



Summer Camp 2019

Website www.einsteinsworkshop.com

Email info@einsteinsworkshop.com

Phone 781 - 202 - 5645



Schedule		Price
AM	9:00 AM - 12:00 PM	\$370
PM	1:00 PM - 4:00 PM	\$370
All Day	AM and PM class. Lunch 12pm-1	\$740
Extended Play	4:00 PM - 6:00 PM	\$20/day

Locations	Address
Burlington	25 Adams St., Burlington, MA 01803
Our own workshop. With 5 classrooms, including 2 computer labs, and a 2,000 sq ft play area called the "drop-in" full of educational toys.	
Newton	Lasell College
Please see Newton Flier for details on our Newton location	

Discounts

- 5% Early Bird Discount until February 28th
- 5% Sibling Discount applied to all registrants when at least 2 siblings are registered for a week of summer camp (half day or all day).

Categories

We use 4 Categories, identified by color, to help you identify the core concepts of a class at a glance.

Coding

Coding classes focus on programming. At young ages we often use a method called "block based" coding, in which students are using premade code blocks to create programs. Older students will be typing their code in full script. Students will spend a significant time on the computer.

Game Learning

Game learning encompasses two types of classes. One are classes in which students are learning by playing a game such as Minecraft. We use Minecraft in many classes to introduce creativity, game logic and even some coding experience. The other are classes in which students are learning how to make and program games.

Making and Inventing

Making and Inventing classes are very hands on classes where students will learn how to design, engineer and iterate objects. At young ages students are learning how to use crafting tools and materials. Older students will learn modern technical tools such as 3D printing and laser and vinyl cutting.

Robotics

Robotics classes teach students about automation and engineering. Robotics classes will often use robotic products such as Lego or VEX. Some classes will be focused more on programming and automation, other classes may be more focused on engineering and design.

Full Schedule Other Side

7 - 9th Grade Schedule



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* Listing by Class Title

Learn to Code: Java Graphics	W5, W9
Learn to Code: Java Minecraft Modding	W4, W8, W12
Learn to Code: Python	W2, W6, W10
Game Design with Unity	W6, W10
Game Design: Intro to Unreal Engine	W4, W8, W11
Virtual Space Missions with Kerbal EDU	W5, W9
Digital Art	W7, W12
Real World Innovation	W7
Arduino Electronics and Programming	W3, W11

* Listing By Week

6/10/2019	W1

6/17/2019	W2
Learn to Code: Python	PM

6/24/2019	W3
Arduino Electronics and Programming	PM

7/1/2019	W4
Game Design: Intro to Unreal Engine	AM
Learn to Code: Java Minecraft Modding	PM

7/8/2019	W5
Virtual Space Missions with Kerbal EDU	AM
Learn to Code: Java Graphics	PM

7/15/2019	W6
Game Design with Unity	AM
Learn to Code: Python	PM

7/22/2019	W7
Digital Art	AM
Real World Innovation	PM

7/29/2019	W8
Game Design: Intro to Unreal Engine	AM
Learn to Code: Java Minecraft Modding	PM

8/5/2019	W9
Virtual Space Missions with Kerbal EDU	AM
Learn to Code: Java Graphics	PM

8/12/2019	W10
Game Design with Unity	AM
Learn to Code: Python	PM

8/19/2019	W11
Game Design: Intro to Unreal Engine	AM
Arduino Electronics and Programming	PM

8/26/2019	W12
Digital Art	AM
Learn to Code: Java Minecraft Modding	PM