AI Code Academy

Formerly Delaware STEAM Academy

Summer STEM Coding Projects for Kids
at The Independence School

AICA presents well-structured programs using Scratch, Micro.bit, Roblox, Unity and Blender for students to learn advanced coding techniques and make fun projects.

PROJECT-BASED SCRATCH LEVEL 1
(max 12 participants)
When: Session 1: June 26 - 30; Session 2: Aug 14 - 18;
Grade Level: Rising Grades 2-5
Time: 9:00 am - 12:00 pm
Cost: $275
The perfect coding course for beginners, students will learn to code with Scratch, the most popular block-based programming language for kids created by MIT. They will learn fundamental coding skills and how to make interactive games. This course features eight structured projects, along with one open final project. No prior coding experience is needed for this course.

SCRATCH WITH MICROBIT
(max 12 participants)
When: July 24 - 28
Grade Level: Rising Grades 3-5
Time: 9:00 am - 12:00 pm
Cost: $295 (including one MicroBit)
In this fun course students will learn how to make interactive games and will work with Micro.Bit, a programmable micro-computer. This program provides students with opportunities to tackle complex Scratch projects that help them to build solid coding foundations for machine learning. This course features eight structured projects, along with one open final project.

INTRO TO ROBLOX WITH LUA
(max 12 participants)
When: Session 1: June 26 - 30; Session 2: July 17-21
Grade Level: Rising Grades 3-7
Time: 9:00 a.m.- 12:00 pm, or 1:00 pm - 4:00 pm
Cost: $275
Roblox is the largest social platform that allows kids to create and play games together in immersive 3D worlds. In this course, students will use Roblox to design and publish fun games to the Roblox website that can reach millions of players. They will learn game design fundamentals and develop coding skills by writing LUA scripts that handle in-game events, triggers, collisions and more.

http://www.aicodeacademy.com   support@aicodeacademy.com

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INT/ADV ROBLOX GAME DESIGN
(max 12 participants)
When: Aug 7 - 11
Grade Level: Rising Grades 3-8
Time: 9:00 am - 12:00 pm
Cost: $275
This program is for intermediate or advanced students who have at least 10 hours of Roblox experience. Students will learn more complex Roblox game building and scripting, Roblox tool creation, animations, 3D modeling, and team-based gameplay mechanics. All students will be asked to finish a final project with their own ideas which will be presented on the last day. The skills they learn are adaptable to similar video game engines including Unity and Unreal.

UNITY GAME DESIGN
When: Session 1: July 10 – 14; Session 2: July 31- Aug 4
Grade Level: Rising Grades 4-8
Time: 9:00 a.m.- 12:00 pm, or 1:00 pm - 4:00 pm
Cost: $275
Have you ever wanted to design video games instead of just playing them? Unity is one of the best 3D game and graphic design tools in the world, which bridges the fields of art, code, and design. Students will piece together different elements and assets to build their own creations. Using C# programming, they will allow players to interact with their projects. Students will design incredible experiences to share with friends and family, and join a community of millions of developers using Unity!

BLENDER 3D MODELING & ANIMATION
When: July 17 – 21
Grade Level: Rising Grades 4 - 8
Time: 9:00 a.m.- 12:00 pm
Cost: $275
Blender is the popular open-source 3D graphics editing software. The tool set used is essential for any interested in a wide variety of fields such as engineering, graphics design, animation, video game development, virtual reality, 3D printing, and many more. In this course, students will learn the basics of 3D modeling, texturing, rendering, and other fundamentals.

VEX ROBOTICS – CODING WITH VR
When: July 17 – 21
Grade Level: Rising Grades 4-8
Time: 1:00 pm - 4:00 pm
Cost: $275
VEX Robotics is the premier line of educational robotics for all ages. Develop critical skills in design thinking and iterative engineering. Offer hands-on experience through building and interacting with projects. Explore sensors and beginner robotic computer programming in virtual reality. Students will have opportunities to join the real Vex Robotics Competition, one of the most popular robotics events.

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PROJECT BASED JAVASCRIPT
(max 12 participants)
When: Aug 14-18
Grade Level: Rising Grades 5-8
Time: 1:00 pm - 4:00 pm
Cost: $275
JavaScript is the most popular language for web design, and it's also an excellent way for new programmers to turn ideas and code into something tangible. In this course, students will learn the fundamentals of programming by using this powerful language to build engaging, interactive games. They will create projects with flashy graphics and user interactivity to recreate games they love, build original games from start to finish, and practice game design principles.

HTML/CSS WEB DESIGN
(max 12 participants)
When: July 31-Aug 4;
Grade Level: Rising Grades 5-8
Time: 1:00 pm - 4:00 pm
Cost: $275
This course is designed to provide students with an introduction to the use of HTML, CSS and the creation of their own web pages! Lessons will consist of guided projects to teach new web design skills, as well as a final project of each student's original design that students will present to the class. There will be a fun Kahoot review to reinforce all topics learned in the course.

Registration:

Please scan the QR Code

or

visit https://lessonbook.ai/topics/in-person-camps

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2023 Summer Schedule

Week 2 (June 26 - June 30)			
Morning Classes (9 am - 12 pm)		Afternoon Classes (1 pm - 4 pm)	
Project-based Scratch L1	Grades 2 – 4	Intro to Roblox and Lua	Grades 3–7

Week 4 (July 10 - 14)			
Morning Classes (9-12pm)		Afternoon Classes (1-4pm)	
Intro to Roblox and Lua	Grades 3–7	Unity Game Design	Grades 4–8

Week 5 (July 17 - 21)			
Morning Classes (9 am - 12 pm)		Afternoon Classes (1 pm - 4 pm)	
Blender 3D Modeling & Animation	Grades 4 – 8	Intro to Roblox and Lua	Grades 3–7

Week 6 (July 24 - 28)			
Morning Classes (9 am - 12 pm)		Afternoon Classes (1 pm - 4 pm)	
Scratch with MicroBit	Grades 3 – 5	Vex Robotics Coding	Grades 4 – 8

Week 7 (July 31 – Aug 4)			
Morning Classes (9 am - 12 pm)		Afternoon Classes (1 pm - 4 pm)	
Unity Game Design	Grades 4 – 8	HTML/CSS Web Design	Grades 5–8

Week 8 (Aug 7 - 11)			
Morning Classes (9 am - 12 pm)		Afternoon Classes (1 pm - 4 pm)	
Int/Adv Roblox and Lua	Grades 3–8	Vex Robotics Coding	Grades 4 – 8

Week 9 (Aug 14 - 18)			
Morning Classes (9 am - 12 pm)		Afternoon Classes (1 pm - 4 pm)	
Project-based Scratch L1	Grades 2 – 5	Project-based JavaScript	Grades 5–8