

INDY STEM CAMPS

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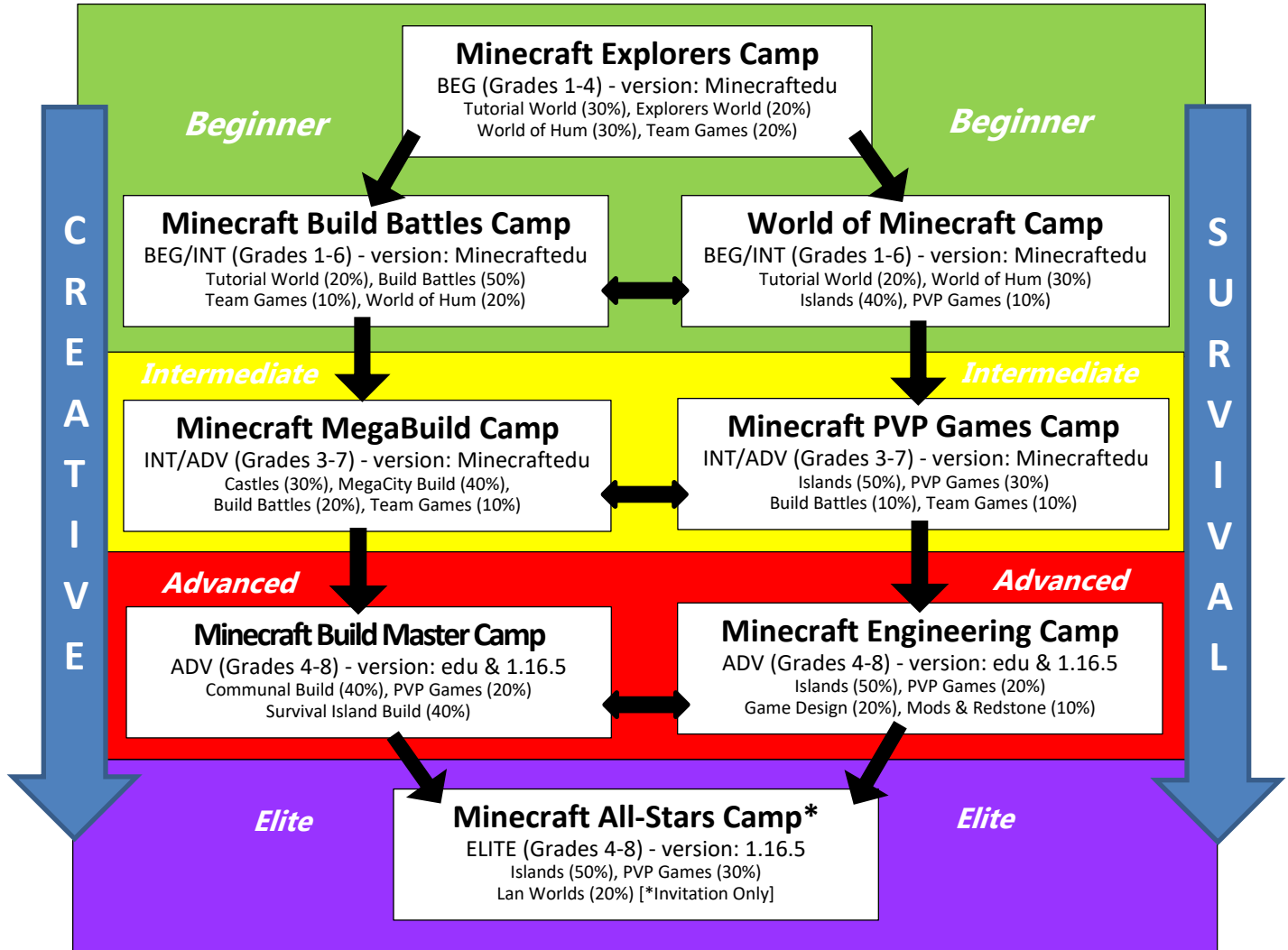
Indy Stem Camps provides engaging STEM focused Minecraft themed Camps for children in grades 1-8. Founded by physics teacher Matt Mulholland, over the last decade Indy Stem Camps has entertained and educated over 10,000 children with an approach that emphasizes creative cooperative gameplay in a social setting. At our camps, children are provided their own computer workstation where they play Minecraft in multiplayer worlds alongside other campers and on a secure server that is guided by knowledgeable college and high school counselors. With 8 unique and exciting camp titles to choose from, we are sure to have something for every child.

Minecraft Camp Overview: Each of our Minecraft Camps is held for 3 hours each day over a period of 5 days (1 week) for a total of 15 hours of gameplay and instruction. At our camps children experience Minecraft through a customized educational version of the game played on a secure server that includes only other campers and that is continuously monitored by camp counselors. Indy Stem Camps maintains an 8:1 camper to instructor ratio and offers parents the opportunity to opt their child out of any player vs. player game activities. Each of our 8 course titles offers a unique curriculum and theme spread across three experience levels (Beginner – Intermediate – Advanced) and along two emphasized modes of play (Creative & Survival). Additionally, a grade level recommendation for each camp is provided to better help parents find the right camp for their child. At each of our camps every camper will be provided with their own computer workstation complete with game access. As such, all campers will play Minecraft on a PC or MAC where they will navigate and move using a mouse and keyboard. Rest assured, our excellent team of experienced counselors will help each child get up to speed with gameplay and controls so that each child can have a great time right out of the gate.

NOTE: Campers who sign-up for both the morning and afternoon Minecraft Camps offered during a week are welcome to bring a sack lunch and stay through the lunch hour and eat under the supervision of our camp counselors.

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Curriculum Flow-Chart (Summer Camps)



- 1) The left side of the track includes camps that emphasize CREATIVE game-play.
- 2) The right side of the track includes camps that emphasize SURVIVAL game-play.
- 3) A "Beginner" camper is one who has minimal to no experience playing Minecraft and no experience playing Java based PC Minecraft. An "Intermediate" camper is one who plays a lot of Minecraft but has minimal to no experience playing Java based PC Minecraft. An "Advanced" camper is one who plays a lot of java based PC Minecraft. Any camper who attends one of our camps during a summer immediately moves up an experience level.
- 4) Grade level recommendations are based on the grade the camper will be entering in the fall.
- 5) Once a camper has attended a camp the suggested grade level lowers by one grade. (Example: A camper entering grade 2 who attends the "World of Minecraft Camp" becomes qualified to attend the "Minecraft MegaBuild Camp" even though the grade level for that camp is 3-7)
- 6) Minecraft All-Stars Camp is by invitation (30%) or with the permission of the camp director.

Minecraft Explorers Camp

Campers Entering Grades: 1-4

Skill Level: Beginner

Camp Breakdown: Tutorial World (30%), Explorers World (20%), World of Hum (30%), Team Games (20%)

This camp is designed with our newest and youngest campers in mind. This introductory Minecraft Camp is a great way for your child to experience what our camps are all about in a safe and secure environment with other campers their age. Campers will explore a vast interactive ancient world map complete with thrilling quests and adventures. In another activity, campers must work together to complete a variety of scavenger hunts on a secluded island world filled with treasures. Lessons on crafting, mining, and basic game survival skills will be provided with campers having multiple opportunities to "show & tell". There are no PVP games at this camp but instead cooperation and teamwork are emphasized.

World of Minecraft Camp **Our Signature Camp*

Campers Entering Grades: 1-6 **Skill Level:** Beginner & Intermediate

Camp Breakdown: Tutorial World (20%), World of Hum (30%), Islands (40%), PVP Games (10%)

Join the adventure that is MINECRAFT in this, our signature camp that will immerse students into the game they love. Campers will explore a vast interactive ancient world map complete with thrilling quests and adventures. In another activity, campers will be divided into two teams where they must work together in survival mode to design, create, and build an entire virtual community on a volcanic archipelago. Lessons on crafting, mining, farming, and basic Redstone engineering will be presented. Campers will be introduced to some of our most basic PVP games including Spleef, Freeze Tag, and Bridge Wars will be introduced culminating with our exciting "Beacon Battles" game at the end of the last day.

Minecraft Build Battles Camp

Campers Entering Grades: 1-6

Skill Level: Beginner, Intermediate, & Advanced*

Camp Breakdown: Tutorial World (20%), Build Battles (50%), Team Games (10%), World of Hum (20%)

**Advanced Campers who love to build and create in Minecraft are welcome to attend this camp!*

For Minecraft players of all skill levels. Our "Build Battles Camp" is for the Minecraft Player who enjoys building and showing off their creations. Each day will present campers with a different build challenge. A medieval castle, a luxurious mansion, an elaborate fish tank, a deluxe tree house – these are just a few of the Build Battle challenges that will put their Minecraft skills to the test. At the end of each build task campers will get to share their creations with the entire camp via a "show and tell" period. This camp does include some of our most basic PVP games including Spleef, Freeze Tag, and Bridge Wars.

Minecraft Games & More Camp **Our Signature Intermediate Camp!*

Campers Entering Grades: 3-8

Skill Level: Intermediate & Advanced

Camp Breakdown: Islands (50%), PVP Games (30%), Build Battles (10%), Team Games (10%)

For Minecraft players who love to play PVP games. Campers will play all of our best Minecraft mini-games and challenges including Spleef, Skywars, Race for the Wool, Freeze Tag, Zombie Tag, Bridge Wars, KitPVP, Team Obstacle Course, Sky Bed Wars and many more. This camp will culminate with our classic "Beacon Battles" game played on our special split-volcano archipelago world. This is the ultimate Minecraft Gaming Camp where campers get to put everything they know about Minecraft to the test.

Minecraft MegaBuild Camp

Campers Entering Grades: 2-7

Skill Level: Intermediate, & Advanced

Camp Breakdown: Castles (30%), MegaCity Build (40%), Build Battles (20%), Team Games (10%)

For Minecraft players of all skill levels. Welcome to the world of Minecraft MegaBuild! Campers will work together to design and build a virtual modern city center complete with parks, retail, and residential spaces. At the center of the city will be a giant skyscraper where each camper will get their own floor to decorate and design however they see fit. Students will learn about modern city planning along with design and engineering concepts related to building construction. In another activity campers will separate into teams to build and defend a castle during our always exciting "Capture the King" PVP game.

Minecraft Engineering Camp

Campers Entering Grades: 3-8

Skill Level: Advanced

Camp Breakdown: Islands (50%), PVP Games (20%), Game Design (20%), Mods & Redstone (10%)

The slightly more advanced sequel to our "World of Minecraft Camp" where campers will learn advanced crafting skills, complex Redstone engineering, and how to install and manage mods at home. Campers will put their engineering skills to the test in both survival and creative worlds with individual and team-based challenges and PVP games including Spleef, Sky Bed Wars, Race for the Wool, Zombie Tag, Sky Bed Wars, Bridge Battles, and culminating with our exciting "Beacon Battles" game at the end of the last day. Campers will also play select games on Java Minecraft version 1.16.5 in addition to our standard Minecraft education version.

Minecraft Build Master Camp

Campers Entering Grades: 4-8

Skill Level: Advanced

Camp Breakdown: Communal Build (40%), PVP Games (20%), Survival Island Build (40%)

For experienced Minecraft players. This advanced version of our MegaBuild Camp will see campers work collectively as one team to create a virtual 3D replica of a structure, building, or location found in the world. Past camps have seen a collective build of the Eiffel Tower, Monument Circle, Lucas Oil Stadium, and the Statue of Liberty among other options chosen by the campers. In addition, campers will use java based 1.16.5 Minecraft to build a medieval castle that they defend in a siege. Finally, campers will play a variety of PVP games where they will face off against other campers in some of our most exciting PVP challenges.

Minecraft All-Stars Camp

Campers Entering Grades: 4-8

Skill Level: Advanced

Camp Breakdown: Islands (50%), PVP Games (20%), Game Design (20%), Mods & Redstone (10%)

"Minecraft All-Stars Camp" is only for students who have previously attended a Minecraft camp AND who have been identified by Indy Stem Camp counselors as having advanced Minecraft gaming skills. This camp is by recommendation only – *please contact us to inquire about your child's readiness for this advanced camp before registering them.* This camp will emphasize advanced Minecraft game play including complex Redstone and command block usage. This capstone course will feature Java Minecraft version 1.16.5. and include our most challenging games and activities and culminate with an "Island Beacon Battle" and "Mob Spawn" game.