



BRIEFING

Camp-on-a-Disk BRIEFING

You've acquired the Deep Space Terraformers Camp-on-a-Disk CD. Soon you'll be running a Robocamp... *What does that mean?*

It means you'll be teaching children about math, science, and technology using a non-traditional platform: a Robotics Camp. Children discover future career possibilities as they explore during their wilderness adventure. Imagine this— your camp may spawn a future researcher, astronaut, or roboticist. Camp activities engage and educate children using a “hands-on” approach to technology. This briefing will help you make informed decisions as you promote, prepare for, and manage your own Robocamp.

Step 1

LOCATION

- The location should be convenient to the community you intend to invite.
- It must be able to house computers, tables to build robots on, gameboards, students, counselors, etc.
- The location must be able to support multiple computers at one time.
- There should also be space to securely store camp materials each night between sessions.

Step 2

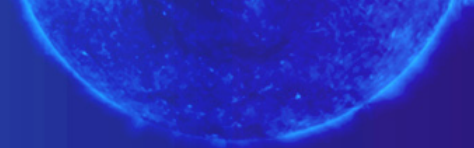
DATE, TIME and NUMBER of CAMPERS

- “Rookie” camp directors should begin with short camp sessions.
DON'T TRY A FULL DAY CAMP YOUR FIRST TIME!
Our experience is that it's better to have to “make them leave” rather than have kids “want to leave.” 2-3 hours each session is an appropriate amount of time. 20 campers is a good starting number.
- Seasoned camp directors might schedule two sessions a day; a morning and afternoon session. A higher number of campers might be considered, depending on logistics and the abilities of your camp counselors.
- Camps can be held after school, on weekends, or during the summer. Schedules and activities, of course, must be adjusted accordingly.

Step 3

COUNSELORS

- Professional teachers may choose to offer the camp themselves with minimal support.
- The key to your campers having a good experience is to have counselors who can answer their questions quickly and help them move forward.
- Look for counselors who are patient and tolerant with children and eager to learn the material. High school/college age students are a good talent pool. Other teachers can also work your camp!
- Plan for camp staff training. It's important counselors know what is expected of them, and that they are well prepared to help the campers.



Step 4

RESOURCES NEEDED

- **Computer requirements** can be found on the Terraformers CD sleeve.
- At least one 4' by 8' white **gameboard**. Full instructions for building the physical board are included in the Vault section. To create the board layout, click on the "Get Board Specs" button at the top left. If you wish to print a high-resolution, full-size board for your camp, use the 'Print Quality' art accessible on the same page..

The placement of tape lines and props on this board does not require exacting measurements. Follow the guide for approximate positioning. Just be sure that if you use TWO boards that each is identical, so that campers can move between these boards without having to reprogram robots whose movements are based on differing distances and prop placement.
- A **table**, preferably "kid height," on which to place the gameboard.
- **Props** for the activities. These are made from LEGO parts, paper cut-outs and a few other odds and ends. You can access the necessary building information from inside the CD as you navigate to each activity. There is also a detailed list of materials in the Vault Resources section.
- LEGO Mindstorms **Robot kits**, preferably 1 kit for every 2 students.
- LEGO EDUCATION 'NXT-G' **software**.
- **Computers**, PC or MAC, preferably 1 computer for every 2 students.
- **Nametags** and **awards**. Award templates are available in the Vault.
- Acquire any "**extras**" unique to your camp, such as snacks if you intend to offer them.

After calculating the cost of materials and the number of campers expected you can calculate the cost per child and accept registrants.

Step 5

PROMOTION and ENROLLMENT

- A customizable Robocamp poster and Camp Info document are included in the Vault
- As students begin to enroll for your camp be sure to have them fill out a liability release form, included in the Vault. Have your own legal counsel review this material.

Step 6

ITINERARY

There is a general Itinerary guide included in the Vault. Having an idea of the information you want to cover each day is helpful. Peruse the Terraformers material in order to arrange appropriate activities based around the skill level of your campers and counselors, and on the time and other logistical issues unique to your camp.

Running a camp can be a very rewarding experience for everyone involved.

Good Luck!