

Sample Schedule Summer Makers Camp Programme (4-Week)

WEEK ONE : DINGLE DANGLE PUPPETS

Makers will explore the world of puppetry, learn to make different types of puppets and create an original story to stage a puppet show.

Week 1	Monday	Tuesday	Wednesday	Thursday	Friday
9.00 - 9.30	Creative Teaming : Icebreakers and Team-Building activities				
9.30 - 10.00	Introduction to world of puppetry	Field Trip Muji+ Creative Studio	Exploring Puppetry from around the world	Bunraku - Japanese Traditional Puppetry	Staging a puppet show
10.00 - 10.30	Snack and Play				
10.30 - 11.15	Stick and sock puppets	Field Trip Muji+ Creative Studio	Shadow puppets	Marionettes	Staging a puppet show
11.15 - 12.00	Skills-Focused Workshop		Skills-Focused Workshop	Skills-Focused Workshop	Skills-Focused Workshop
12.00 - 1.00	Lunch and Play				
1.00 - 3.00	Student-Initiated Projects				
3.00 - 3.30	Inspiration Station : An End-of-the-day debrief and sharing of ideas				2.30 - 3.30 Project Showcase (Open Hour for Parents)
Dismiss the Students					

WEEK TWO : MOVERS AND SHAKERS

Makers will build projects as they discover the science and technology behind circuits, build and code robots, design a maze for their robots and create other movable projects.

Week 2	Monday	Tuesday	Wednesday	Thursday	Friday
9.00 - 9.30	Creative Teaming : Icebreakers and Team-Building activities				
9.30 - 10.00	Coding	Field Trip Kawasaki Good Times World	Coding	Coding	Coding
10.00 - 10.30	Snack and Play				
10.30 - 11.15	Robotics	Field Trip Kawasaki Good Times World	Robotics	Robotics	Robotics
11.15 - 12.00	Skills-Focused Workshop		Skills-Focused Workshop	Skills-Focused Workshop	Skills-Focused Workshop
12.00 - 1.00	Lunch and Play				
1.00 - 3.00	Student-Initiated Projects				
3.00 - 3.30	Inspiration Station : An End-of-the-day debrief and sharing of ideas				2.30 - 3.30 Project Showcase (Open Hour for Parents)
Dismiss the Students					

WEEK THREE : WORK WITH WOOD

Makers learn to use tools safely to construct with wood, use design thinking to create practical pieces, integrate technology and circuitry into finished projects.

Week 3	Monday	Tuesday	Wednesday	Thursday	Friday
9.00 - 9.30	Creative Teaming : Icebreakers and Team-Building activities				
9.30 - 10.00	Design and Prototyping	Field Trip Takenaka Tools Museum	Design and Prototyping	Design and Prototyping	Design and Prototyping
10.00 - 10.30	Snack and Play				
10.30 - 11.15	Wood-working	Field Trip Takenaka Tools Museum	Wood-working	Wood-working	Wood-working
11.15 - 12.00	Skills-Focused Workshop		Skills-Focused Workshop	Skills-Focused Workshop	Skills-Focused Workshop
12.00 - 1.00	Lunch and Play				
1.00 - 3.00	Student Initiated Projects				
3.00 - 3.30	Inspiration Station : An end-of-the-day debrief and sharing of ideas				2.30 - 3.30 Project Showcase (Open Hour for Parents)
Dismiss the Students					

WEEK FOUR : OUT OF THE BOX

Makers get hands-on with creative cardboard construction, build movable automation, understand how gears work and create a mechanical toy.

Week 4	Monday	Tuesday	Wednesday	Thursday	Friday
9.00 - 9.30	Creative Teaming : Icebreakers and Team-Building activities				
9.30 - 10.00	Design and Prototyping	Field Trip Arima Toys and Automata Museum	Design and Prototyping	Design and Prototyping	Design and Prototyping
10.00 - 10.30	Snack and Play				
10.30 - 11.15	Cardboard Automata	Field Trip Arima Toys and Automata Museum	Cardboard Automata	Cardboard Automata	Cardboard Automata
11.15 - 12.00	Skills-Focused Workshop		Skills-Focused Workshop	Skills-Focused Workshop	Skills-Focused Workshop
12.00 - 1.00	Lunch and Play				
1.00 - 3.00	Student-Initiated Projects				
3.00 - 3.30	Inspiration Station : An end-of-the-day debrief and sharing of ideas				2.30 - 3.30 Project Showcase (Open Hour for Parents)
Dismiss the Students					