COMPUTER ADVENTURES

We are dedicated to providing children access to technology education in a SAFE, FUN and CONFIDENCE-BUILDING environment.
Our unique curriculum on cutting-edge technology, and dedicated teachers with knowledge they are excited to share, create this stellar computer camp.
Children have fun while learning important skills for their future.

SUMMER CAMP 2016

605 Millwood Road, Mt Kisco, NY 10549

3D Modeling · 3D Printing · Animation · Digital Graphics
Robotics · Programming · App Development
Electronics · Minecraft · Game Design

Week-long sessions

6/27-7/01 7/05-7/08** 7/11-7/15 7/18-7/22 7/25-7/29
8/01-8/05 8/08-8/12 8/15-8/19 8/22-8/26

Half-day AM	-	9am to 12:30pm/noon*	$395
Half-day PM	-	1pm to 4:30pm/4pm*	$395
Full-day	-	9am to 4:30pm	$690

Extended hours also available
**7/05-7/08*: half-day $315 | full-day $530
* 6 & 7 year-olds' sessions end 30 minutes earlier

Discounts

Early-bird discount - $20 off each session
AMPM sessions same week & camper - $100 off

Registration

www.computeradventures.com
westchester@computeradventures.com (914) 218-8175

Course Name	Age	Week1	Week2	Week3	Week4	Week5	Week6	Week7	Week8	Week9
WeDo® Robotics (half-day) **UPDATED	6 to 7		7/05-7/08 9am to noon					8/08-8/12 9am to noon		
Story Visualizer (half-day) **NEW!	6 to 7		7/05-7/08 1pm to 4pm							8/22-8/26 9am to noon
Learn to Code w/ ScratchJr (half-day)*NEW	6 to 7			7/11-7/15 1pm to 4pm					8/15-8/19 9am to noon	
Junior Robotics (half-day) **NEW!	6 to 7	6/27-7/01 1pm to 4pm			7/18-7/22 1pm to 4pm		8/01-8/05 9am to noon			
Introduction to 3D Printing (half-day)	8 and up					7/25-7/29 9am to 12:30pm			8/15-8/19 1pm to 4:30pm	
Brickfilms (half-day)	8 and up	6/27-7/01 9am to 12:30pm		7/11-7/15 9am to 12:30pm		7/25-7/29 1pm to 4:30pm		8/08-8/12 1pm to 4:30pm		8/22-8/26 1pm to 4:30pm
Comics Life Creation (half-day) **NEW!	8 and up		7/05-7/08 1pm to 4:30pm							8/22-8/26 9am to 12:30pm
Crafty Graphic Design (half-day)	8 and up	6/27-7/01 9am to 12:30pm							8/15-8/19 9am to 12:30pm	
Electronic Gizmos (half-day) **NEW!	8 and up				7/18-7/22 9am to 12:30pm				8/15-8/19 1pm to 4:30pm	
Advanced Game Maker - Platform (half-day)	8 and up				7/18-7/22 9am to 12:30pm					8/22-8/26 9am to 12:30pm
Advanced Game Maker - RPG (half-day)	8 and up					7/25-7/29 1pm to 4:30pm				8/22-8/26 1pm to 4:30pm
Game Creation - Arcade (half-day)	8 and up		7/05-7/08 9am to 12:30pm				8/01-8/05 1pm to 4:30pm			
Game Creation - Pacman (half-day)	8 and up	6/27-7/01 1pm to 4:30pm							8/15-8/19 1pm to 4:30pm	
Microsoft ® Kodu Game Lab (half-day)	8 and up	6/27-7/01 9am to 12:30pm							8/15-8/19 9am to 12:30pm	
Minecraft® Building Wonders (half-day)	8 and up	6/27-7/01 9am to 12:30pm					8/01-8/05 1pm to 4:30pm			
Minecraft® Machine Marvels (half-day)	8 and up	6/27-7/01 1pm to 4:30pm						8/08-8/12 9am to 12:30pm		
Minecraft® Mini-Game Inventions (half-day)	8 and up				7/18-7/22 1pm to 4:30pm		8/01-8/05 9am to 12:30pm			
Minecraft® Mod Creator (full-day) **NEW!	8 and up		7/05-7/08 9am to 4:30pm			7/25-7/29 9am to 4:30pm				8/22-8/26 9am to 4:30pm
Minecraft® Survival (half-day)	8 and up							8/08-8/12 1pm to 4:30pm		
Programming in Scratch (full-day) **NEW!	8 and up		7/05-7/08 9am to 4:30pm			7/25-7/29 9am to 4:30pm				
LEGO® EV3 Robotics Engineering (full-day)	8 and up		7/05-7/08 9am to 4:30pm				8/01-8/05 9am to 4:30pm			
LEGO® NXT Robotics Engineering (full-day)	8 and up				7/18-7/22 9am to 4:30pm					
3D Modeling (full-day)	9 and up	6/27-7/01 9am to 4:30pm						8/08-8/12 9am to 4:30pm		
2D Cartoon Studio (half-day) **NEW!	9 and up	6/27-7/01 1pm to 4:30pm				7/25-7/29 9am to 12:30pm				8/22-8/26 1pm to 4:30pm
3D Animation (full-day)	9 and up			7/11-7/15 9am to 4:30pm			8/01-8/05 9am to 4:30pm			
3D Game Design (full-day)	9 and up			7/11-7/15 9am to 4:30pm				8/08-8/12 9am to 4:30pm		
Web Design -HTML & CSS (full-day)	9 and up			7/11-7/15 9am to 4:30pm			8/01-8/05 9am to 4:30pm			
3D Character Animation (full-day) **NEW!	10 and up				7/18-7/22 9am to 4:30pm			8/08-8/12 9am to 4:30pm		
App Inventor (full-day) **NEW!	10 and up					7/25-7/29 9am to 4:30pm			8/15-8/19 9am to 4:30pm	
Minecraft® Mod Programming (full-day)	10 and up			7/11-7/15 9am to 4:30pm					8/15-8/19 9am to 4:30pm	
Intro to Python ® Program (full-day) **UPDATED	10 and up				7/18-7/22 9am to 4:30pm					8/22-8/26 9am to 4:30pm

ADVENTURES IN 3D MODELING

3D Modeling

Age: 9 and up *Prereq: none*

Make your own 3D creations! You will learn leading-edge technology skills using a professional-level modeling software to sculpt, texture, arrange and render your own 3D creations. This class provides a foundation in technology and engineering skills as students learn to conceptualize and design in 3D. Students will also be instructed on how to order 3D prints of your creation online. This makes the world of 3D printing accessible to anyone - even those that never seen a 3D printer in action.

Sessions: *6/27-7/01 from 9am to 4:30pm* *8/08-8/12 from 9am to 4:30pm*

ADVENTURES IN 3D PRINTING

Introduction to 3D Printing

Age: 8 and up *Prereq: none*

Welcome to the world of 3D printing … the technology that will change the way we live! You will learn about 3D printing hardware such as the printer parts, how the printer works, the printing methods and the printing material. Our Instructor will guide the students in creating 3D models using simple CAD (computer aided design) software that is easy to learn. Students will design multiple objects, and will have at least one object of their choice 3D printed.

Sessions: *7/25-7/29 from 9am to 12:30pm* *8/15-8/19 from 1pm to 4:30pm*

ADVENTURES IN ANIMATION

Brickfilms

Age: 7 and up *Prereq: none*

Lights…Camera…Action! If you've ever wanted to direct your own movies or like making up stories, then this course is for you. Create your unique story on a storyboard. Design your own movie set with LEGO® mini-figures, bricks, plates and background pictures. Using webcams, stop-motion movie software, and video editing software, you will create animated movies with titles, credits, transitions, and sound effects including your own narration. This is a fun course to take with a friend.

Sessions: *6/27-7/01 from 9am to 12:30pm* *7/11-7/15 from 9am to 12:30pm*
7/25-7/29 from 1pm to 4:30pm *8/08-8/12 from 1pm to 4:30pm*
8/22-8/26 from 1pm to 4:30pm

2D Cartoon Studio **NEW

Age: 9 and up *Prereq: none*

Bring your imagination to life through cartoons in the style of Nickelodeon or Cartoon Network. Using an intuitive 2D animation software you will work with drawing tools, bone-rigging system, animation timeline, sound and special effects. Start with your characters, which can be imported or created. Next, you will add "bones", and then edit with multiple layers, sounds and special effects. This course is a fun and exciting way to introduce students to the professional animated cartoon skills.

Sessions: *6/27-7/01 from 1pm to 4:30pm* *7/25-7/29 from 9am to 12:30pm*
8/22-8/26 from 1pm to 4:30pm

3D Character Animation **NEW

Age: 10 and up *Prereq: none*

Learn how to create animated movies using Minecraft-like characters! You will use a simple image editor to create your characters, and then use a 3D animation software to animate your characters. With a focus on character animation concepts like facial expressions and biped animation, you will learn key 3D character animation skills. Students will master key 3D animation concepts, laying the foundation for a future career in animation, or simply giving kids a fun, productive artistic outlet.

Sessions: *7/18-7/22 from 9am to 4:30pm* *8/08-8/12 from 9am to 4:30pm*

3D Animation

Age: 10 and up *Prereq: none*

Create your own 3D animated movies, just like the animated movies by Disney, Dreamworks or Pixar! Starting with a static scene, you will bring it to life using a free 3D software tool. At the end of the course, you will have your own animated movie that you created from scratch. This course is a unique opportunity to learn animation in an exciting, meaningful way. You will come away with an impressive project, as well as a foundational knowledge of a professional 3D animation skill.

Sessions: *7/11-7/15 from 9am to 4:30pm* *8/01-8/05 from 9am to 4:30pm*

ADVENTURES IN DIGITAL GRAPHICS

Story Visualizer **NEW *Age: 6 to 7 Prereq: none*

You will build your story with LEGO® creations such as mini-figures, animals, bricks, building plates and a helpful story spinner. Then, you will capture your creation with a software, and digitally publish your story. As the students work with storyboarding, scene creation, characters, dialogue creation and storylines; they are developing their skills in language arts, creative and critical thinking. Students also learn how to naturally integrate technology and digital learning.

Sessions: *7/05-7/08 from 1pm to 4pm* *8/22-8/26 from 9am to noon*

Comics Life Creation **NEW *Age: 8 and up Prereq: none*

Make a stunning comic! Convert photos into comic artwork. Use green screen backgrounds. Add speech balloons, caption and title. Use the Script Editor to write your story. With the drag and drop feature, the software makes it easy to go from a blank page to a complete comic! Key elements of a story such as character, setting, and plot are conveyed through a combination of pictures, captions, and dialogue. Comic creation facilitates students to make visual and verbal connections.

Sessions: *7/05-7/08 from 1pm to 4:30pm* *8/22-8/26 from 9am to 12:30pm*

Crafty Graphic Design *Age: 8 and up Prereq: none*

Show your creative side. Make customized tshirts, mousepads, keychain, magnets, buttons, greeting cards, and more with Photoshop Elements. This course will inspire the students to discover their inner-crafter to create customized gifts or keepsakes. This course provides hands-on experience from the inception of a design idea and the implementation of the idea into a finished product. You will design the graphics, and then work on the activities to get the design onto items that you can take home.

Sessions: *6/27-7/01 from 9am to 12:30pm* *8/15-8/19 from 9am to 12:30pm*

ADVENTURES IN ROBOTICS

WeDo® Robotics **UPDATED *Age: 6 and 7 Prereq: none*

Exciting introduction to robotics through building models and using a computer to program the models' behavior. Our models include ferris wheel, race car, merry-go-round, crane, various animals and more. Building models will improve spatial cognition and visulaization abilities. Programming encourages students to think logically to produce a specific action. Students will also learn about simple engineering concepts such as pulleys, belts, gears and levels, while having a blast.

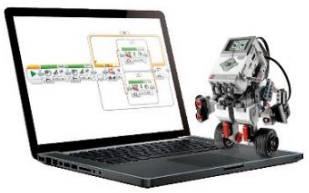
Sessions: *7/05-7/08 from 9am to noon* *8/08-8/12 from 9am to noon*

Junior Robotics **NEW *Age: 6 to 7 Prereq: none*

Calling all junior robotics engineers! You will work with programmable smarthub, motor, sensors and various Lego bricks to build and program models such as helicopter, truck, gorilla, frog, dolphin, caterpillar and more. This course offers hands-on activities that ignites students' curiosity, while enhancing their skills in science, engineering, technology, and coding. If you like WeDo Robots, you will love this course as we work on different projects from a different robot set.

Sessions: *6/27-7/01 from 1pm to 4pm* *7/18-7/22 from 1pm to 4pm*
8/01-8/05 from 9am to noon

LEGO® EV3 Robotics Engineering *Age: 8 and up Prereq: none*



As the students get familiar with the Lego® Mindstorms EV3 building and programming environment, they will learn about infrared sensor and beacon; flowcharts and logical sequences; EV3 brick programming app; and the new Lego® Mindstorms EV3 programming interface. Fun projects includes programming drawing robots, hammer robots, wrestling team robots and more. *This class is complementary to LEGO Mindstorms NXT Robotics course as different projects, software and robot sets are used.

Sessions: *7/05-7/08 from 9am to 4:30pm*
8/01-8/05 from 9am to 4:30pm

LEGO® NXT Robotics Engineering *Age: 8 and up Prereq: none*

Students will construct LEGO® Mindstorms NXT robots and program the robots through an obstacle course, play miniature golf, emulate a scorpion, produce spin art, battle in a Sumo ring and more. Students will learn about Bluetooth remote control, programming with data hubs and Math concepts such as logic, range, random, variables and constants. *This class is complementary to LEGO Mindstorms EV3 Robotics course as different projects, software and robot sets are used.

Sessions: *7/18-7/22 from 9am to 4:30pm*

ADVENTURES IN PROGRAMMING

Learn to Code with ScratchJr **NEW *Age: 6 to 7* *Prereq: none*

Scratch Jr was designed for younger children as a precursor to other programming languages. Students control how their characters look and move; add sounds and images; and then use the programming blocks to bring their characters to life. As young children code with Scratch Jr, they learn to create and express themselves with the computer, rather than just interact with software created by others. Students learn to think sequentially, explore cause and effect, and problem-solving skills.

Sessions: *7/11-7/15 from 1pm to 4pm* *8/15-8/19 from 9am to noon*

Programming in Scratch *Age: 8 and up* *Prereq: none*

Scratch® is a programming language that was invented by MIT. Through the creation of interactive stories, animations and games, students will develop a foundation of programming concepts (such as variables, loops, conditional statements, event handling and more) that will prepare them for higher level programming language. In this class, you will also be programming Scratch® to intergrate external devices such as webcam, robots and Makey Makey. This is a fun way to be introduced to programming.

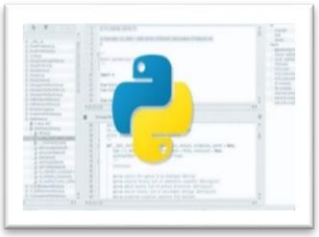
Sessions: *7/05-7/08 from 9am to 4:30pm* *7/25-7/29 from 9am to 4:30pm*

Web Design with HTML & CSS **UPDATED *Age: 9 and up* *Prereq: Comfortable with typing*

Would you like to own a website? This class will teach all you need to know to own a free website. Learn to build your webpages with a free software, subscribe to a free hosting service, and post your webpages on the Internet. You will learn the syntax of HTML (Hyperlink Text Markup Language) and CSS (Cascaded Style Sheets). Concepts will be explained, examples will be provided, and activities will be assigned. The class will also discuss of how the internet works.

Sessions: 7/11-7/15 from 9am to 4:30pm 8/01-8/05 from 9am to 4:30pm

Intro to Python ® Programming **UPDATED *Age: 10 and up* *Prereq: Comfortable with typing*



You will be coding in Python to create interesting programs such as jokes, cryptography, ASCII art and various games such as Hangman, TicTacToe, Mad Libs. Using an interactive programming shell, you will learn Python programming syntax.You will also learn programming concepts such as flow charts, truth tables, Cartesian coordinates and artificial intelligence. Python has a gentle learning curve while still being a serious language that is used by programmers professionally.

Sessions: *7/18-7/22 from 9am to 4:30pm* *8/22-8/26 from 9am to 4:30pm*

Minecraft® Mod Programming with Java *(see Adventures in Minecraft section)*

ADVENTURES IN APP DEVELOPMENT

App Inventor **NEW *Age: 10 and up* *Prereq: Experience with computers*

Want to make mobile apps? You can learn how to build apps using MIT App Inventor software, an innovative introduction to programming and app creation for Android devices. The software transforms the complex language of text-based coding into visual, drag-and-drop building blocks. This course will step you through building progressively more complex apps. You will learn how to build apps, programming concepts and terminology. You do not need to own a smart phone or tablet to take the class.

Sessions: 7/25-7/29 from 9am to 4:30pm 8/15-8/19 from 9am to 4:30pm

ADVENTURES IN ELECTRONICS

Electronic Gizmos **NEW *Age: 8 and up* *Prereq: none*

Unleash your inner inventor. Build and play with circuits to creating your own electronic inventions. Motors, wheels, lights, switches, servos, buzzers, etc are snapped together to invent a remote control racecar, build an automatic bubble blowing device, make a bumper ball game and more. In the midst of creating all the exciting electronic gizmos, student will learn about the electronics components, circuit diagrams, symbols, connections and polarities.

Sessions: *7/18-7/22 from 9am to 12:30pm* *8/15-8/19 from 1pm to 4:30pm*

ADVENTURES IN MINECRAFT

Minecraft® Survival

Age: 8 and up *Prereq: none*

You will navigate the Minecraft world, collaborate and communicate with each other to explore, complete quests, strategize and build creations. As the students work together to build a town, they will practice digital citizenship, creative thinking, teamwork and problem solving skills. Laptops are networked without internet access so that students can learn and have fun with each other in a safe "cyber" environment. Network , server and application concepts will also be discussed.

Sessions: 8/08-8/12 from 1pm to 4:30pm

Minecraft® Building Wonders

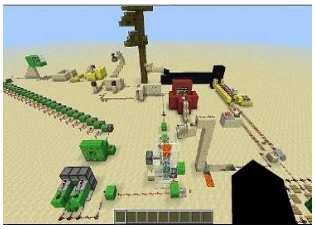
Age: 8 and up *Prereq: Experience with Minecraft*

Want to build some of those fancy, realistic-looking monuments in Minecraft? Utilizing various blocks, ores, crafted items, tools, students are challenged to replicate a famous structure and then design their own structure with some real and/or made-up fun facts. Teachers will provide tips and tricks on building better structures in Minecraft. This class maybe taken more than once, because different structure types from different geographical location and/or time period will be discussed.

Sessions: 6/27-7/01 from 9am to 12:30pm *8/01-8/05 from 1pm to 4:30pm*

Minecraft® Machine Marvels

Age: 8 and up *Prereq: Experience with Minecraft*



You will be creating contraptions with items such as pistons, pressure-plates, levels, buttons, trip wire, lava, water, doors, dispenser, TNT and redstone. The teacher will provide guidelines on how to build some simple machines. These simple machines will be connected to create an entertaining "Rube Goldberg" machine. In addition to learning about action and reaction, transfer of energy, this course will also showcase the students' logical ability as well as creativity.

Sessions: 6/27-7/01 from 1pm to 4:30pm *8/08-8/12 from 9am to 12:30pm*

Minecraft® Mini-Game Invention

Age: 8 and up *Prereq: Experience with Minecraft*

You will be creating interactive mini-games in Minecraft. Instructor will guide the students to start creating simple games, and then move on to more complex games. Some sample games are target games, races, Connect Four, roller coaster, chutes and ladders and more. The rules of the games will be analyzed, and broken down to functions, which will be translated into the Minecraft world. Students will design, plan, build, test, evaluate, and redesign or deploy the mini-games.

Sessions: 7/18-7/22 from 1pm to 4:30pm *8/01-8/05 from 9am to 12:30pm*

Minecraft® Mod Creator **NEW

Age: 8 and up *Prereq: Experience with Minecraft*

Want to learn how to create Minecraft mods, but not ready to learn programming? This course introduces the modding process without any programming knowledge. Students will reinforce the fundamentals of computers such as file and folder organization, file transferring; "if-then" logic and mathematical concepts. You will create mod types such as custom machines, events, structures, dimensions, toolsets, weapons and much more! The possibilities are limited by your imagination.

Sessions: 7/05-7/08 from 9am to 4:30pm 7/25-7/29 from 9am to 4:30pm
8/22-8/26 from 9am to 4:30pm

3D Character Animation **NEW *(see Adventures in Animation section)*

Minecraft® Mod Programming with Java

Age: 10 and up *Prereq: Experience with Minecraft*

Learn Java programming with Minecraft! You will design and program your own Minecraft. mods such as swords, tools, blocks, foods, biomes, achievements, and mobs. For every item, block or creature, you design the graphics, then modify the Java code to quickly program their new features. Learn the fundamentals object-oriented programming such as object instantiation, call methods, parameter definitions, and run loops, without being bogged down with typing hundreds of lines of code.

Sessions: 7/11-7/15 from 9am to 4:30pm *8/15-8/19 from 9am to 4:30pm*

ADVENTURES IN GAME DESIGN

Microsoft ® Kodu Game Lab

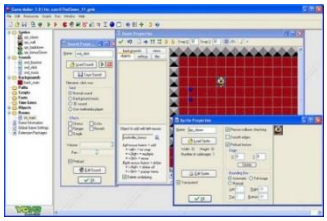
Age: 8 and up *Prereq: none*

Microsoft's Kodu is a visual programming language made specifically for game development and provide primitives from gaming scenario. The language is simple and entirely icon-based. Programs are composed of pages, which are broken down into rules, which are further divided into conditions and actions. Kodu can express advanced game design concepts in a simple, direct, and intuitive manner. Kodu provides an end-to-end creative environment for designing, building, and playing games.

Sessions: *6/27-7/01 from 9am to 12:30pm* *8/15-8/19 from 9am to 12:30pm*

Game Creation - Arcade

Age: 8 and up *Prereq: none*

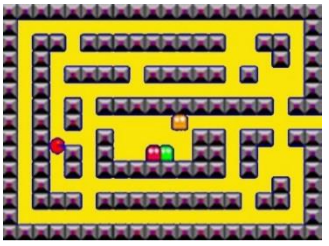


You will create your own customized arcade-style with game elements such as the player, enemies, bonuses, levels, lives, and program object movements. You can be as creative as you want as you decide on the theme, characteristics of the player and enemy, design of game levels, health point, number of lives etc. In addition to having fun and gaining a sense of accomplishment, you will learn about programming logical functions such as conditionals, control structures, variable, syntax and more.

Sessions: *7/05-7/08 from 9am to 12:30pm* *8/01-8/05 from 1pm to 4:30pm*

Game Creation – Pacman

Age: 8 and up *Prereq: none*



PacMan is among one of the most popular arcade-style video games that appeals to young and old, as well as both genders. You will create maze games that will focus on the strategies for good quality games for the appropriate age and difficulty level. In additional to implementing strategies, and learning the basic software skills , students will learn about designing a splash page, changing sprite during the game, reversing directions, moving to new level based on scores.

Sessions: *6/27-7/01 from 1pm to 4:30pm* *8/15-8/19 from 1pm to 4:30pm*

Advanced Game Maker - Platform

Age: 8 and up *Prereq: Familiar with GameMaker*

Learn the foundation of platform games like the Super Mario or Maple Story. You will be guiding the player to jump between suspended platforms, over obstacles or both to advance the game; and to collect bonuses to scroe point. This course will teach how to implement a side scrolling game with gravity, drawbridges, platforms, bosses, levels, effects. You will learn how to further your game design skills, as well as reinforcing your knowledge of programming logic.

Sessions: *7/18-7/22 from 9am to 12:30pm* *8/22-8/26 from 9am to 12:30pm*

Advanced Game Maker - RPG

Age: 8 and up *Prereq: Familiar with GameMaker*

You will design an adventure game called RPG (role playing game) where the player assumes the role of the characters. In our game, the setting is a fantasy world consisting of a town, a forest, dungeons and castles. The player will act out quests through a process of decision making. Students will learn some advanced gamemaking design skills such as naratives, enemy behavior and special effects, while expanding their creativity, and technical knowledge to create a game of larger scale.

Sessions: *7/25-7/29 from 1pm to 4:30p* *8/22-8/26 from 1pm to 4:30pm*

3D Game Design

Age: 9 and up *Prereq:Familiar with game-making*

You will create your own amazing 3D world from start to finish. Learn how to operate and design within a three dimensional space , and gain a thorough understanding of the X, Y, and Z axes as they create complex 3D layouts for their levels. Adjust lighting, textures, and materials in their game in order to design a world exactly the way they imagine it. Throughout the course, we encourage students to use creativity, while also stressing fundamental principles of 3D Game Design.

Sessions: *7/11-7/15 from 9am to 4:30pm* *8/08-8/12 from 9am to 4:30pm*

We also offer year-round enrichment classes and parties/events at our location or your location.

COMPUTER ADVENTURES

(914) 218-8175 westchester@computeradventures.com
Camp Location: 605 Millwood Road, Mount Kisco, NY 10549

Summer Camp 2016 Registration Form

Parent/Guardian Information

Parent/Guardian First Name:
Parent/Guardian Last Name:
Email:
Primary Phone: Secondary Phone:
Home Street Address:
City: State: Zip Code:

Student Information

Student First Name:
Student Last Name:
Gender: ☐ Male ☐ Female
Date of Birth:
School Name:
Grade in Fall 2016:

Student Medical Information

Physician Name:
Physician Phone:
Allergies:
Medication:
Medication Reason:

Emergency Contact - *Enter individual(s) other than yourself*

First Name:
Last Name:
Primary Phone: Secondary Phone:
Relationship to Camper:

Authorized for Pickup - *Enter individual(s) other than yourself*

First Name:
Last Name:
Primary Phone: Secondary Phone:
Relationship to Camper:

Additional Questions

How did you hear about us?

I give permission to use images and/or words of my child in promotional materials and news stories.

☐ Yes ☐ No

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Camp Location: 605 Millwood Road, Mount Kisco, NY 10549

Summer Camp 2016 Registration Form

Session/Course Registration

Weekly Session/Course Name	Start Date (mm/dd/yy)	Start Time (9am or 1pm)	Cost
Total Amount			
Subtract Early Bird Discount (before 4/1 - $20/session)			
Subtract AM-PM Discount ($100 a week) (AM&PM sessions for same week and same camper)			
Subtract Discount Code (enter code ☐)			
Amount Due			
Subtract Amount Paid			
Outstanding Amount (due on May 15)			

Payment Information

I agree to pay $☐ on ☐ (today's date)& the outstanding amount $☐ on May15.

Check one:

☐ Cash ☐ Check# ☐ (payable to Computer Adventures)

☐ Visa ☐ Mastercard ☐ Discover ☐ AMEX

Credit Card #: ☐

Expiration Date: ☐ Verification Code (CVC): ☐

Name on Credit Card: ☐

Billing Street Address: ☐

City: ☐ State: ☐ Zip Code: ☐

Phone number: ☐

Signature: ☐