF 8/3/2015

Golf

Our young golfers enjoyed a five-day camp with their friends.



Java Programming & Introduction to C# Programming

Students in both programming camps learn Object Oriented programming concepts and completed their projects in one week intensive learning.



THE WEEK AHEAD

(8/10/2015-8/14/2015)

Zoo Education

We will be covering various topics from 1-inch tall poison Dart Frogs to giraffes that reach over 17 feet. There are animals of all size at the Zoo that can be discussed. So many questions and tons of information that can be learn.

Debate & Public Speaking

Too many students have something to say but do not have the tools to speak in public effectively and with comfort. Sharpening communication abilities helps students succeed in a world that demands confidence, articulation and the ability to clearly communicate ideas.

The Art of Making a Short Film

Make a short film in just five days! It will be fast paced, but students in a small group will learn the basics of working together as a movie crew, writing scripts, directing actors, using accessible filmmaking technology, and digital editing.

Minecraft™ Mod with Java

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

Minecraft™ 3D Game Design

Students learn to build Minecraft® world, create adventure maps, and modify game elements. They will be guided from design to production and explore the many roles and tasks required to design modern 3D games.