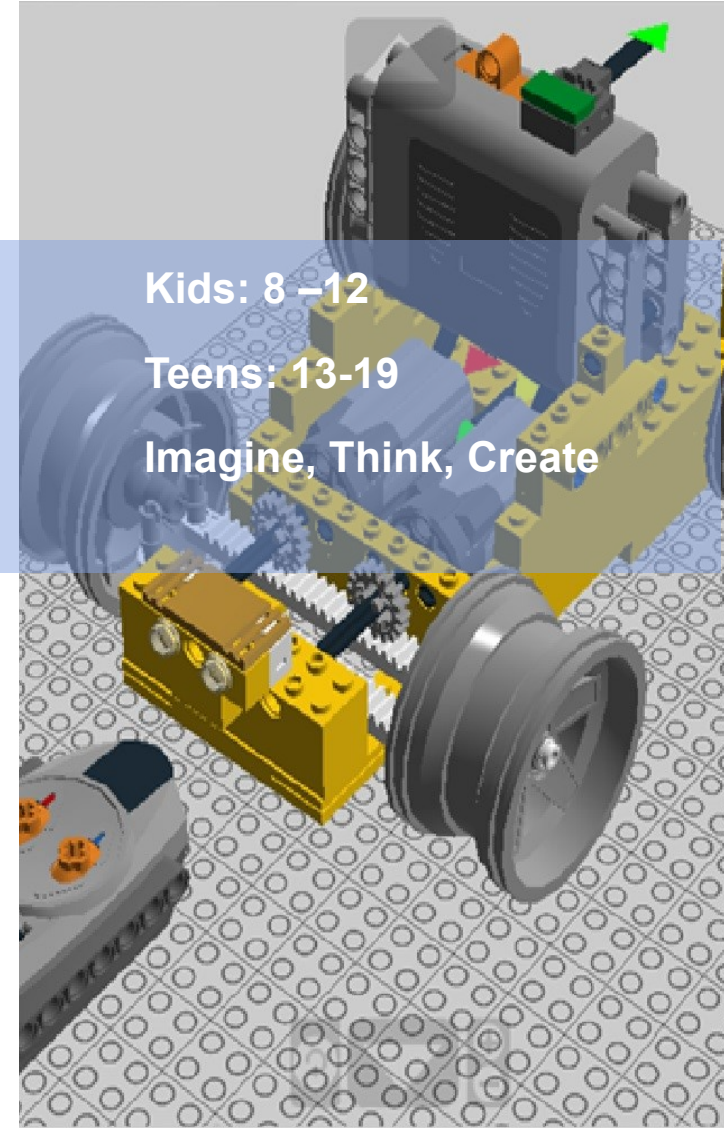
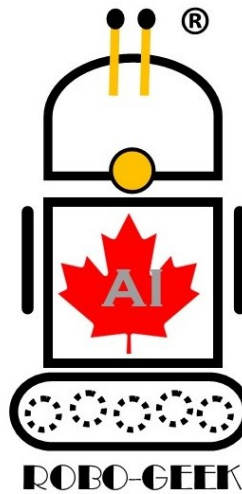


Virtual Coding
STEM March Camp



Kids: 8 –12

Teens: 13-19

Imagine, Think, Create

info@robo-geek.ca
www.robo-geek.ca

ROBO-GEEK
Coding, AI, Electronics & Robotics



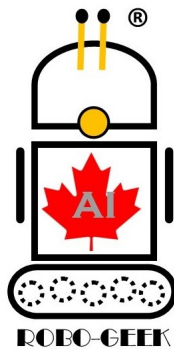
March Break 2025 Camps

Kids Camps (8-12 years old): Camp offered:

> Python and Pygame

Teens Camps (13-19 years old): Camp offered:

> Python and Intro to AI



System Requirements

Requirements for Kids and Teens Camps:

Laptops or PCs with the following **specifications:**

- > Windows 10/11 Operating System
- > **8 GB preferred**
- > HDD 40 GB free
- > Fast internet access
- > Headphones with microphones preferred
- > Student Personal Google account for Labs



PYTHON and Pygame CAMPS

KIDS

Intro to Python – Practical

Students will be introduced to Python programming language. Python is a high-level programming language used in many universities and work institutions. Python is powerful and fast, yet friendly and easy to understand. Students will learn the fundamentals of coding using Python Turtle.



Intro to Game Programming Pygame

Students will learn step by step how to develop a working 2D game from designing characters, game rules and developing multiple game levels. In this course students will be introduced to Object Oriented Programming using Python Pygame. Games are highly portable capable to run on nearly every platform and operating system.



PYTHON and AI CAMPS

Teens

Intro to Python – Practical

Students will be introduced to Python programming language. Python is a high-level programming language used in many universities and work institutions. Python is powerful and fast, yet friendly and easy to understand. Students will learn the fundamentals of coding using Python Turtle.



Intro to Artificial Intelligence (AI)

This course provides a foundational understanding of Artificial Intelligence (AI), focusing on Python programming and machine learning concepts. Students will gain hands-on experience using Colab Notebooks and explore real-world applications of AI.

