SPRING CAMP 2026

PURE MINDS ACADEMY

STUDIO ONE HOTEL

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 **9 - 13 March 2026**	**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.
Week 2 **16 - 18 March 2026 (3 Days Only)**	**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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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 **9 - 13 March 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!	**Factory Fun Lab – Robotics with SPIKE Prime** Young engineers will step into a fun robot workshop as they design and program robots to complete factory style tasks. 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.
Week 2 **16 - 18 March 2026 (3 Days Only)**	**Electric Wizards** Young inventors will explore the magical world of electricity with Snap Circuits, static experiments, and motors. Kids will light LEDs, power buzzers, and build moving gadgets while learning about circuits, energy flow, and cause and effect. Hands on challenges encourage problem-solving, creativity, and a deeper understanding of how electricity powers the world around them.	**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.	**My Smart World – IoT Smart Home Lab** Kids will become IoT explorers as they build connected smart homes using Micro:bit and sensors. 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.

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