inGenius

Weekly inGenius Camp Newsletter

August 16, 2015

Zoo Education and Animal Encounters
This week we learned Zoo animals and met animals on our campus! Pammy's Pony Parties and Petting Zoo brought animals to our school.

inGenius Eighth Week (8/10-8/14) Report

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

inGenius

THE WEEK AHEAD
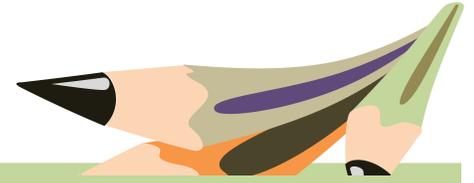
(8/17/2015-8/21/2015)

Debate & Public Speaking

Students learned and practiced various debate formats and techniques. By the end of the week, they hold full debates.

The Art of Making a Short Film

Our movie crews produced, wrote scripts, directed, acted and post edited their own movies in just five days!
Final video projects are on our web site.
www.ingenius.us/gallery

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 learned the development life cycle for applications/games and were familiar with what a game designer was and did. They are now able to develop skills necessary for a team environment.
Each team consists of at least the following:

-Producer (overall in charge of entire project and document)
-Artist (in charge of the aesthetic direction)
-Programmer -Level Designer (in charge of the level layout)

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.

Alice3 - Introduction to Java Programming
Students discover key 3D game development concepts including game planning, character movement, collision detection, in-game dialogue and playability. They will learn Object-Oriented programming principles in a Java enabled environment.

Multi Camps Fun Time

In the afternoon, students will spend two hours either indoor or outdoor to learn and enjoy different topics in different settings:
- Ocean Animal
- Beach Day
- Exploring Your Community Day
- Balloon Art
- Movie Day

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.