ChessKidsNation Ninth Annual **Online** Summer Chess Camp

STEMKidsNation Third Annual **Online** Summer Coding Camp

Camp Information and Online Registration **https://forms.gle/y6zNVFGPfv7ckgp68**	
Dates	☐ June 08th – June 12th (5 days) ☐ June 15th – June 19th (5 days) ☐ July 13th – July 17th (5 days) ☐ July 20th – July 24th (5 days) ☐ All Weeks
Camp Fees	**Chess AND Coding - $250 for First week and $200 for each additional week** **Chess OR Coding - $150 for First week and $125 for each additional week** Camp fee includes Certificate, Daily Assignment, and Entry to the Chess Tournament on the last day of the camp.
Times	**9:00 AM– 4:00 PM Central Time**
Ages	**5-16, Individual exceptions can be made for advanced youngsters**
Camp Level	<table><tr><td>**CHESS**</td><td>**CODING**</td></tr><tr><td>• **Up to USCF 1000**</td><td>• **Ages 6 – 10**</td></tr><tr><td>• **Above USCF 1000**</td><td>• **Ages 11+**</td></tr></table>
Study Material	Each Camper will get assignments for both Chess and Coding each day according to their group. At the end of the camp, material for further improvement will be distributed.
Contact	**Contact@ChessKidsNation.com** **Phone – 205-421-1523 / 205-401-6143**
Registration	**June 03rd, 2020 https://forms.gle/y6zNVFGPfv7ckgp68**

TIME All Times are in Central	CAMP SCHEDULE AND ACTIVITIES	
09:00 – 10:30	**Chess Camp**	• Visualisation & Calculation
10:30 – 10:45	**Snack Break**	• Evaluation & Planning
10:45 – 12:00	**Chess Camp**	• Middle game Themes & Tactics
12:00 – 1:00	**Lunch Break**	• Winning Techniques & Defensive Techniques
1:00 – 02:30	**Coding Camp**	• Essential Endgame Knowledge
02:30 – 02:45	**Snack Break**	• Game Analysis - Own games & Master games
02:45– 04:00	**Organized Event (Tournament, Game Analysis, Slow Game, Bughouse)**	• Tips on Building an Opening Repertoire • Training Games & Positions • Tournament Preparation & Decisions

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Grades 1-5: Coding Fundamentals I

This week will help our campers develop a foundation in coding and general computer science concepts. By the end of the week, students will have learned about syntax, simple looping, variables, and indexing. They will develop computational thinking, teamwork, and deductive reasoning skills while solving fun challenges.
This course is recommended for Grades 1-5. No prior coding experience is necessary.

Mon - Fri | June 08th – 12th | 1:00 pm – 2:30 pm Central Time

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Grades 1-3: Coding Fundamentals II
Campers will continue their coding quest and be introduced to functions, complex looping, else statements, and Booleans.
Prerequisites - Coding Fundamentals I

Grades 4-5: Game Design
Campers will be exposed to the basics of game development using a kid-friendly computer language. By the end of week, they will design their own Super Mario and Frogger style games after learning about keyboard-user interface, keyboard events, and game mechanics.
No Prerequisites required.

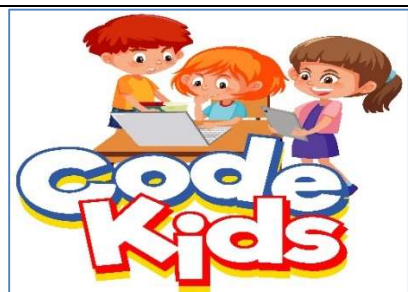**Mon - Fri | June 15th – 19th | 1:00 pm – 2:30 pm Central Time**

Grades 1-5: Computer Safety/Etiquette & Microsoft Office Essentials
Campers will learn Microsoft Word, Excel, and PowerPoint tips/tricks that will be useful to them in their academic careers. Each student will be given group/individual projects that will put their skills to the test.
No Prerequisites required.

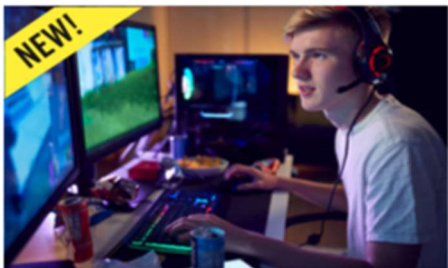**Mon - Fri | July 13th – 17th | 1:00 pm – 2:30 pm Central Time**

Grades 1-3: Game Creation & Design
This camp gives our younger campers a chance to learn and put their game design skills to action. This class will be similar to the Grades 4-5 class in material but will move at a slower, steadier pace. **No Prerequisites required.**

Grades 4-5: Python Basics
In this course, campers will be introduced to coding in Python. The course will use fun, interactive activities to help develop a solid foundation for future computer science courses. **No Prerequisites required.**

Mon - Fri | July 20th – 24th | 1:00 pm – 2:30 pm Central Time

	## JavaScript Game Design Want to create your own games and share them with others? Learn how to code and play your games in a Web Browser using JavaScript! **This course is recommended for youth ages 11+.** **No prior coding experience is necessary.** **Mon - Fri | June 08th – 12th | 1:00 pm – 2:30 pm Central Time**
	## Design and Code Your Own Website Creating your own website is a thrilling experience for kids. This camp teaches youth HTML and CSS as they design and code their Very own website to put live on the web. **This course is recommended for youth ages 11+.** **No prior coding experience is necessary.** **Mon - Fri | June 15th – 19th | 1:00 pm – 2:30 pm Central Time**
	## Responsive Websites You never know if a person is going to view your website from a phone, desktop, tablet, or some other device. You have to be ready to make your website look sharp no matter what the screen size. That's where bootstrap comes in, to make your website 'respond' to the device that's viewing it! This course will guide you through learning bootstrap (accessing their pre-made CSS classes) to help you create a truly responsive website. You'll get to dive deeper into HTML and CSS plus learn a ton of great web JavaScript. **This course is recommended for youth ages 11+.** **Prerequisites – Prior coding experience required.** **Mon - Fri | July 13th – 17th | 1:00 pm – 2:30 pm Central Time**
	## JavaScript Tower Defense If you enjoyed learning JavaScript in other tutorials this course will be a fun way to learn more advanced concepts! This course assumes basic JavaScript and coding logic understanding. As you follow the lessons and build a multi-level Tower Defense game you will learn more advanced coding concepts such as function arguments, math methods, automation, intelligence, objects, arrays and much more. The final project for this course is to test your skills by playing and then coding a racing game of your choice. **This course is recommended for youth ages 11+. Prerequisites – Prior coding experience required.** **Mon - Fri | July 20th – 24th | 1:00 pm – 2:30 pm Central Time**