

Code, Create, Play

Instructor: Abi Duenas Weeks of July 21 and July 28

	Monday	Tuesday	Wednesday	Thursday	Friday
8:45	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 Maze	Music and Sound	Program Art	Make your own Game
11:50	Walk to Lunch Room				
Noon	Lunch	Lunch	Lunch	Lunch	Lunch
12:50	Walk to Class				
1:00	Computer Games				
1:30	Story Telling	Create your own Maze	Music and Sound	Program Art	Make your own Game
3:00	Present projects Free Play with Created Projects				
3:45	Get ready to leave				

[•] Drop off campers between 8-8:45 a.m. in front of Frandsen Humanities Building.

[•] Pick up campers between 4-4:30 p.m. in front of Frandsen Humanities Building.

[•] All campers should bring morning and afternoon snacks, lunch and a water bottle every day.