

DMA Pre Teen
3D Game Programming

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:30 AM	Organized activities	Over Night Campers -Wake - Up & Extended Day Campers Drop Off					Organized activities
8:00 AM		Breakfast!					
8:30 AM							
9:00am		<i>Introductions</i>	<i>Adding Events to create Interactive Objects</i>	<i>Start Screens</i>	<i>Continue Class Projects</i>	<i>Finalize Game</i>	
9:30am		<i>Intro. To Programming</i>					
10:15am		Team Building Activity Break/Low Tech & Outdoor Rec. Time					
10:30am							
11:00am		<i>Programming in Alice and Programming Concepts</i>	<i>Working with Events</i>	<i>Advanced Animation Methods</i>	<i>Addressing Student Questions</i>	<i>Prepare for Family Showcase</i>	
11:30am							
Noon		LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	
1:00pm		<i>Events and Methods in Alice: Bunny Tutorial and Example Games</i>	<i>Class Projects: Adding and Working with Cameras</i>	<i>Advanced and Complex Programming Statements</i>	<i>Continue Class Projects</i>	<i>Playing Everyone's Games</i>	
1:30pm							
2:00pm							
2:30pm							
3:00pm	Registration and check-in for overnights	<i>Low Tech & Outdoor Rec. Time</i>	<i>Low Tech & Outdoor Rec. Time</i>	<i>Low Tech & Outdoor Rec. Time</i>	<i>Low Tech & Outdoor Rec. Time</i>	<i>Family Showcase and Project Celebraton</i>	
3:30pm							
4:00pm		<i>Understanding Events and Methods</i>	<i>Continue Class Project</i>	<i>Class Project: Finish Start Screen</i>	<i>Prep for finalization of Game</i>		
4:30pm							
5:00pm	Dinner for overnights	Day Camp students - Pick-up					
5:30pm		Dinner for Overnight Camp students and Extended Day Camp Students.					
6:00pm	Orientation						
6:30pm	Organized on campus activities	Extended Day Camp Students go to the pick-up destination					
7:00pm		Overnight Camp Students - supervised recreational activities such as: sports, gaming tournaments, movies, or project time					
7:30pm							
8:00pm							
8:30pm							
9:00pm							
9:30pm							
						Dinner and a movie for those staying Friday night	