



# William Penn Computer Camp 2017

WILLIAM PENN  
UNIVERSITY

▶ JUNE 19-23 (SESSION 1)  
AND  
JUNE 26-30 (SESSION 2)

▶ 1:00-5:00 PM

Supervision available from  
12:30 to 5:30 each day.

*William Penn University  
201 Trueblood Ave  
Dunkirk, IA*

For more information, contact  
Matt Slaymaker at  
slaymakerm@wmpenn.edu

*To register for camp  
contact  
Hailey Brown  
brownhe@wmpenn.edu  
(641) 673-1078  
Registration ends June 12.*

## SESSION 1 FOR STUDENTS FINISHING GRADES 2-6

Date: Monday, June 19—Friday, June 23 Time: 1-5 PM

Cost: \$75/student



This camp will expand your child's computer literacy beyond playing games, writing stories and browsing the Internet. It will also teach your child to learn how math can be fun and directly related to computer graphics.

Students will learn to create computer animations and simple games using the Scratch visual programming environment. Scratch is used to design projects which develop creativity, solve problems, and communicate ideas. One previous participant commented, "I loved learning how to plan and get the computer to do exactly what I wanted."

Students will also participate in hands-on activities with math and robots.

Participants will be given a flash drive with software and other materials needed for the camp and for continuing their projects on their home computers.

## SESSION 2 FOR STUDENTS FINISHING GRADES 7-8 (or for students finishing grade 6 with Scratch coding experience)

Date: Monday, June 26—Friday, June 30 Time: 1-5 PM

Cost: \$100/student (students get to keep their microcontroller after camp)



This camp will teach your child how to create mobile apps for android devices and make their own computing device using the BBC micro:bit microcontroller.

MIT App Inventor is an innovative beginner's introduction to programming and app creation. The simple graphical interface grants a novice the ability to create a basic, fully functional app for an android phone or tablet in a couple of hours.

The BBC micro:bit is a tiny handheld programmable computer. It has small led lights and motion sensors, and it can be hooked up to other devices through cables and Bluetooth technology. It can be used to do all sorts of things like write words in lights or control musical instruments.

Individual learning will be guided by Prof. Breanne Garrett, Prof. Matt Slaymaker, Prof. Steve Rittgers, Prof. Judy Williams, and William Penn students majoring in math and/or computer science in the Musco Technology Center Computer Lab Room 104.