SPRING CAMP 2026

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 2026 (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 2026**	**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)

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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 2026 (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.	**AI Explorers – Learn with Smart Machines** Young learners will step into the exciting world of artificial intelligence and machine learning! Kids will train digital AI helpers, teach computers to recognize objects, sort items, and make smart decisions. Through interactive games and challenges, they'll see how AI learns from examples, make predictions, and improve their "AI friends" while developing problem-solving, logic, and creative thinking skills all in a safe, playful 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 2026**	**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.	**Gaming with AI – Create Smart Games with Pictoblox** Step into the world of AI-powered games! Kids will learn how to make games come alive using voice commands, body movements, and object recognition. By integrating AI into their Games, students can create characters that react, respond, and interact in smart ways. Along the way, they'll explore problem-solving, and creative thinking all while having fun building games that feel alive!	**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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12:15pm to 12:45pm (lunch break)

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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 2026 (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.	**AI Leadership: Critical Thinking & Control** AI won't replace people; those who lead AI will. We empower students to apply Critical Thinking across Coding, Writing, and Design. By mastering Prompt Engineering, they become the 'Pilots'—using AI to brainstorm and problem-solve while rigorously questioning every answer. It's about using technology to amplify their human potential in school and life, not replace it.	**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 2026**	**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.	**Future Robotics: Deep Learning & Vision** Ordinary robots follow remote controls; this one has a mind of its own. Students embed AI algorithms directly into the Nous Robot, enabling it to 'see' via camera and process data instantly. It teaches them how to build a truly autonomous machine that recognizes objects and makes its own decisions.

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