SPRING CAMP 2025

PURE MINDS ACADEMY

RED Radisson

LITTLE EXPLORERS   AGES 4-6

Week	Activity 1 (9:30 to 10:30 am)	Activity 2 (10:45 am to 12:15 pm)	Activity 3 (12:45 to 2 pm)
Week 1 **16 - 18 Mar 2025** **(3 Days Only)**	**Magic of Air** Little explorers will discover the magic of air through playful activities like floating scarves, balloon races, paper planes, and "jumping" paper spiders. Children will experiment with blowing, spinning, and lifting objects while learning cause-and-effect and the basics of air movement.	**Scratch Jr – Animal Adventures** - Little coders will explore the animal kingdom through fun, interactive projects. Each day, children will code a mini story or game featuring animals — making them move, jump, or talk in silly and playful ways. Hands-on coding helps kids practice sequencing, problem-solving, and creativity while bringing their favorite animals to life.	**SPIKE Essential – Amusement Park Adventures** Kids will step into a playful amusement park world, designing rides, moving vehicles, and interactive attractions using SPIKE Essential. They'll build spinning carousels, roller coasters, and fun mechanical games, learning about motors, sensors, and simple programming while bringing their creative park to life.
Week 2 **23 - 27 Apr 2025**	**Tiny Scientists** Little scientists will explore the wonders of the world through playful, hands on experiments. From growing self-watering plants and creating colorful crystal geodes to making balloons rocket, invisible ink, and "elephant toothpaste," children will learn about air, water, chemical reactions, and physics in a fun and safe way.	**KUBO – Space Explorer Adventure** Young astronauts will guide KUBO through an intergalactic mission, navigating planets, dodging asteroids, and collecting stars along the way. Kids will use coding blocks to plan KUBO's path, solve simple puzzles, and explore the wonders of space	**WeDo 2.0 – Save the Planet** - Young engineers will become eco-heroes, using LEGO WeDo 2.0 to design, build, and program robots that help protect the planet. Children will tackle fun, hands-on challenges like rescuing objects in a "drop and rescue" mission, preventing floods with clever structures, building robust towers, and creating recycling trucks to sort materials. Through playful experimentation, problem-solving, and coding, kids will develop engineering skills while learning how technology can help the environment.

Timings: 9:30am to 2 pm
Drop-off timings: 8:30am onwards
Break timings: 10:30am to 10:45am (short break)
12:15pm to 12:45pm (lunch break)

+971 58 576 1450
puremindsacademy.com
info@puremindsacademy.com

SPRING CAMP 2026

PURE MINDS ACADEMY

FUTURE READY **AGES 7-9**

Week	Activity 1 (9:30 to 10:30 am)	Activity 2 (10:45 am to 12:15 pm)	Activity 3 (12:45 to 2 pm)
Week 1 **16 - 18 Mar 2025 (3 Days Only)**	**STEM Entrepreneur – Young Innovators Business Lab** Students will step into the role of young entrepreneurs as they turn creative ideas into real products with a focus on sustainability. From brainstorming and market research to budgeting, marketing, and presentations, kids will learn the basics of business through hands-on activities. The week concludes with a mini Business Fair where students showcase their creations, building confidence, creativity, and real-world problem-solving skills.	**Virtual Rescue Robots – Coding with VEX VR** Young coders will step into the world of virtual robotics as they guide rescue robots through exciting missions. Using VEX VR, students will program robots to navigate mazes, collect objects, and solve challenges while learning sequencing, loops, and problem solving skills in a fun digital playground.	**WEDO 2.0 – Community Helpers & Smart Machines** Kids will explore how technology helps people in their communities by building and coding real-life models using LEGO WeDo 2.0. From traffic lights and emergency vehicles to rescue boats, watermills, and seeding machines, students will discover how smart machines solve everyday problems while developing creativity, teamwork, and basic coding skills through hands-on projects.
Week 2 **23 - 27 Apr 2025**	**Engineering Lab** Young engineers will explore the magic of cardboard, bottles, straws, and everyday materials to design and build imaginative inventions. From trash bins and water dispensers to moving machines and creative contraptions, children will test, tweak, and decorate their creations while discovering simple machines, air pressure, and hands on engineering. Each activity combines problem solving, creativity, and playful experimentation to bring ideas to life.	**Think & Code: Algorithms with Scratch** Young thinkers will explore fun logic puzzles and creative challenges while learning how algorithms work. Using Scratch and a Rubik's Cube 2×2 as a real life example, kids will practice breaking problems into simple steps, spotting patterns, and turning their ideas into code building strong computational thinking skills through playful problem solving.	**Mega Machine Makers** Young inventors will explore the LEGO Simple & Powered Machines kit to build and test machines using gears, pulleys, motors, and levers. They'll create exciting projects like vehicles, cranes, and windmills, discovering how simple machines make life easier.

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SPRING CAMP 2026

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REAL-WORLD READY **AGES 10-14**

Week	Activity 1 (9:30 to 10:30 am)	Activity 2 (10:45 am to 12:15 pm)	Activity 3 (12:45 to 2 pm)
Week 1 **16 - 18 Mar 2025 (3 Days Only)**	**Engineering Innovation: Electronics & Coding** Students become future engineers by building a "Smart City" with Unikubo Kit, mastering electronic circuits and the seamless integration of sensors with motors. Through projects like Smart Traffic Systems and Autonomous Delivery Robots, children will master the art of machine control and hardware to software coding. This hands on experience teaches them how machines think and move, transforming them from technology users into the innovators of tomorrow.	**Algorithmic Minds: Mastering Logic & The Rubik's Cube** Unlock the code to better thinking. This program introduces students to the power of algorithms step by step plans to solve problems. Using the Rubik's Cube as our primary tool, we teach students to think smarter and organize their ideas in a way that makes sense. It is a hands on experience where logic meets fun, turning a simple toy into a powerful lesson in persistence and structured problem solving.	**Creative Circuitry: Engineering Art** In this unique fusion of art and technology, students learn to paint with light. By mastering Circuit Design using conductive materials and programming the Chibi Chip, they transform static artwork into interactive masterpieces. It is the ultimate STEAM experience, proving that engineering can be beautiful.
Week 2 **23 - 27 Apr 2025**	**Design a "Don't Wake Me Up" Machine: 3D Design & Fabrication** Students step into the world of digital fabrication to build the hilarious 'Don't Wake Me Up' machine. Using Laser Cutters for the frame and 3D Printers for the mechanics, they engineer a smart box that turns itself off instantly! It's the perfect introduction to mechatronics combining mechanical engineering, electronics, and fun.	**Python programming Fundmentals From Block to Text** Block coding is easy and fun, but text based coding is powerful. In this pivotal session, we help students graduate from drag and drop blocks to typing real code using Python, the world's most popular programming language, we bridge the gap between simple logic and professional syntax. Learning how to write loops, variables, and commands in text an essential first step toward becoming a fluent, professional programmer.	**Mechanical Engineering: Forces & Motion** Students dive into the physics of how things move. They analyze Mechanical Advantage by building complex gear systems, levers, and pulleys, then motorize them to create powerful machines. It is the foundation of all engineering—understanding forces, torque, and speed.

Timings: 9:30am to 2 pm
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