CAMP SYLLABUS FOR FLL BLASTOFF! SUMMER CAMP

CAMP DESCRIPTION ————————————————————————————————————	
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This camp provides educational and engaging STEM and FIRST LEGO League (FLL) activities and facilities for students during the summer vacation. This program is designed for kids entering grades 4-8 as a way to approach or continue to expand their knowledge of FLL and STEM topics.

FLL Blastoff! will focus on implementing the following goals and objectives:

- FLL CURRICULUM
 - Improving student's knowledge of FLL competitions in preparation for the school season
 - Introduce students to FIRST core values: Impact, Innovation, Inclusion, Teamwork, Discovery, and Fun
 - Engage in a week-long build season leading up to a mock FLL competition on the last day
- CODING AND ROBOT DESIGN
 - Develop knowledge of pseudocoding and prototyping for robot design
 - Improve code through block code on FIRST coding software
- Teamwork & Collaboration in STEM
 - Engage students in a stimulating and engaging environment for problem-solving and collaboration
 - Promote teamwork, communication, and critical thinking to overcome
 - technical challenges

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Team Neutrino

FIRST Robotics Team #3928

- Students will be provided with an *FLL Blastoff!* T-shirt and a goodie bag containing Team Neutrino stickers, pins, and other fun widgets.
- Students will be provided allergy-safe snacks daily throughout the camp.
 - Team Neutrino recommends students bring their own water bottles for refills, but water will be provided as well.

CAMP CONTENT

ТОРІС		ACTIVITIES / STRATEGIES	
I.	Coding	 Pseudocoding challenges and presentations Mini objectives to hone block code and coding logic 	
II.	Robot Design	 Engineering and design challenges to encourage innovation Building around goals to create designs with purpose 	
III.	FIRST LEGO League	 Mock FLL season: game reveal, building, and competition day Core values: presentations and activities: discovery, innovation, impact, inclusion, teamwork, and fun 	
IV.	Teamwork & Collaboration in STEM	 Daily, active challenges to engage students in problem-solving and fun Take-home activities Groups of 3 work in teams during the camp 	

CAMP POLICIES & RULES

 Respect Everyone: Be kind and polite to all peers, instructors, and volunteers throughout the camp.

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- **Follow Instructions:** Pay attention and follow the instructions given by the camp leaders and volunteers.
- **Safety First:** Always handle tools and equipment carefully. Broken equipment should be reported to an instructor.
- **Use Technology Responsibly:** Use computers, tablets, and other technology only for camp-related activities.
- Respect the Camp Schedule: Arrive on time for each session and be ready to start. Take breaks only during designated times and return to activities when finished.
- **Stay on Track:** Stay focused and complete your tasks on time without getting distracted; your team members are counting on you.
- **Stay Positive:** Approach challenges with a positive attitude; we are all here to learn.
- Be Creative and Have Fun! Team Neutrino will foster a friendly and exciting atmosphere for all students.

<u>DISCLAIMER</u>: If a student fails to follow all rules listed above despite reminders and coaching, they will be sent home from the camp.

ADDITIONAL INFORMATION

- Parents are invited to join students on Friday, the concluding day of the camp to watch the students compete in an actual FLL competition!
 - 4-5 grade session competition will be from 10:00 am to 12:00 pm
 - 6-8 grade session competition will be from 2:00 pm to 5:00 pm

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