

# STEM



## MODEL ROCKET:

June 21-24, Monday-Thursday, 9-11AM  
Grades 3-8, Co-Ed  
\$100

Campers will build two model rockets. On the last day of camp, we will launch the rockets on Chaminade's campus. While building the rockets, campers will learn some basics of rocketry. Click [here](#) to register.



## CODING:

JULY 12-16, Monday-Friday, 9-11AM  
Grades 6-8  
Co-Ed  
\$150

Students will learn the basics of Python and use their knowledge to design and code their own game. Concepts covered include loops, conditionals, functions, and variables. No prior coding experience is required! Click [here](#) to register.



## DIGITAL DESIGN & MODELING:

JULY 12-16, Monday-Friday, Noon-2PM  
Grades 6-8  
Co-Ed  
\$150

Students will learn concepts of the engineering design process, apply math, science, and engineering standards to hands-on projects using TinkerCad and AutoCad Inventor. At the end of the camp, students will receive their own designed and laser printed model to take with them. Concepts covered include problem-solving, digital design, and laser printer mechanics. Click [here](#) to register.



**CSPN BROADCAST:** June 14-17, Tuesday-Thursday, Noon-3PM  
Grades 4-12, Co-Ed  
\$150

CSPN Broadcasting camp will introduce participants to the world of online streaming, social media and pod casting. Campers will learn the basics of camera operation, commentary and engineering using the production truck software and BlueFrame and/or YouTube sites. Interview and pod casting basics will also be introduced in the CSPN studios. Proper social media content, editing and posting will be an essential part of the lessons as well as Broadcasting from the Athletictron during CCP Basketball camps. All equipment will be provided to the campers. Camp instructor will include CSPN faculty as well as former and current Chaminade students. Click [here](#) to register.



**MIDDLE SCHOOL E-SPORTS:** June 28 - July 2, Monday through Friday  
Grades 6-8, Co-Ed  
\$150

The Middle School eSports camp will focus on the art of gaming and a few of the various games currently being played in a competitive league. We will look at a number of competitive games like Smash Brothers and Rocket League. We will have a Rocket League Grand Champion currently playing for Chaminade come in and explain techniques and tricks he uses to get better at the game and compete at a high level. We will also chat with former competitive gamers and discuss what the future holds for competitive gaming and live streaming games. When it comes to the art of gaming, we will look at creating artistic but fair levels in games like Mario, and discuss and what it is that makes a game fun, popular, and/or successful in today's competitive video game market. A number of these discussed games will be watched on video and played in class to grasp the basics and look for similarities, tricks and ultimately get some exposure to different genres and concepts seen in the world of gaming today. If students have a Nintendo Switch and/or an Xbox or Playstation controller, it will be helpful to bring them to class. Students will also have access to a gaming PC. Click [here](#) to register.