BLACK ROCKET 2015

SCIENCE, TECHNOLOGY, ENGINEERING & MATH (STEM)
• SUMMER CAMPS •
FOR STUDENTS (AGES 8-10 & 11-14)

Learn how to build digital games and apps at a Black Rocket Camp! Your child will be learning skills that are fun and important to their future. Brought to our community by Tech Lions using UNA faculty and students as teachers, your student will have an experience they will be talking about to all their family and friends! A Black Rocket Camp puts your kids in Motion! Depending on your child, any or all of the programs may be appropriate.

CAMP • JUNE 15 – 19
App Attack (Ages 8-10), 9-Noon
App Attack (Ages 11-14), 9-Noon
Make your first 3D Video Game (Ages 8-10), 1-4pm
Make your first 3D Video Game (Ages 11-14), 1-4pm

CAMP • JULY 13 – 17
Code Breakers (Ages 8-10), 9-Noon
Code Breakers (Ages 11-14), 9-Noon
Minecraft Modders (Ages 8-10), 1-4pm
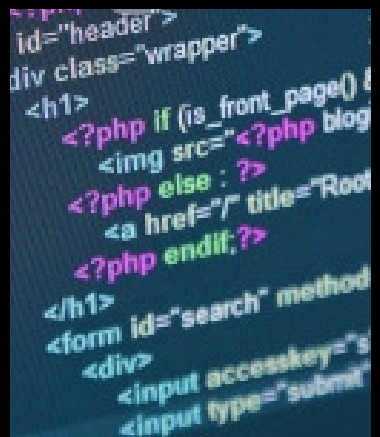**Minecraft Modders** (Ages 11-14), 1-4pm

WWW.BLACKROCKET.COM

UNA TECH LIONS

*Cost: $170.00
per student, per class
Location: UNA Campus*

*For more information,
contact Shelia Sisson
by calling 256-765-5987
or sdsisson@una.edu*

Register Today!
Call 1-800-825-5862, Ext. 4862 or (256) 765-4862
www.una.edu/continuing-studies

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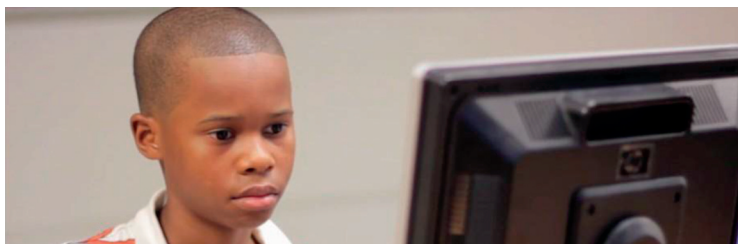
COURSE DESCRIPTIONS

"The magic in every camper comes to life as never before when they are empowered to be as creative as they were all born to be! Black Rocket has over a decade of experience designing camps in the S.T.E.M. and Digital Arts fields. Every program is powered by the camper's innate imagination and designed to bring their ideas to life in a fun, hands-on, learning environment. From concept to creation students will demonstrate their masterpiece to the world at the end of each week! All Black Rocket programs mirror real life experiences and the collaborative nature of the design process. Students will work in pairs or teams for most of the program."

App Attack!

Take the first steps into the world of mobile app design and customize your own game app! Using a specialized app & game development tool, students will explore the world of webbased apps. In addition to learning the basics of mobile app design and game development, you will also see firsthand how the world of App publishing functions. Student created apps will be accessible on a private site and can be played on any mobile device or computer. No prior experience is necessary and students do not need to own a smartphone or tablet to take the class. Students will work in pairs or teams for most of the program.
Ages 8-10 and 11-14

Code Breakers

Calling all future coders, programmers, & designers! Learn the basics of coding languages like HTML, JavaScript, and CSS through a series of web projects and design challenges each day and be on your way to becoming the next tech star! Whether you want to be the next Mark Zuckerberg or the high school student who just made $1 million dollars for programming in his bedroom, this course has the essentials you need to begin your journey. Projects will be available on a Black Rocket website to share with friends and family. Students will work in pairs or teams for most of the program.
Ages 8-10 and 11-14

Make Your First 3D Video Game!

Try this new version of a Black Rocket classic! By popular demand, we redesigned our 3D game design class from beginning to end. This new class allows you to develop a game concept that goes well beyond the limitations of the traditional 2D game design classes. Students will learn the physics behind 3D games, explore beginner event scripting, level design, controlling flow of gameplay, and story telling. Student created games will be available on a password protected Black Rocket website to share with friends and family. Students will work in teams for most of the program.
Ages 8-10 and 11-14

Minecraft Modders

Use your favorite game to learn the basics of modding and foundations of programming. Learn scripting and logic statements as you create your first mod! Introductory coding will also be taught through a simulated environment inspired by Minecraft. Student projects will be available on a Black Rocket website to share with friends and family. To access their project at home, students must own a PC/MAC version of Minecraft. Tablet, phone, and game console version of Minecraft are not compatible. Students will work in teams for most of the program.
Ages: 8-10 and 11-14