

Week 2: Technology & Design (07/22/2019 to 07/26/2019)

Represented by Camp Team: The Techies

Moving on from the accomplishment of the first week, the goal of the second week will be to learn how to capture, design, and create. Using photography, video, and editing technologies, the participants will apply their skills in collecting, creating, modifying, and presenting information, and ultimately presenting it in the web portals they completed during the first week.

	Monday (7/22)	Tuesday (7/23)	Wednesday (7/24)	Thursday (7/25)	Friday (7/26)	Sat.	Sun.
08:00~09:00	ARRIVAL Students arrive on campus. Academy staff greet them in a designated area where they remain until the Daily Gathering Station from 08:50 to 09:00. There they review program details for the day, week, and remaining weeks, receive important news, information, direction, and any additional resources. Attendance is taken. Teachers then escort participants to their classes.						
09:00~10:00	CLASSES & ORIENTATION New student orientation. Continuing students proceed to class.	CLASSES Age & language, specific: focus on on weekly theme. *international animation *famous characters	CLASSES Age & language, specific: focus on on weekly theme. *making stories *designing characters	CLASSES Age & language, specific: focus on on weekly theme. *claymation *stop motion (youth media assistance)	DAY TRIPS Kids 5~11 <i>Heiwa no Mori Adventure Park</i> *bento lunches		
10:00~11:00	CLASSES Introduction to class & discussion of Week 2 theme. Ice-breakers.	*reading, writing, arts, crafts presentations, group work	*reading, writing, arts, crafts presentations, group work	Kids 5~11 *Weekly theme through coding & programming with Saturday Kids (8~11 years).	Teens 12~18 <i>Minakami River Rafting</i> *BBQ		
11:00~12:00	HOUSE TEAM PROJECTS Overview	HOUSE TEAM PROJECTS Planning.	HOUSE TEAM PROJECTS Planning.	HOUSE TEAM PROJECTS Presentation.	Youth 19~25 <i>Minakami River Rafting</i>		
12:00~13:00	LUNCH Catered hot lunches are served daily to students in the Academy Canteen . At 12:50, all students proceed to the Daily Gathering Station for attendance and afternoon instructions.					*BBQ	
13:00~15:00	ACTIVITIES Teens 12~18 Technology, (Underwater) Robotics, Engineering. Kids 5~11 Coding & programming with Saturday Kids	ACTIVITIES Teens 12~18 Technology, (Underwater) Robotics, Engineering. Kids 5~11 Coding & programming with Saturday Kids	ACTIVITIES Teens 12~18 Technology, (Underwater) Robotics, Engineering. Kids 5~11 Coding & programming with Saturday Kids	ACTIVITIES Teens 12~18 Technology, (Underwater) Robotics, Engineering. Kids 5~11 Coding & programming with Saturday Kids			
15:00~16:30	SPORTS Soccer w/ Coerver , baseball w/ Crossover , basketball, swimming, and more!	Special Guest Performance & Workshop Cyril Magic! Famous street magician, Cyril, brings his art and magic to the Academy. *FAMILY EVENT	SPORTS Soccer w/ Coerver , baseball w/ Crossover , basketball, swimming, and more!	SPORTS Soccer w/ Coerver , baseball w/ Crossover , basketball, swimming, and more!			
16:30~17:30	DEPARTURE Students meet at Daily Gathering Station to finish their days, get information about the next day, and look ahead to the rest of the week. Any critical information about upcoming events is passed on, and final attendance of the day is taken. Once complete, the participants are free to board the buses, join their parents, and leave for home.						