

Kent State University - Research Center for Educational Technology

AT&T Classroom Summer Tech Camps for Kids

Kent State University's RCET is hosting a series of summer camps in its AT&T Classroom (Moulton Hall) during June and July 2010. Workshops are 4 days long, with 2½ hours of instruction each day. Camps are aimed at students ages 6 -14. The cost is \$90 per camp.



Beginning Technology Tools

Grades 1, 2, and 3

June 21 – June 24 (Monday - Thursday)

9:00 – 11:30 a.m.

Students will develop computer skills that will help them during the coming school years and have fun at the same time! They will learn how to use [Kidpix](#), [Kidspiration](#), [PowerPoint Map Maker's Toolkit](#) and the [Smart Notebook](#) – some of the most popular tools used in the early elementary grades. While working with this software, student will also gain experience in working with digital cameras, flip movie cameras, and audio recorders.



Creative Technology

Grades 4, 5, and 6

June 21 – 24 (Monday - Thursday)

1:00 – 3:30 p.m.

Students will use innovative and fun Internet tools to create interactive posters, produce videos with music and pictures, and create humorous talking pictures to illustrate ideas. This workshop is guaranteed to generate excitement about learning at home and in the classroom and will demonstrate to students how to use digital tools in constructive ways.



Video Production

Grades 5 and 6

July 6 – 9 (Tuesday - Friday)

9:00 – 11:30 a.m.

Students will create storyboards and shoot a movie using digital video cameras. Students will download and edit their clips using [Windows Live Movie Maker](#), adding titles, transitions, and special effects. Students will learn to save their final products as [Quicktime](#), [AVI](#), [WMV](#) or [MPEG4](#) files.



Game Development

Grades 6, 7, and 8

July 12-15 (Monday - Thursday)

9:00 – 11:30 a.m.

Participants will learn how to develop their own game using free tools that they can also use at home. Instruction will include understanding more about game design and what makes a good game, game development using tools for both the Mac and PC, basic programming and logic, and the use of outside resources (pictures and video) within a game.

To register for one or more workshops, please contact Mary Stith at mstith@kent.edu or 330-672-5835.