



Silicon STEM Academy Summer Camp Programs 2019

Denver – Main Location: 4201 E. Yale Ave., Denver CO, 80222

	Week 1 June 10 – 14	Week 2 June 17 – 21	Week 3 June 24 – 28	Week 4 July 8 – 12	Week 5 July 15 - 19	Week 6 July 22 – 26	Week 7 July 29 – 2	Week 8 Aug 5 – 9
 Morning AM Camps 9 – 12pm	Minecraft Modding: World Creation	Junior Coders	Minecraft Modding: Character Customizations	Video Production: Become a YouTube Star	Minecraft Modding: Character Customizations	2D Cartoon Animation	Minecraft Modding: World Creation	2D Cartoon Animation
	Microcircuitry with Arduino Programming	Coding 101	Junior Coders	Coding 101	Python Programming	Coding 101	JavaScript Programming	Coding 101
	Stop-Motion Animation	Unreal Engine: 3D Game Design	Stop-Motion Animation	Weird Science	2D Game Creator with FLOWLab	Weird Science	Stop-Motion Animation	Unreal Engine: 3D Game Design
	LEGO Robotics: Autonomous Machines	Edison Robotics: Code & Operate	3D Printing & CAD Design	LEGO Robotics: Autonomous Machines	3D Printing & CAD Design	Edison Robotics: Code & Operate	LEGO Robotics: Sensory Overload	Cybersecurity Principles
 Afternoon PM Camps 1 - 4pm	Video Production: Become a YouTube Star	Minecraft Modding: Character Customizations	2D Cartoon Animation	Minecraft Modding: World Creation	Junior Coders	Minecraft Modding: Advanced	Video Production: Become a YouTube Star	Minecraft Modding: Advanced
	Coding 101	JavaScript Programming	Coding 101	Cybersecurity Principles	Microcircuitry with Arduino Programming	Coding 101 for High Schoolers	Coding 101	Python Programming
	2D Game Creator with FlowLab	Weird Science	2D Game Creator with FlowLab	Unreal Engine: 3D Game Design	Stop-Motion Animation	Unreal Engine: 3D Game Design	2D Game Creator with FlowLab	Weird Science
	3D Printing & CAD Design	LEGO Robotics: Sensory Overload	Edison Robotics: Code & Operate	JavaScript Programming	LEGO Robotics: Sensory Overload	JavaScript Programming	Edison Robotics: Code & Operate	LEGO Robotics: Autonomous Machines

Combine For Full Day!

