



2021 DECEMBER SCHOOL HOLIDAYS YOUTH TECHNOLOGY CAMP

LEARN. CREATE. PLAY

Our popular Youth Technology Camps are a 2-day event where students aged 8-16 learn about emerging technologies, investigate and research special STEM topics, participate in engineering design challenges, and more. Students have to use their critical thinking, problem-solving, and teamwork skills to participate in various fun and interactive activities.

This is the perfect opportunity for your child to get ready for future opportunities and becoming an early adopter of emerging technology and Maker culture!

DAY 1

Exploring possibilities of Virtual spaces
AR,VR and XR technology

Engineering Design Challenge
Structures and Stability

DAY 2

Circular Economy: Recycle, repair and reuse
(Research/ Presentation/Discussion)

Robotics and Coding: Arduino
Arduino build and code project

**BYO Device - Laptop, mouse, and charging cable

Robina Community Center - 16th -17th December 2021
Upper Coomera Centre - 19th - 20th December 2021

Ages - 8-16, 9am - 3pm
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Exploring the possibilities of Virtual spaces - AR, VR and XR technology

With the increasing popularity of virtual reality and AR, Virtual Space has become a place where the future can be explored. VR, AR, and mixed reality enable people to live and work in a virtual universe that feels like our physical world. This is the result of advancements in artificial intelligence and virtual reality. Students explore these technologies and discuss what the future would look like.

Engineering Design Challenge: Structures and Stability

A structure is defined as an object with a definite shape and size. In order to serve its intended purpose, a structure must be sturdy and can withstand various forces. Students engage in a team-based engineering design challenge

Research/ Presentation/Discussion: Circular Economy: Recycle, Repair and Reuse

How can we transform the throwaway economy into a circular one? This is the question we must ask ourselves as we work towards a more sustainable future. Students will research how we can encourage businesses to participate in the circular economy.

Robotics and Coding: Arduino Project

Using both Arduino microcontrollers and online simulators students complete a coding and electronics project.

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