

SUMMER CAMP 2026

Curriculum Collection

Five programs · Five days of discovery in each program

PROGRAM CURRICULA

3D Design · Creative Writing · Entrepreneurship
Public Speaking · Science

Contents

01 3D Design

02 Creative Writing

03 Entrepreneurship

04 Public Speaking

05 Science

Explore the programs

Each curriculum outlines the skills, daily activities, and learning outcomes of its five-day Summer Camp 2026 program.

SUMMER CAMP 2026 / CURRICULUM 1 OF 5

3D Design

- Summer Camp 2026 3D Design Curriculum

Core Skills Students Will Learn

- Engineering mindset and design thinking
- 3D modeling using TinkerCAD
- Creative ideation and prototyping
- Understanding geometric concepts (planes, vertices, edges, etc.)
- Requirements and constraints in design
- Spatial reasoning and digital fabrication fundamentals
- Introduction to 3D printing technologies and file formats (STL, OBJ)
- Collaboration, feedback, and iterative improvement
- Communicating design intent through storytelling and visual presentation
- Applying design to real-world problems through empathy

Day 1 | Introduction to 3D Design & the Engineering Process

- Icebreakers, expectations, and camp overview
- Introduction to the Engineering Design Process
- Hands-on with TinkerCAD: creating custom nameplates
- Learn to navigate 3D space, workplane, and shape tools
- Take-home: student creates and exports their first 3D model

Day 2 | Solving Problems Through Design

- Review goals, requirements vs. constraints
- Sketching ideas and planning dimensions
- Deep dive into shape manipulation and design strategies
- Finalize and prep nameplate design for 3D printing
- Take-home: design worksheet on helping a family member solve a real-world problem

Day 3 | Engineering for Others: Design with Empathy

- Define user needs: “Design something for a relative”
- Brainstorm and sketch personalized solutions
- Begin digital modeling of their object in TinkerCAD
- Learn about file types (STL, OBJ, MTL) and export options
- Take-home: refine second project and prepare for presentation

Day 4 | From Concept to Reality: Prototyping and Printing

- How 3D printing works (materials, printers, additive process)
- Compare Bedslinger vs. CoreXY printers (pros and cons)
- Practice revising designs for usability and printability
- Finalize object design and prep for print
- Take-home: reflection on design process and peer feedback

Day 5 | Presenting Like a Designer

- Storytelling in design: Who are you helping and why?
- Create and rehearse short presentations
- Showcase: students present their designs to the class
- Celebrate learning with a mini gallery of printed models
- Take-home: printed object and a copy of their design story

What Parents Can Expect

- By the end of five days, students will have:
- (1) Gained hands-on experience with 3D modeling tools
- (2) Completed two custom design projects, including one designed for someone else
- (3) Learned the engineering process through real-world application
- (4) Presented their design ideas with confidence and purpose
- (5) Taken home a printed 3D object they designed from scratch

SUMMER CAMP 2026 / CURRICULUM 2 OF 5

Creative Writing

- Summer Camp 2026 Creative Writing Curriculum
- Theme:Voices that Matter: Writing for Expression and Impact
- Focus: Creative storytelling, poetic technique, personal expression, and performance confidence

Core Skills Students Will Learn

- Creative writing and narrative structure
- Poetry forms and literary devices
- Sensory description and imagery
- Character development and emotional nuance
- Peer feedback and constructive critique
- Oral presentation and performance
- Expressive speaking and stage presence
- Writing for impact, identity, and advocacy

Day 1 | Finding Your Voice: Creative Writing Foundations

- Fun icebreakers and storytelling warm-ups (e.g., Story Dice, One-Word-at-a-Time Game)
- What is creative writing? Exploring genres and forms
- Introduction to narrative writing: setting, characters, conflict
- Launching into writing with writing prompts
- Take-home: Begin short story or poem draft

Day 2 | Playing with Poetry

- What is poetry? Exploring rhythm, sound, and free verse
- Introduce poetic forms: haiku, acrostic, free verse, spoken word
- Literary devices: simile, metaphor, personification, alliteration
- Poetry writing lab: write a poem about a memory, emotion, or identity
- Take-home: Refine poem for performance or illustration

Day 3 | Writing with Heart: Emotions & Empathy

- Exploring the role of empathy in storytelling
- Writing from different perspectives (e.g., “If I were a tree,” “A letter to my future self”)
- Group writing games: Build-a-story, emotion switching, dramatic dialogue
- Mini-workshop: giving and receiving peer feedback
- Take-home: Revise story or poem to deepen emotion and meaning

Day 4 | Performance & Presence: Speaking Your Words Aloud

- Public speaking basics for writers: voice, pacing, presence
- Body language, eye contact, and vocal variation for poetry and story reading
- Practice performances with peer feedback
- Visual & verbal storytelling: create a zine, poster, or slide to accompany their piece
- Take-home: Final script or annotated performance piece

Day 5 | Final Showcase: Poetry & Prose Performance

- Rehearsal and warm-up exercises (movement, breathing, focus)
- Final performances of poems or stories in a celebration setting
- Optional multimedia sharing (illustrated pages, digital slides)
- Student reflection circle: “What I learned about myself as a writer”
- Take-home: Printed or digital portfolio of their writing + performance video (optional)

What Parents Can Expect

- By the end of the week, your child will have:
- Written original poems and/or short stories
- Shared their writing with confidence and expression
- Practiced empathy, imagination, and artistic voice
- Created a creative writing portfolio (print or digital) to keep and share
- Built lifelong skills in communication, self-reflection, and creative problem-solving

SUMMER CAMP 2026 / CURRICULUM 3 OF 5

Entrepreneurship

- Summer Camp 2026 Entrepreneurship Curriculum

Core Skills Students Will Learn

- Entrepreneurial mindset and opportunity recognition
- Creative ideation and problem-solving
- Feasibility analysis and critical thinking
- Market research and customer empathy
- Lean business modeling and planning
- Basic financial literacy (revenue, profit, budgeting)
- Legal structures and risk assessment
- Branding and marketing fundamentals
- Sales techniques and negotiation
- Pitching and presentation confidence
- Leadership, teamwork, and adaptability

Day 1 | Discovering Entrepreneurship & Generating Ideas

- What entrepreneurship and intrapreneurship mean and why they matter
- Real-world examples of product- and service-based ventures (tech, consumer goods, consulting, etc.)
- Fun brainstorming games to surface problems worth solving and spark business ideas
- “3 As” (Attractive, Achievable, Affordable) and ikigai as quick filters for idea quality
- Take-home: each student short-lists one idea they are excited to explore

Day 2 | Testing Feasibility & Choosing a Business Structure

- Hands-on feasibility scorecard to rate ideas using the 3 As rubric
- Basic legal structures (sole proprietorship, partnership, LLC, corporation) and why they exist
- High-level look at risk vs. reward and the importance of teamwork and advisors
- Take-home: students refine their top idea and pick a provisional structure

Day 3 | Planning & Funding the Venture

- The “mini” business plan: mission, target customer, revenue model, key resources
- One-page Lean Canvas exercise for rapid planning
- Simple money matters: start-up costs, profit vs. revenue, equity vs. debt funding, friends-and-family round
- Take-home: draft Lean Canvas and first-pass budget

Day 4 | Branding, Marketing & Storytelling

- Crafting a memorable name, tagline, and logo (logo sketch activity)
- The 4 Ps of marketing (Product, Price, Place, Promotion) applied to kids’ businesses
- Creating a one-page marketing plan and flyer/online post mock-ups
- Take-home: students finalize brand elements and promotion plan

Day 5 | Selling & Pitching Like a Pro

- Basics of customer conversation: needs, benefits, and clear asks
- Building a short sales script and practicing consultative selling
- Slide-deck fundamentals and “elevator pitch” showcase
- Camp-end pitch session where every student presents to peers & mentors (parents invited!)
- Take-home: digital copy of slide deck and feedback notes for continued refinement

What can parents expect

- By the end of five days, students will have
- (1) a validated business idea,
- (2) a one-page plan and budget,
- (3) a brand & marketing kit, and
- (4) a polished two-minute pitch—equipping them with lifelong entrepreneurial confidence and communication skills.

SUMMER CAMP 2026 / CURRICULUM 4 OF 5

Public Speaking

- Summer Camp 2026 Public Speaking Curriculum
- Theme: Persuasive Advocacy for a Cause
- Focus: Public speaking, critical thinking, structured debate, teamwork, and confident communication

Core Skills Students Will Learn

- Public speaking fundamentals
- Persuasive techniques (ethos, pathos, logos)
- Body language and stage presence
- Debate structure and etiquette
- Research and evidence-based argumentation
- Emotional expression and empathy in communication
- Use of multimedia and visual aids

Daily Curriculum Overview

Day 1 | Public Speaking & Debate Foundations

- Fun introductions and warm-ups (e.g., Two Truths and a Lie)
- What is public speaking? What makes a good speech?
- Introduction to public speaking: voice, structure, and delivery
- Debate basics: roles, structure, and real-world examples

Day 2 | Body Language & Speaking with Confidence

- Posture, facial expressions, gestures, and stage presence
- Roleplay activities and expressive speaking games
- Practice through “Emotion Switching” and role-play
- Introduction to persuasive speech topics and passion-based advocacy

Day 3 | Persuasion Strategies (Ethos, Pathos, Logos)

- Exploring the 3 pillars of persuasive speaking

- Speechwriting practice using real causes and personal stories
- Group discussions and storytelling exercises to build connection with audience
- Team-based storytelling and mini-presentations

Day 4 | Visual Aids & Audience Connection

- Using slides, props, or posters to support a speech
- How to keep an audience interested and engaged (stories, questions, interaction)
- Building speeches that are relatable and interactive
- Tips for adapting your message to different listeners
- Public speaking drills and peer coaching
- Feedback and improvement sessions

Day 5 | Project Launch: Advocacy for a Cause

- Students select and research a cause they care about
- Begin planning persuasive speeches or debates in small groups
- Writing, outlining, and practicing delivery
- Students present final speeches or debates
- Celebration of each student's growth and courage to speak up!

What Parents Can Expect

- By the end of the week, your child will have:
- Written and delivered multiple speeches or mini debates
- Gained confidence in expressing their ideas clearly and respectfully
- Learned to structure arguments and support opinions with evidence
- Strengthened their stage presence and speaking voice
- Practiced empathy, listening, and leadership in group discussions
- Participated in a final performance or debate showcase celebrating their learning

SUMMER CAMP 2026 / CURRICULUM 5 OF 5

Science

- Summer Camp 2026 Science Curriculum

Core Skills Students Will Learn

- Scientific-inquiry cycle (question → hypothesis → experiment → conclusion)
- Accurate measurement and safe use of lab equipment
- Data collection, graphing, and statistical interpretation
- Experimental design and troubleshooting strategies
- Creative problem-solving and engineering-design thinking
- Collaboration, peer review, and constructive feedback
- Clear scientific communication (lab notebooks, posters, mini-presentations)
- Observation and evidence-based reasoning
- Environmental awareness and ethics in scientific research

Daily Curriculum Overview

- Each of the following concepts will be accompanied by multiple hands-on activities and experiments.

Day 1 | Chemistry

- Big idea: Everyday ingredients can trigger chemical reactions that fizz, change color, or change texture.
- Key concepts: chemical reactions, non-Newtonian fluids (oobleck), using senses to explore matter.
- Skills nurtured: prediction, observation vocabulary, hands-on measuring.

Day 2 | Force and Motion

- Big idea: Forces and pressure make rockets move.
- Key concepts: force, motion, propulsion, air pressure.
- Skills nurtured: cause-and-effect reasoning, data recording, teamwork.

Day 3 | Animal & Plant Life

- Big idea: Living things have life cycles and structures we can model and observe.
- Key concepts: insect anatomy, metamorphosis, leaf venation, observation.

- Skills nurtured: careful observation, classification, respect for nature.

Day 4 | Weather, Wind & Earth Science

- Big idea: Air, water, and temperature create weather—and dramatic chemistry demos!
- Key concepts: air pressure, condensation/evaporation, clouds, exothermic reactions.
- Skills nurtured: linking models to real-world weather, safety in experiments.

Day 5 | Colors & Light

- Big idea: Light bends, mixes, and splits into rainbows we can capture indoors and out.
- Key concepts: reflection, refraction, dispersion, primary vs. secondary colors.
- Skills nurtured: inquiry about light, creative color exploration, record-keeping.

What parents can expect

- Daily take-homes: Reading material, simple experiment instructions or creations (e.g., lava lamp, UV flashlight).
- Emphasis on safety & inquiry: campers learn to ask “What do you think will happen?” before every test.
- All materials provided: from vinegar and cornstarch to microscopes and prisms.
- Outcome: a week of discovery that builds curiosity, basic scientific vocabulary, and confidence in experimenting.