

Code, Create, Play (ages 10-14)

Instructor: Abi Duenas | Week of July 13-17 and July 20-24

	Monday, July 13 or 20	Tuesday, July 14 or 21	Wednesday, July 15 or 22	Thursday, July 16 or 23	Friday, July 17 or 24
8:45	Walk to Class	Walk to Class	Walk to Class	Walk to Class	Walk to Class
9:00	Icebreaker Events and Sequencing Unplugged	Icebreaker Loops Unplugged	Icebreaker Conditionals Unplugged	Icebreaker Functions Unplugged	Art/Game Variable Unplugged
10:00	Explore Scratch	Computer Games	Computer Games	Computer Games	Computer Games
10:30	Story Telling	Create your own app	Music and Sound	Program Art	Make your own Game
11:55	Walk to Lunchroom	Walk to Lunchroom	Walk to Lunchroom	Walk to Lunchroom	Walk to Lunchroom
12:00	Lunch	Lunch	Lunch	Lunch	Lunch
12:55	Walk to Class	Walk to Class	Walk to Class	Walk to Class	Walk to Class
1:00	Computer Games	Computer Games	Computer Games	Computer Games	Computer Games
1:30	Story Telling	Create your own app	Music and Sound	Program Art	Make your own Game
3:00	Present projects Free Play with Created Projects	Present projects Free Play with Created Projects	Present projects Free Play with Created Projects	Present projects Free Play with Created Projects	Present projects Free Play with Created Projects
3:45	Walk to Game Room (wait for	Walk to Game Room (wait for	Walk to Game Room (wait for	Walk to Game Room (wait for	Walk to Game Room (wait for

- Campers are dropped off from 8-8:45 a.m. in front of the Frandsen Humanities Building and picked up between 4-4:30 p.m.
- Classes are from 9 a.m. to 4 p.m. with a morning and afternoon snack (each 15 minutes) and an hour lunch.
- Campers will bring their own snacks, lunch and a water bottle.