

***NEW* Virtual Summer Camp Programs**

We are pleased to offer a wide variety of summer camp activities to engage children and youth in a virtual environment. All camps will be staffed by Ontario Certified teachers (OCT), teacher candidates in the Faculty of Education program at Ontario Tech University as well as several university students who are returning camp counsellors. All camp sessions will have small numbers to ensure interactivity and active engagement. There will be a low camper to counsellor ratio with staff working closely with individual groups. Most camps will have a 4:1 or 5: 1 ratio, especially for the program offered for younger campers.

Sessions will run on a university approved platform (Google Meet). Information will be provided, in advance of each camp, about how to access the online space as well as explanations on the format of the camp. For the camps, you will need a computer with an internet connection and audio capabilities. Computers (laptops, Chromebooks) are preferable vs. a tablet/iPad for the meetings. All coding camps will require access to a computer.

The majority of camps will require minimal parent support once the camp site has been successfully accessed. Camps for younger children will benefit from some support (or older sibling or adult) at the start of the daily session to ensure that the camper has access to the meeting room. Counsellors will then be the main support during the camp activities! Technical support will be available during the camp sessions.

We are offering two times slots for the camps to allow for flexibility. Many of the most popular camp programs will be offered several times. Morning sessions will run from 9:00 – 11:00 am EST and afternoon sessions will run from 1:00 – 3:00 pm EST. All sessions will include a short break and “camp game”.

A list of suggested materials required for the different camp sessions will be sent to families prior to the start of the camp program.

Minecraft Camps

Adventures in Minecraft – ages 7-10

Session 1 - July 6 - 10 - 9:00 - 11:00 am

Session 2 – August 10 – 14 - 1:00 – 3:00 pm

Minecraft is a versatile tool to develop new skills and to design and build campers' creations. It is also an amazing way to make new friends. Minecraft Camps allow for individual and group learning. Learn the basics of the game, controls, recipes, and how to build circuits/devices in Minecraft.

Campers will be expected to have their own access to a computer for this program.

Ultimate Minecraft – ages 10-14

Session 1- July 13 - 17 – 1:00 – 3:00 pm

Session 2 - August 17 - 21 – 9:00 – 11:00 am

Build together in Minecraft and learn new skills including character skins, custom maps and installing modifications. Along with learning new skills, campers will also learn to build more technical and creative circuits. Campers will explore advanced features of Minecraft.

Campers will be expected to have their own access to a computer for this program.

Coding and Game Design Camps (5 levels of skill building camps)

Code Away! - ages 6 -9

Session 1- July 13 - 17 – 9:00 – 11:00 am

Session 2 – August 24 - 28– 9:00 – 11:00 am

This camp is suitable for campers new to coding and programming. Learn basic coding skills while designing, building and creating your own video game using programs such as Scratch. Some adult support (or older sibling) will be needed to start the daily session for younger campers. Counsellors will then provide the support during the camp activities.

Campers will be expected to have their own access to a computer for this program.

Coding and Game Design 1.0 - ages 10-12

Session 1- July 20 - 24 – 9:00 – 11:00 am

Session 2 - August 4 - 7 (4 days) 1:00 – 3:00 pm

Get ready to explore the world of coding and game design and create your own unique project! Campers will learn about computer programming concepts and techniques while learning to code interactive computer programs, and games. Delve into multiple coding environments and watch your visions come to life!

Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

Campers will be expected to have their own access to a computer for this program.

Coding and Game Design 2.0 – ages 11-13

Session 1- July 27 – July 31– 1:00 – 3:00 pm

Session 2 – August 10 – 14 - 9:00 – 11:00 am

Prepare to bring your designs to the next generation! Discover more advanced coding and game development environments. Use your logic, skills, and expertise and turn your dreams into a reality! Campers will learn about more advanced and complex concepts and techniques for computer coding. Experience in basic coding environments is necessary. Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

Campers will be expected to have their own access to a computer for this program.

Level Up! – ages 13-15

August 17 - 21 – 1:00 – 3:00 pm

Learn about the future of game development while exploring the endless possibilities of gaming! Gain new programming skills through a professional grade physics engine and learn to code using the industry standard language of C#. Experience in coding environments is required. Programming environments will include Unity and Blender.

Campers will be expected to have their own access to a computer for this program.

Suggested Computer Specifications

For Unity and Blender:

Operating system	Windows: 7 SP1+, 8, 10, 64-bit versions only macOS: 10.12+ Linux: Fixed at: Ubuntu 16.04, 18.04 and CentOS 7
CPU	SSE2 instruction set support.
GPU	Graphics card with DX10 (shader model 4.0) capabilities.

The Future of Gaming - ages 14-17

August 24 - 28 – 1:00 – 3:00 pm

Wondering how you can take your coding and programming skills with you into the future? Considering a career in the gaming world? Gain valuable hands-on experience. Learn about designing, developing, producing, and testing games and other interactive media. Experience in coding environments is required. Programming environments will include Unity and Blender.

Campers will be expected to have their own access to a computer for this program.

Suggested Computer Specifications

For Unity and Blender:

Operating system	Windows: 7 SP1+, 8, 10, 64-bit versions only macOS: 10.12+ Linux: Fixed at: Ubuntu 16.04, 18.04 and CentOS 7
CPU	SSE2 instruction set support.
GPU	Graphics card with DX10 (shader model 4.0) capabilities.

STEAM Camps

Exploration Galore – ages 9-13

July 6 - 10 - 9:00 – 11:00 am

***TBC: August 17 - 21**

The week is filled with hands-on engineering challenges, technology explorations, science experiments and outdoor adventures. Learn about different aspects of engineering, biology, chemistry, and physics while building new skills. Each day has a different theme. A list of suggested materials will be sent ahead of the camp program.

Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

Invention Convention– ages 10-14

July 13 – 17 - 9:00 – 11:00 am

Find out what all the buzz is about Makerspace activities as you tinker, create, build, and explore with a variety of materials. Each day will provide opportunities to learn new skills. A list of suggested materials will be sent ahead of the camp program.

Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

Young Inventors Unite! - ages 6 -9

July 20 – 24 – 9:00 – 11:00 am

Come and be young inventors as you explore and experiment with different materials. Each day will have a different STEAM challenge and campers will have the opportunity to share their solutions and ideas. Some adult support (or older sibling) will be needed to start the daily session for younger campers. Counsellors will then provide the support during the camp activities. A list of suggested materials will be sent ahead of the camp program.

Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

Explore Your Curiosity – ages 6-9

July 27 – 31 – 9:00 – 11:00 am

This camp allows children to participate in all kinds of science, technology and engineering adventures. Program activities include nature adventures, daily outdoor activities, science experiments and engineering challenges. Each day will have new activities. A list of suggested materials will be sent ahead of the camp program. Some adult support (or older sibling) will be needed to start the daily session for younger campers. Counsellors will then provide the support during the camp activities.

Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

Full STEAM Ahead – ages 9-13

August 10 - 14

Art, nature and technology go hand in hand. This session will provide opportunities to discover elements of STEAM in different environments. Access to a device with a camera may be required. Each day will have different challenges. A list of suggested materials will be sent ahead of the camp program.

Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

Science and Environment Camps

Me the Scientist - ages 9-12

July 20 - 24 – 1:00 – 3:00 pm

If you have an interest in science and would like to test your knowledge in a fun and creative way, this is the camp for you! This camp is an inquiry-based program where campers explore their individual curiosity through science. Campers will become detectives for the week to explore the ways we use science in our everyday lives.

A list of suggested materials will be sent ahead of the camp program.

Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

Take the Family Outside – FAMILY CAMP

August 4 -7 (4 days) 9:00 – 11:00 am

Learn new outdoor activities to engage your family in the natural world and bring back the joy of 'messaging around' outside. Play games together that will spark an interest in science and the environment. Explore the environment with simple technologies. Discover the fun of orienteering and geocaching.

A list of suggested materials will be sent ahead of the camp program.

Additional challenges and resources will be available on the camp website for the eager families who want to explore more on their own.

Science is Cool - ages 6-9

August 17-21 - 9:00 – 11:00 am

This camp is for younger scientists who enjoy exploring how fun science is through experimentation, inquiry and guided outdoor activities. Campers will be able to design and implement experiments and do activities that will spark their curiosity and enhance their love for science.

A list of suggested materials will be sent ahead of the camp program.

Some adult support (or older sibling) will be needed to start the daily session for younger campers. Counsellors will then provide the support during the camp activities. Note that adult (or older sibling) supervision outdoors may be required when collecting materials.

Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

Science Adventures - ages 8 - 12
August 24 -28 - 9:00 – 11:00 am

This camp is for younger scientists who are interested in exploring science outdoors. This inquiry-based science camp encourages campers to explore the nature that surrounds them and conduct experiments using everyday materials they can collect. Using advanced technologies, campers will explore science through both a traditional and digital lens.

A list of suggested materials will be sent ahead of the camp program.

Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

The Animation Station – ages 7-10
Session 1 – July 13 – 17 - 1:00 – 3:00 pm
Session 2 - July 27 – 31 – 1:00 – 3:00 pm

Calling all budding filmmakers! In The Animation Station, campers will learn how to create their very own Stop Motion animated short! This camp will explore digital storytelling, character creation, and filmmaking techniques. Campers will learn how to make use of LEGO®, clay and/or any toys and materials they can find around the house to create their movie. This camp is a great way to introduce your child to digital tools, exercise their creativity, and bring their imaginations to life.

A list of suggested household materials will be sent ahead of the camp program. Some adult support (or older sibling) will be needed to start the daily session for younger campers. Counsellors will then provide the support during the camp activities.

Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

Access to a computer is recommended as well as access to a device with a camera.

Animation Adventure - ages 11-14
Session 1 - July 20 – 24 – 1:00 – 3:00 pm
Session 2 – August 4 – 7 (4 days) 1:00 – 3:00 pm

Welcome to the world of Animation! In Animation Delight campers turn into filmmakers! Campers will bring their imagination to life through character creation, digital storytelling, and Stop Motion animation. Campers will discover the behind the scenes world of animated movies

by learning how to create storyboards, and flipbooks. Campers will learn how to use LEGO®, clay and/or any materials they can find around the house to make their very own Stop Motion Animated short. Discover your own creativity!

A list of suggested household materials will be sent ahead of the camp program. Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

Access to a computer is recommended as well as access to a device with a camera.

Website Design – ages 10-14

Session 1 - August 10 - 14 - 1:00 – 3:00 pm

Session 2 – August 24 – 28 - 9:00 – 11:00 am

Create your own interactive website. Learn how to add graphics, video, embedded links and much more. Campers will explore a variety of website creation tools and will discover the basics of creating their very own website.

Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

Campers will be expected to have access to a computer for this program. Access to a device with a camera is recommended.

LEGO® Camps – Campers to provide their own LEGO®

LEGO® Adventures – ages 6-9

Session 1 – July 6 – 10 – 1:00 – 3:00 pm

Session 2 - August 4 – 7 (4 days) 9:00 – 11:00 am

This camp is for the young LEGO® enthusiast. Each day will include different challenges using LEGO® you have at home as well as other household materials. Campers will have the opportunity to design and build on their own as well as in small groups. There will be different themes and challenges for each of the two different weekly programs.

Some adult support (or older sibling) will be needed to start the daily session for younger campers. Counsellors will then provide the support during the camp activities. A list of suggested materials will be sent ahead of the camp program.

Additional challenges and resources will be available on the camp website for the eager campers who want to explore more on their own.

Youth

Counsellor in Training – ages 14 – 17 (must have finished grade 9)

July 6 - 10 - 1:00 – 3:00 pm

Learn the skills required to become a “junior camp counsellor”. You will receive training in the different camp activities. After the successful completion of this training session, you will have the opportunity to volunteer at the 2020 Virtual OT summer camps.

These hours can be used for your high school volunteer time.