

# TIMETABLE FOR TECHKIDS CAMP 2021



Day 1 - Introductory Training	
Time	Activity
7.45am – 8.15am	<ul style="list-style-type: none"> <li>Arrival and registration of participants</li> </ul>
8.16am	<ul style="list-style-type: none"> <li>Safety briefing and welcoming remarks by AITI</li> </ul>
8.30am	<ul style="list-style-type: none"> <li>Ice-breaking</li> </ul>
9.00am	<ul style="list-style-type: none"> <li>Workshop 1: Introduction to Scratch application</li> </ul>
9.30am	<ul style="list-style-type: none"> <li>Morning break</li> </ul>
9.45am	<ul style="list-style-type: none"> <li>Workshop 2: Story telling – How to structure a story</li> <li>Workshop 3: Story boarding – How to design the visual aspects of projects</li> </ul>
11.45am	<ul style="list-style-type: none"> <li>Workshop 4: Using Scratch – How to create projects using Scratch</li> </ul>
12.15pm	<ul style="list-style-type: none"> <li>Lunch break</li> </ul>
1.30pm	<ul style="list-style-type: none"> <li>Workshop 4 continues</li> </ul>
2.45pm	<ul style="list-style-type: none"> <li>Afternoon break</li> </ul>
3.00pm – 4.30pm	<ul style="list-style-type: none"> <li>Workshop 4 continues</li> </ul>
Day 2 - Training & Challenge 1: Animation	
Time	Activity
7.45am – 8.15am	<ul style="list-style-type: none"> <li>Arrival and registration of participants</li> </ul>
8.16am	<ul style="list-style-type: none"> <li>Training on creating animations using Scratch functions</li> </ul>
9.30am	<ul style="list-style-type: none"> <li>Morning break</li> </ul>
9.45am	<ul style="list-style-type: none"> <li>Training on creating animations using Scratch functions continues</li> </ul>
12.00pm	<ul style="list-style-type: none"> <li>Lunch break</li> </ul>
1.00pm – 4.30pm	<ul style="list-style-type: none"> <li>Challenge 1 – Making creative animations</li> <li>Afternoon break (free flow)</li> </ul>
Day 3 - Training & Challenge 2: Games	
Time	Activity
7.45am – 8.15am	<ul style="list-style-type: none"> <li>Arrival and registration of participants</li> </ul>
8.16am	<ul style="list-style-type: none"> <li>Training on creating interactive games using Scratch functions</li> </ul>
9.30am	<ul style="list-style-type: none"> <li>Morning break</li> </ul>
9.45am	<ul style="list-style-type: none"> <li>Training on creating interactive games using Scratch functions continues</li> </ul>
12.00pm	<ul style="list-style-type: none"> <li>Lunch break</li> </ul>
1.00pm – 4.00pm	<ul style="list-style-type: none"> <li>Challenge 2 – Creating interactive games</li> <li>Afternoon break (free flow)</li> </ul>
4.30pm	<ul style="list-style-type: none"> <li>Announcement of Finalists – Based on Challenge 1 &amp; 2, ten (10) teams will be shortlisted for the Final Challenge</li> </ul>
Day 4 - Final Challenge & Awards (Only for Top 10 Finalists)	
Time	Activity
7.45am	<ul style="list-style-type: none"> <li>Arrival of participants</li> </ul>
8.00am – 11.00am	<ul style="list-style-type: none"> <li>Final Challenge - Ten (10) teams will develop animation and games based on the given theme.</li> <li>Morning break (free flow)</li> </ul>
11.00am – 12.00pm	<ul style="list-style-type: none"> <li>Lunch break</li> </ul>
12.10pm – 2.55pm	<ul style="list-style-type: none"> <li>Team presentation to panel of judges</li> </ul>
3.00pm – 3.30pm	<ul style="list-style-type: none"> <li>Judges deliberation</li> </ul>
3.45pm – 5.00pm	<ul style="list-style-type: none"> <li>Prize presentation and award ceremony</li> </ul>