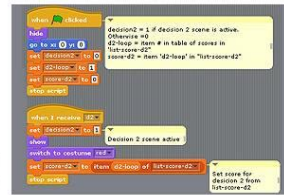
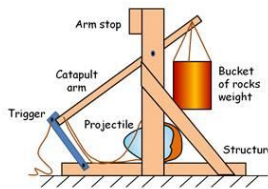
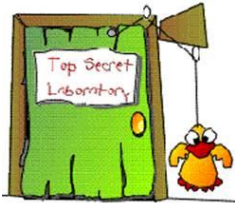


Concord Academy Summer Camp



Builders age 8 – 18 ... We want you!

Join the Build-It-Yourself crew of builders and evolve your passion for art and engineering. Build with art and engineering students from well-known schools, including MIT, Cornell, Mass Art, and Harvard.

Goals:

1. Develop a portfolio of projects demonstrating fluency in art, engineering, and technology.
2. Think creatively.
3. Exercise problem-solving techniques.
4. Present ideas clearly, concisely, and convincingly.

Level Up Programs:

Single Project	Member	Intern
Eight 50-minute workshops	Forty 50-minute workshops	Forty 50-minute workshops
Up to 12 builders/group	Up to 12 builders/group	Up to 4 builders/group
8-12 years	8-12 years	13-18 years
Led by art and engineering students from well-known schools.	Led by art and engineering students from well-known schools.	Led by art and engineering students from well-known schools.
Select from 30 scheduled, standard BIY projects. The goal is to spark a passion for art, technology, and building.	Members select from 30 scheduled, standard BIY projects. The goal is to evolve a passion for art, technology, and building.	Elite Builders will teach, join BIY product development teams and present BIY projects at conferences. The goal is to develop a portfolio of projects and experiences to help interns get into the colleges of their choice.
\$100	\$400/year	\$2,500/year



Concord Academy Summer Camp

Application (Ages 8 - 18):

Please send an email to support@build-it-yourself.com with the following information:

1. Intern Name

2. Birth Date

3. Parent Names

4. Telephone numbers

5. Address

6. Email address

7. List 3 skills you want to develop,

8. Describe your favorite hobbies and projects,

Please copy or take a picture of this page and send it to:

Info@build-it-yourself.com

Or you can answer the 8 questions in an email.

Time Commitment:

Members meet in our Webcast room for one hour weekly on Saturdays, Sundays, or weekday evenings.

On average, members may spend 2+ hours per week in BIY webcast meetings and on assignments.

The Culture:

The Build-It-Yourself Laboratory is run like a college research lab.

1. Builders must apply to join our programs.
2. There is no homework. There are goals.
3. There are no cookbooks. Builders are encouraged to learn basic tools and then apply these tools in creative ways to build unique solutions.
4. There are no 'teachers.' There are project leaders and mentors.
5. There are no rules providing you respect your teammates.

It should be expected that not all kids will thrive in this environment.

Member (8-12 Yrs)

Parts, Tools, Supplies, and Software:

PowerPoint (Google Slides, WPS, Keynote), Minecraft, Blender, Scratch, Glue Gun, scissors, ruler, tape, cardboard, colored printer paper, premium quality junk.

Projects:

Set up your Lab, Flying Machines, Chain Reaction Machines, Scratch Games 101-102, Minecraft 101-104, Animated Cartoons, Emojis 101-102, Mechanical Garden, Money Machines, Website Design, Time Machines, Experimental Theater, Scratch Voice Recognition, 3D Graphics, Digital Music 101-102,

Skills Exercised:

Communication, Graphics, and PowerPoint Presentation Design

- Present ideas clearly, concisely, and convincingly.
- Learn pixel and vector drawing tools.
- Apply measures of effective, creative graphics.
- Create animated gifs.
- Design 3D graphics.

Problem-Solving

- Define the problem and the goals.
- Research.
- Work with a team.
- Break a solution into simple parts.
- Document.

Programming

- Storyboard a user interface.
- Exercise 5 program primitives.
- Modularize code.

Website Design

- Measure attributes of successful websites.
- Learn internet infrastructure and terminology.
- Design information architecture and efficient, intuitive navigation.
- Learn HTML and CSS.
- Follow professional file management guidelines.
- Learn computer hardware and software architecture.

Mechanical / Robot Design

- Integrate 5 simple machines.
- Test the physics of flight.
- Exercise modular construction.
- Build sensors.
- Build motion modules.
- Build structural modules.
- Program microcontrollers.
- Learn basic circuit design.

Intern (13-18 yrs)

Parts, Tools, Supplies, and Software:

PowerPoint (Google Slides, WPS, Keynote), Text Editor (HTML, CSS, JavaScript, MySQL, PHP), Blender 3D, Audacity, Gimp (Photoshop), Glue Gun, BIY Arduino Construction System (\$100)

Projects:

Create a lab book, personal website, and multimedia advertisement. Join a BIY development team. Join the BIY TA team. Present BIY inventions at conferences.

Skills Exercised:

Communication, Graphics, and PowerPoint Presentation Design

- Present ideas clearly, concisely, and convincingly.
- Use pixel, vector, animation, audio, video, and 3D drawing tools.
- Apply measures of effective, creative graphics.
- Teach.

Problem-Solving

- Define the problem and the goals.
- Research.
- Work with a team.
- Break a solution into simple parts.
- Document.
- 4D project management process.

Web site design

- Measure attributes of successful websites.
- Learn internet infrastructure and terminology.
- Design information architecture and efficient, intuitive navigation.
- Learn HTML and CSS.
- Learn JavaScript, MySQL, and PHP
- Follow professional file management guidelines.

Programming

- Storyboard a user interface.
- Exercise 5 program primitives.
- Modularize code.
- Learn computer hardware and software architecture.

Mechanical / Robot Design

- Exercise modular construction.
- Build sensors.
- Build motion modules.
- Build structural modules.
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