

SUMMER CAMP 2026

FUTURE READY

AGES 7-9



STUDIO ONE
HOTEL

PURE
MINDS
ACADEMY

WEEK	STEM CHALLENGE 9:30AM - 10:30AM	ROBOTICS MISSIONS 10:45AM - 12:15PM	CREATIVE CODING 12:45PM - 2:00PM
Week 1 Jul 6 - Jul 10	Bio-Inspired Builders Nature has been solving engineering problems for millions of years. Students reverse-engineer gecko feet, spider webs, and bird wings to build their own nature-inspired creations.	Smart Spaces Students wire up their classroom with voice-activated lights, temperature-sensing fans, automatic doors, and intruder alarms, all built and programmed by them. Every sensor they add makes their space a little smarter and a little harder to sneak past.	Glitch Hunters Students are handed broken Scratch projects and one mission: find the bugs and fix them. Every glitch they crack makes them a sharper, more confident programmer.
Week 2 Jul 13 - Jul 17	Circuit Breakers Students bring paper to life with copper tape, LEDs, and programmable light using the Chibi Chip. From greeting cards to glowing 3D cubes, they discover how electricity flows and how to control it.	Gear Up Students build real working machines, dragsters, flywheelers, and motorised cars, discovering how gears change speed & power with every swap.	Secret Agents Students crack codes, encrypt secret messages, and uncover how cybersecurity protects information in the real world. By the end of the week, they know how hackers think — and how to stop them.
Week 3 Jul 20 - Jul 24	Invention Studio Young engineers design and build real working machines using everyday materials. From hydraulic claws to rubber band dragsters, every invention is tested, tweaked, and improved.	Code & Control Students build five completely different robots across the week — a dog, a frog, a weather machine, a vault, and a game — each one teaching a new way to make a machine think.	Scratch Stories Students build branching interactive stories where every choice the reader makes leads somewhere different. Code meets storytelling — and the ending depends entirely on what you click.
Week 4 Jul 27 - Jul 31	Structures Under Stress Students become structural engineers, testing how arches, beams, and towers handle weight before they fail. Every build is a competition between their design and gravity.	AI Week Students step into the world of AI, creating with it, questioning it, and programming it to respond to their face, their body, & their voice. From AI generated art to body controlled games, this is the week that changes how they see every screen.	AI Week Students use PictoBlox to build games controlled by their nose, their hands, and their voice — while exploring how AI sees, hears, and learns. The computer isn't just a tool this week. It's paying attention.

Camp timings: 9:30am to 2pm
Drop-off timings: 8:30am
onwards

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Week 5 Aug 3 - Aug 7	Invisible Forces Students explore the forces that move things without touching them – magnetism, static electricity, and invisible fields. They map, manipulate, and harness forces they cannot see.	Forces & Machines From fishing rods to walking dogs to mechanical batters, students build machines that lift, move, and strike using nothing but levers, pulleys, and linkages. Every build reveals a new way that simple mechanisms can do surprisingly powerful things.	Mission Control Students programme a virtual robot to navigate missions, collect objects, and solve challenges in a simulated environment. Every mission gets harder – and the only way through is smarter code.
Week 6 Aug 10 - Aug 14	Detective Science A crime has been committed and only science can solve it. Students dust for fingerprints, decode ink trails, and analyse evidence to crack the case before time runs out.	Propeller Lab Students harness the power of spinning propeller modules to build cars, hovercrafts, and boats, testing speed, thrust, and balance with every new design. The propeller stays the same; what changes is how cleverly they build around it.	Smart Money Students build their own financial decision-making game in Scratch, earning, spending, saving, and facing surprise challenges that test whether their choices were smart. Financial literacy delivered one block at a time.
Week 7 Aug 17 - Aug 21	The Pressure Lab Students harness the hidden power of air and water pressure to build hovercrafts, launch projectiles, and make robotic hands move. Nothing is powered by batteries just pure physics.	Build Smarter Students build a break dancer, a robotic hand, a factory inspector, a package sorter, and an autonomous rhino each one more independent than the last. The goal of the week is simple: by the end, the robot should be doing all the thinking.	Tech in Art Students combine circuitry and creativity to build light-up artwork, illuminated greeting cards, and interactive paper installations. The code is invisible but the glow is very real.
Week 8 Aug 24 - Aug 28	Sound Architects Students engineer sound building instruments, making vibrations visible, and constructing a working speaker from scratch. If they can hear it, they can build it.	Energy Lab Students build solar stations, wind turbines, and solar powered racing cars measuring real energy output and racing their results against each other. Every build answers the same question: which energy source wins, and why?	Python Pioneers Students take their first steps into real text-based coding, drawing shapes, creating patterns, and building simple games using Python's Turtle library. No more drag and drop, this is how real programmers write.

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