Details:

One week camp from 9-12 each day (roughly 2.5 hours of instructional time per day)
Approximately 16 children in grades 4-6, working in pairs, most likely using Chromebooks

Monday	Tuesday	Wednesday	Thursday	Friday
Introduction to Scratch: Getting Started **Introduction to Scratch: Variables and Decisions**	**Introduction to the Finch: Through the Maze** Write code to move the Finch with the keyboard **Finch Dance Party!** Choreograph Finch movement and lights to a piece of music.	**Through the Maze II** Write code for the Finch to move autonomously through the maze, using sensors	**Games with the Finch** Use the Finch accelerometer to control the movement of a Scratch sprite in a game.	**Use Your Imagination!** Time for students to create their own project or take one of the earlier projects further.
Introduction to Scratch: Loops and Sound	**Introduction to Sensors: Follow the Light!** Adjust the speed of the robot based on the value of the light sensors.	**SquirrelBot** Use random numbers to select different actions when the light sensor is triggered.	**Use Your Imagination!** Time for students to create their own project or take one of the earlier projects further.	**Demonstration for parents**