

SPRING CAMP 2025



LITTLE EXPLORERS

AGES 4-6

PURE
MINDS
ACADEMY

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)

Week 2
23 - 27
Apr 2025

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.

MTiny – Magical Adventure

Young explorers will embark on a magical journey with the MTiny robot, navigating wizards’ mazes, rescuing fairy princesses, and traveling through enchanted forests.

Through coding cards and interactive mazes, children will practice problem-solving, logical thinking, and sequencing, while STEM experiments like potion-making and bridge-building bring creativity and discovery 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.

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

ICblocks – Community Helpers

Children will explore different jobs through storytelling, crafting, and coding missions. Each day, they’ll “try out” a new profession, from chef to pilot to scientist by building related mini projects with ICblocks.

Learning about what each job does, how it helps others, and how coding and technology can make their dream job come alive.

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)



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SPRING CAMP 2026



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)	<p><u>Engineering Lab</u></p> <p>Young engineers will explore the magic of cardboard, bottles, straws, and everyday materials to design and build imaginative inventions.</p> <p>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.</p> <p>Each activity combines problem solving, creativity, and playful experimentation to bring ideas to life.</p>	<p><u>Think & Code: Algorithms with Scratch</u></p> <p>Young thinkers will explore fun logic puzzles and creative challenges while learning how algorithms work.</p> <p>Using Scratch and a Rubik's Cube 2x2 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.</p>	<p><u>Factory Fun Lab – Robotics with SPIKE Prime</u></p> <p>Young engineers will step into a fun robot workshop as they design and program robots to complete factory style tasks.</p> <p>Kids will build line following robots, conveyor belts, and robotic arms with grippers, learning how motors, sensors, and programming work together to automate tasks, bringing real world technology to life in a playful, hands on way.</p>
Week 2 23 - 27 Apr 2025	<p><u>Electric Wizards</u></p> <p>Young inventors will explore the magical world of electricity with Snap Circuits, static experiments, and motors.</p> <p>Kids will light LEDs, power buzzers, and build moving gadgets while learning about circuits, energy flow, and cause and effect.</p> <p>Hands on challenges encourage problem-solving, creativity, and a deeper understanding of how electricity powers the world around them.</p>	<p><u>Virtual Rescue Robots – Coding with VEX VR</u></p> <p>Young coders will step into the world of virtual robotics as they guide rescue robots through exciting missions.</p> <p>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.</p>	<p><u>My Smart World – IoT Smart Home Lab</u></p> <p>Kids will become IoT explorers as they build connected smart homes using Micro:bit and sensors.</p> <p>From lights that turn on automatically to plants that ask for water, students will code real systems that sense, think, and act bringing their cardboard cities to life through technology.</p>

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)



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SPRING CAMP 2026



STUDIO ONE
HOTEL

PURE
MINDS
ACADEMY

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)**

EV3 Engineering: Mechanics with Smart Factory

Students step into industrial engineers to build an automated Color Sorter.

They start by mastering the mechanics of motors and gears, then progress to building and coding a machine that organizes products by color.

It's a step by step journey from understanding basic motion to creating a smart, working factory robot.

Python programming Fundamentals 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.

Next-Gen Inventors: Building Reactive Machines

In this ultimate STEM challenge, students use real tools to cut and assemble materials, building complex structures like Smart Bridges, Hydraulic Arm.

They connect a Micro:bit brain to control the movement, turning raw materials into intelligent engineering structures.

Week 2

**23 - 27
Apr 2025**

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.

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.

Timings:

9:30am to 2 pm

Drop-off timings: 8:30am onwards

10:30am to 10:45am (short break)

Break timings: 12:15pm to 12:45pm (lunch break)



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