



Exploring Robotics and Music (Ages 8-10)

Instructor: Paul Fleming

Weeks of June 21, July 1 (no camp July 4) and July 15

	Monday	Tuesday	Wednesday	Thursday	Friday
8:45	Walk to Class	Walk to Class	Walk to Class	Walk to Class	Walk to Class
9:00	<p>Introductions</p> <p>Math Mindsets: Notebooks, good group work, dot card and number talks, area design</p>	<p>Welcome and notebooks</p> <p>Math Mindsets: growth mindsets, pennies and paperclips, checkerboard, fewest squares</p>	<p>Welcome and notebooks</p> <p>Math Mindsets: exploring halves</p>	<p>Welcome and notebooks</p> <p>Math Mindsets: one cut geometry</p>	<p>Welcome and notebooks</p> <p>Math Mindsets: spirolaterals</p>
10:00	<p>Music warm-up: solfege with body, rhythms</p> <p>Music: creative movement “Yes Game” and “shapes and pathways”</p>	<p>Music warm-up: solfege with body, rhythms</p> <p>Music: call-and-response and improvisation with xylos “Who Sells Seashells” and “Cat Came Back”</p>	<p>Music warm-up: solfege with body, rhythms</p> <p>Music: Layering pentatonic patterns in groups on a theme</p>	<p>Music warm-up: solfege with body, rhythms</p> <p>Music: teamwork and listening skills by singing rounds “1 1 1 1 2 2 2 3 3 3 3 4 4 4 4” “Chairs to Mend” and “Alfred the Alligator”</p>	<p>Music warm-up: solfege with body, rhythms</p> <p>Music: creative game play with music “Trees and Squirrels” and “Soy Una Taza”</p>
11:00	<p>Code a sandwich</p> <p>LEGO free build in small teams</p>	<p>Build Spike Prime vehicles, code a perfect right angle</p>	<p>Code Spike vehicles to go in a line, a square, a circle, a maze.</p>	<p>Code Spike vehicles to deliver a package</p>	<p>Create and add sensors and attachments to lift/push/pull objects</p>
11:45	Walk to Lunch Room	Walk to Lunch Room	Walk to Lunch Room	Walk to Lunch Room	Walk to Lunch Room
12:00	Lunch	Lunch	Lunch	Lunch	Lunch
1:00	Walk to Class	Walk to Class	Walk to Class	Walk to Class	Walk to Class
1:15	<p>STEAM career talk and “If I were” journals: Audio engineer</p> <p>LEGO STEAM creations plus brainstorming</p>	<p>STEAM career talk and “If I were” journals: Architect</p> <p>LEGO STEAM creations</p>	<p>STEAM career talk and “If I were” journals: Game Designer</p> <p>LEGO STEAM creations plus coded solution</p>	<p>STEAM career talk and “If I were” journals: Fashion Designer</p> <p>LEGO STEAM creations plus coded solution</p>	<p>STEAM career talk and “If I were” journals: Electro-acoustic performer</p> <p>LEGO STEAM creations plus coded solution</p>
2:00	<p>LEGO STEAM (continued)</p> <p>Melodicas</p>	<p>LEGO STEAM (continued)</p> <p>Melodicas</p>	<p>LEGO STEAM (continued)</p> <p>Ukulele</p>	<p>LEGO STEAM (continued)</p> <p>Ukulele</p>	<p>LEGO STEAM (continued)</p> <p>Ukulele</p>
3:00	<p>Melodicas (continued)</p> <p>folk dances and clean up</p>	<p>Melodicas (continued)</p> <p>folk dances and clean up</p>	<p>Ukulele (continued)</p> <p>folk dances and clean up</p>	<p>Ukulele (continued)</p> <p>folk dances and clean up</p>	<p>Ukulele (continued)</p> <p>reflect, present, discuss projects and clean up</p>

3:45	Leave Class	Leave Class	Leave Class	Leave Class	Leave Class
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- Drop off campers between 8-8:30 a.m. in front of E. L. Wiegand Fitness Center.
- Pick up campers between 4-4:30 p.m. in front of E. L. Wiegand Fitness Center.
- All campers should bring a morning and afternoon snacks, lunch and a water bottle every day.