

roboticstechclub.com

ROBOTICS

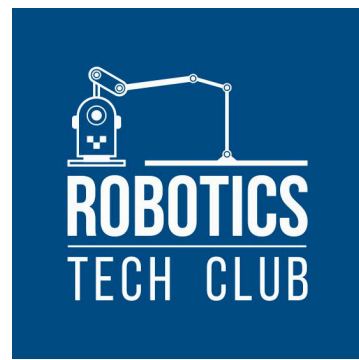
Summer Camps



Week	Dates	Junior Engineer Programs (6-8 y.o., kids graduated from grades K-2)	Explorer Programs (9-11 y.o., kids graduated from grades 3-5)	Location
1	June 8-12	Robotics with Lego and AI Introduction	Lego Mindstorm Robotics and Machine Learning	SF, Stratford
2	June 15-18*	Robotics Engineering and intro to AI	Microbit Robotics and AI/Machine Learning	SF, Stratford
3	June 22-26	3D Modeling and Design with Lego building and Story telling	Game Design and Coding	SF, Stratford
5	July 6-10	Robotics with Lego and AI Introduction	Lego Mindstorm Robotics and Machine Learning	SF, Alta Vista
6	July 13-17	Robotics Engineering and intro to AI	Robotics and AI/Machine Learning	SF, Alta Vista
7	July 20-24	Game Design and Coding and Lego build and Story telling	Game Design and Coding	SF, Alta Vista
8	July 27 - 31		Animated StoryBook Writing Project — AI Animation & Digital Publishing	SF, Alta Vista
7	July 20-24	Robotics with Lego and AI Introduction	Lego Mindstorm Robotics and Machine Learning	San Bruno, Stratford
8	July 27 - 31	Robotics Engineering and intro to AI	Microbit Robotics and AI/Machine Learning	San Bruno, Stratford
9	August 3-7	Game Design and Coding powered by Tynker and Story telling	Game Design and Coding	San Bruno, Stratford
1	June 8-12	Animated StoryBook Writing Project — AI Animation & Digital Publishing	Robotics with Lego and AI Introduction	Millbrae
2	June 15-18*		Lego Mindstorm Robotics and Machine Learning	Millbrae
4	June 29 - July 2*	3D Modeling and Design with Lego building and Story telling	Game Design and Coding	Millbrae

Stratford School , SF: 301 De Montfort Avenue
 Alta Vista School, SF: 450 Somerset Street
 Stratford School, San Bruno: 2322 Crestmoor Dr
 Millbrae Parks and Rec: 477 Lincoln Cir





Junior Engineers (Ages 6–7)

Lego Robotics & AI Intro

- Build and code with Lego WeDo
- Learn basic AI & machine learning concepts
- Explore how computers recognize patterns

Robotics Engineering (Dash & Dot)

- Block coding robots to move, draw, play music & games
- Obstacle courses & missions
- Intro to AI fundamentals

3D Modeling & Lego Design (Ages 6–9)

- Design in TinkerCAD where kids learn concepts like measurements, architecture & perspective. Campers will prepare and 3D-print two creations
- Story telling and building with Lego

Game Design with Tynker (Ages 6–8)

- Create mini-games using drag-and-drop coding; learn loops, logic & problem solving
- Present and play each other's games

Tech Explorers (Ages 8–12)

Lego Mindstorms & AI

- Build and program advanced robots
- Use sensors (color, touch)
- Create Sumo battle robots
- Intro to AI & machine learning in robotics

Robotics & AI with Microbit

- Build robots (Robot Dog, Robot Arm, Maqueen [car](#))
- Train simple AI models
- Learn data collection & basic electricity concepts

Game Design (Ages 9–12)

- Create arcade games using Microsoft MakeCode
- Learn sprites, loops, variables & debugging
- Build games for Microbit console

Animated StoryBook Camp (Ages 10–13)

- Students write original stories and transform key scenes into short AI-generated animated clips. They learn:
 - Story structure & character development and Visual storytelling
 - AI prompting & refinement and Digital publishing
 - Each camper completes an **AI Animated StoryBook** with moving scenes. Projects may be shared online with parent permission.



- **Robotics**
- **Engineering**
- **AI**