



Sunday, 22 December Experience Day - HKD 300/session

Morning Session: Minecraft Education & AI Film Making	10:00 - 12:45
Afternoon Session: Scratch Programming & App Inventor	13:45 - 16:30
Evening Session: Python Junior & Swift Programming	17:30 - 20:15

23-24 December Winter Camp - HKD 700/2 sessions

Minecraft Education	10:00 - 11:15	App Inventor	15:15 - 16:30
Al Film Making	11:30 - 12:45	Python Junior	17:30 - 18:45
Scratch Programming	13:45 - 15:00	Swift Programming	19:00 - 20:15

Friday, 27 December Experience Day - HKD 300/session

Morning Session: Minecraft Education & Al Film Making	10:00 - 12:45
Afternoon Session: Scratch Programming & App Inventor	13:45 - 16:30
Evening Session: Python Junior & Swift Programming	17:30 - 20:15

28-29 December Winter Camp - HKD 700/2 sessions

Minecraft Education	10:00 - 11:15	<u>App Inventor</u>	15:15 - 16:30
Al Film Making	11:30 - 12:45	Python Junior	17:30 - 18:45
Scratch Programming	13:45 - 15:00	Swift Programming	19:00 - 20:15

30-31 December Winter Camp - HKD 700/2 sessions

Minecraft Education	10:00 - 11:15	App Inventor	15:15 - 16:30
Al Film Making	11:30 - 12:45	Python Junior	17:30 - 18:45
Scratch Programming	13:45 - 15:00	Swift Programming	19:00 - 20:15









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Scratch

Introduction

This course introduces students to coding with Scratch, enabling them to create interactive games that blend academic subjects with creative expression. Students will develop computational thinking and coding skills using Al-powered tools.



Learning Outcomes

- Gain a solid foundation in coding principles using block-based programming with Scratch.
- Harness Scratch's versatility to create interactive games that integrate core subjects like mathematics, music, and language translation.
- Develop computational thinking skills, including sequencing, pattern recognition, and debugging.
- Advance coding proficiency by exploring programming techniques such as conditional logic and iterative processes.
- Unleash creativity by utilizing AI-powered tools to generate custom music and dynamic backdrops for games.





Tools



https://scratch.mit.edu/ LAPTOP or iPad



Minecraft Education Coding

Introduction

This course immerses students in the world of Minecraft, where they will enhance their world-building skills through coding. Students will explore programming concepts, events, and variables, unleashing creativity to create dynamic, customized Minecraft worlds.



Learning Outcomes

- Develop programming skills by coding events, coordinates, and variables within the Minecraft environment.
- Master the use of variables to create dynamic, interactive, and customizable Minecraft worlds.
- Apply key programming concepts, such as logic and control flow, to enhance creativity in world-building.
- Boost problem-solving abilities by tackling challenges within Minecraft using coding techniques.
- Unleash creativity through the integration of coding and design in the Minecraft universe.





Tools



Minecraft Education App for iPads
Minecraft Education App for Mac
Minecraft Education Application on WIndows
iPad or Laptop



Film Making with AI

Introduction

This course empowers students to harness AI in filmmaking, from scriptwriting to producing captivating videos. Students will learn to transform ideas into compelling narratives, visuals, and audio using cutting-edge AI tools.



Learning Outcomes

- Master Al-driven techniques for crafting engaging scripts and bringing creative ideas to life.
- Translate narratives into powerful visual stories through effective storyboarding.
- Utilize AI tools to seamlessly convert storyboarded assets into unique, highquality videos and audio.
- Create videos that raise awareness on key issues and enhance appreciation of literature and reading through visual storytelling.





Tools









Gmail Account
poe.com
playground.ai
runwayml.com
clipchamp.com
elevenlabs.io
lalamu.studio
Google Drive
LAPTOP PREFEERED

Python

Introduction

This course introduces students to the basics of Python programming, focusing on fundamental concepts and practical applications. Students will learn to handle data, create functions, and develop problem-solving skills through engaging coding exercises and projects.

```
init_(self):

Du = gpuInfo.get_gpu(0)

lf.load = int(gpu.query_load() * im)

elf.gpu_clock = int(round(gpu.query_self.gpu_memory_usage = round(gpu.query_self.gpu_gtt_usage = round(gpu.query_self.gpu_gtt_usage = round(gpu.query_self.gpu_query_graphs)

lf.power = gpu.query_power()

lf.voltage = round(gpu.query_graphs)

sensors_fans()

sensors_fans()

sensors_fans();

setup(self, name, value(self))
```

Learning Outcomes

- Understand the basics of Python programming, including variables, data types, and essential tasks like input and output.
- Gain hands-on experience with key programming tools such as functions, loops, and basic data structures like lists and dictionaries.
- Explore advanced programming concepts like complex list operations and detailed function setups to enhance coding proficiency.
- Apply Python skills to creative projects, including using Turtle graphics for visual designs and developing simple games or applications to solidify your learning.





Tools



https://colab.google/iPad or Laptop



App Inventor

Introduction

students This course introduces the fundamentals of app development using MIT App Inventor. Students will learn to create functional mobile applications, explore essential programming concepts, and integrate advanced features like media, data storage, and device sensors.

Learning Outcomes

- Understand the App Inventor interface and development environment.
- Create simple apps using basic components and event handling.
- Learn programming concepts such as variables, data types, operators, and control structures.
- Customize UI components, manage layouts, and incorporate images, sounds, and media.
- Implement advanced features like audio, video, GPS, and push notifications.
- Work with lists, databases, and dictionaries for data storage and retrieval.
- Design apps using systematic problemsolving strategies and enhance performance.
- Explore AI integration in app development and future-focused technologies.









https://appinventor.mit.edu/Laptop



Swift Playground

Introduction

This course introduces students to the fundamentals of Swift programming through hands-on activities in Swift Playgrounds. Students will learn core programming concepts and develop their own interactive apps, culminating in a data visualization project and a simple Al game.

Learning Outcomes

- Learn the basics of Swift programming, including variables, constants, data types, and control flow using loops and conditionals.
- Manage data efficiently using arrays and dictionaries, and create reusable code with functions and parameters.
- Design and implement user interfaces with basic UI elements in Swift Playgrounds.
- Plan, develop, and refine a data visualization app with a detective theme, focusing on coding, testing, and user experience.
- Explore AI fundamentals by creating a simple AI for a number prediction game, integrating probability and statistics concepts.





Tools



Swift App on iPad or Macbook



WINTER CAMP & EXPERIENCE DAY

We look forward to an exciting day of coding, creativity, and discovery! Please feel free to reach out if you have any questions.

Reach us out at WhatsApp (+852 66295092) or email (ghassan@scholasticacademy.hk).