

Level UP

Earn achievements by completing lessons and quests

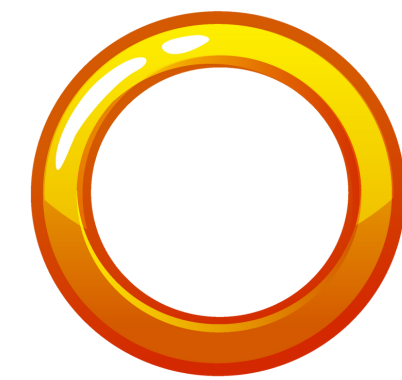
Escape Game

Breakout

Side Quest

Craft Quest

Monday



GAMES HAVE 5 ELEMENTS



GAMES HAVE CHARACTERS



I AM A GAMER



GAMES TELL STORIES

Tuesday



GAMES HAVE RESOURCES



PUZZLES HAVE PIECES



TEAMS PLAY GAMES



WE ARE GAMERS

Wednesday



GAMES HAVE MECHANICS



GAMES CREATE EMOTION



GAMES USE DIFFERENT SKILLS



GAMES HAVE PUZZLES

Thursday



GAMES ARE PLAYTESTED



GAMES USE CHANCE & STRATEGY



GAMES HAVE RULES



GAMES ARE CRAFTED

Friday



GAMES HAVE OBJECTIVES



GAMES ARE SERIOUS FUN

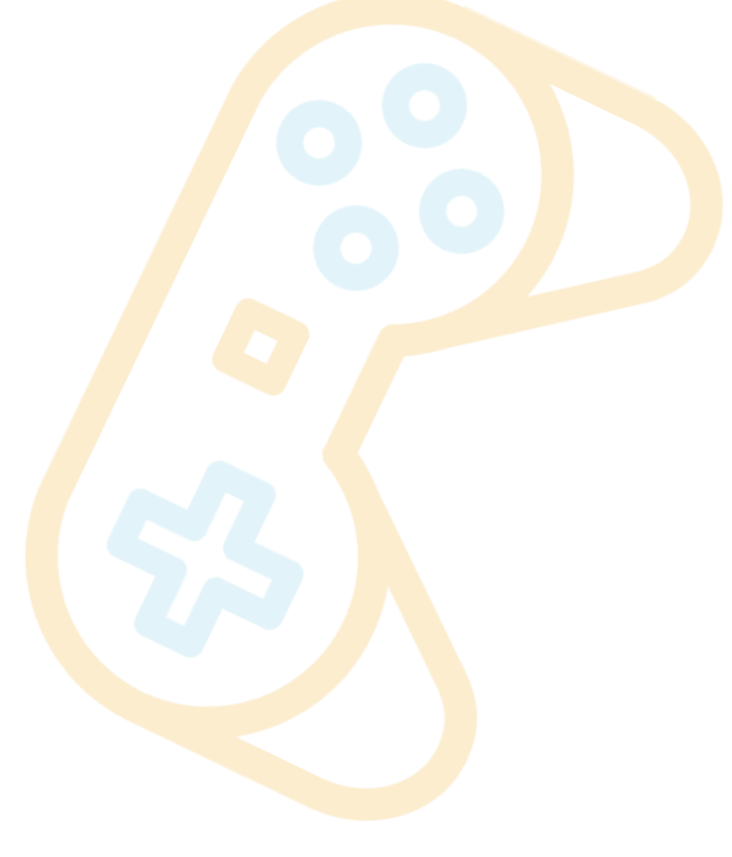


GIRLS MAKE GAMES TOO



GAMES WIN AWARDS

Leadership ROLES



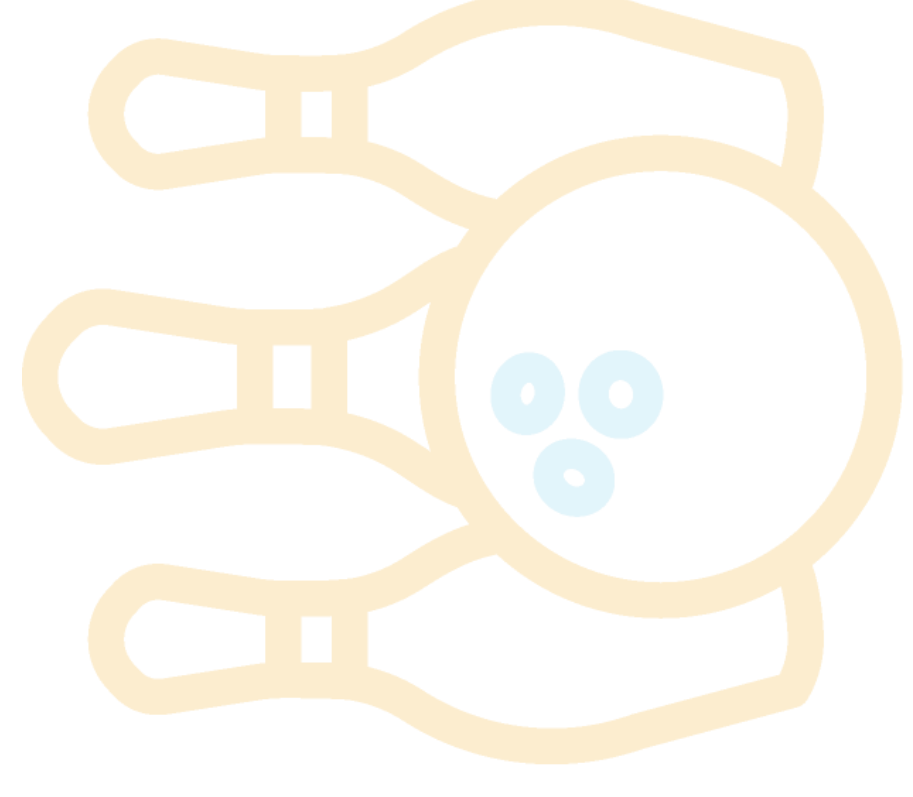
TIMEKEEPER

Attention! Your job is to make sure we stay on track and have a blast every day. Your role is to announce major transitions, like snack time and lunchtime, so nobody misses out on the deliciousness. And to make sure everyone is prepared, you'll give a friendly warning five minutes before any big change. So let's keep the camp adventures running smoothly with your amazing timekeeping skills!



MATERIALS SCIENTIST

Your role is to keep all the craft materials organized and ready for action. You'll make sure everything is in its proper place, so we can easily find what we need when we're making amazing crafts. Plus, you'll help remind everyone to clean up after themselves, because a clean space means a happy camp!



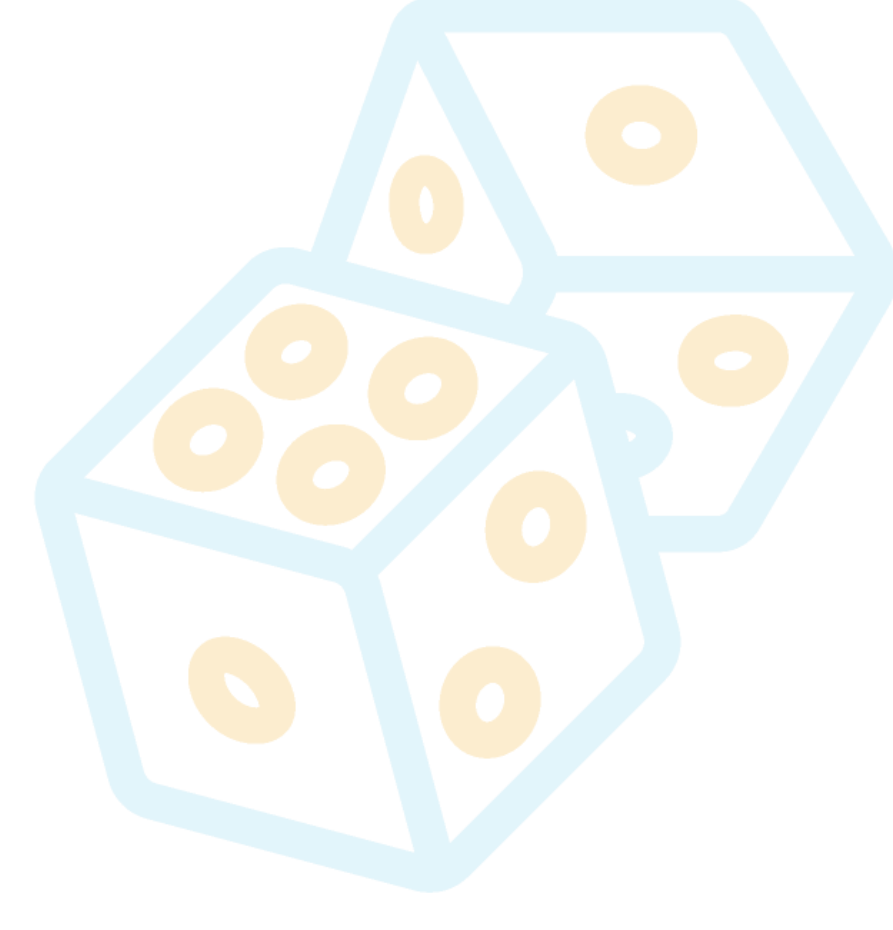
SOUND ENGINEER

Your job is to make sure everyone is having fun without being too noisy. You'll be like a superhero who monitors the noise level and helps keep things just right. You'll also get to decide whose turn it is to play awesome music on the Amazon Echo. So get ready to rock and roll, and keep the camp groove going!



GAMES CAPTAIN

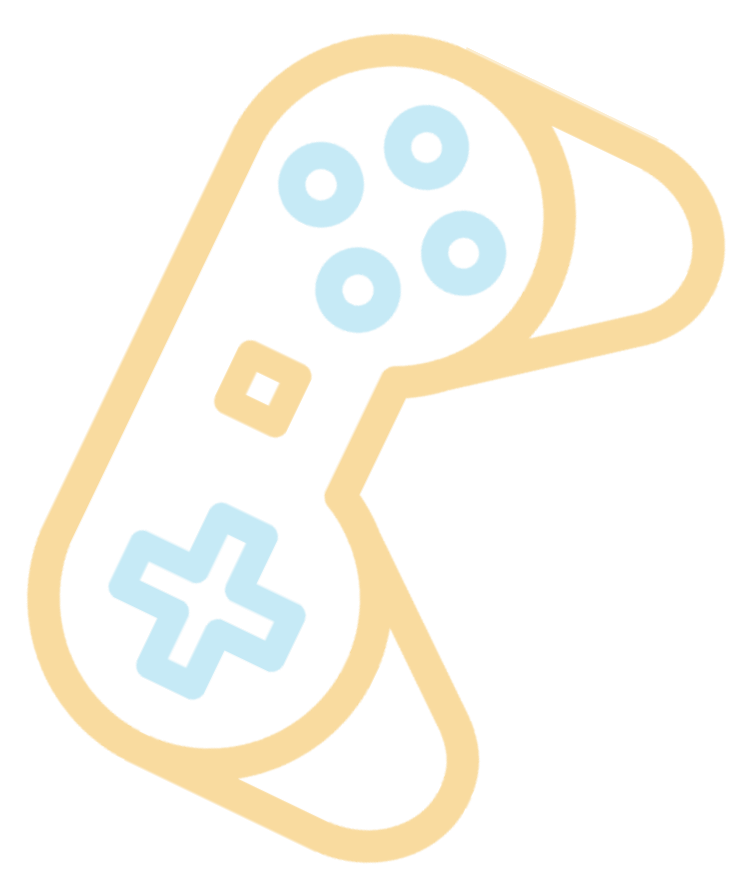
Get ready to lead the fun and excitement! Your job is to choose and lead awesome games for brain breaks or when things get a little too loud. You'll be the master of fun, bringing smiles and laughter to everyone's faces. So put on your thinking cap and come up with some epic games that will make today unforgettable!



SWING

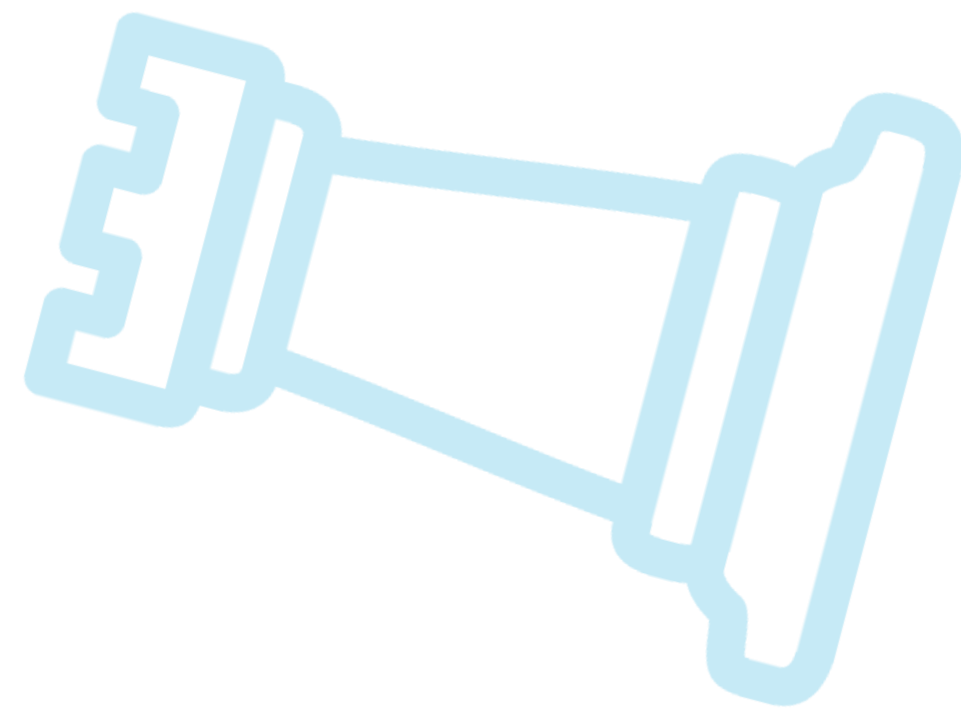
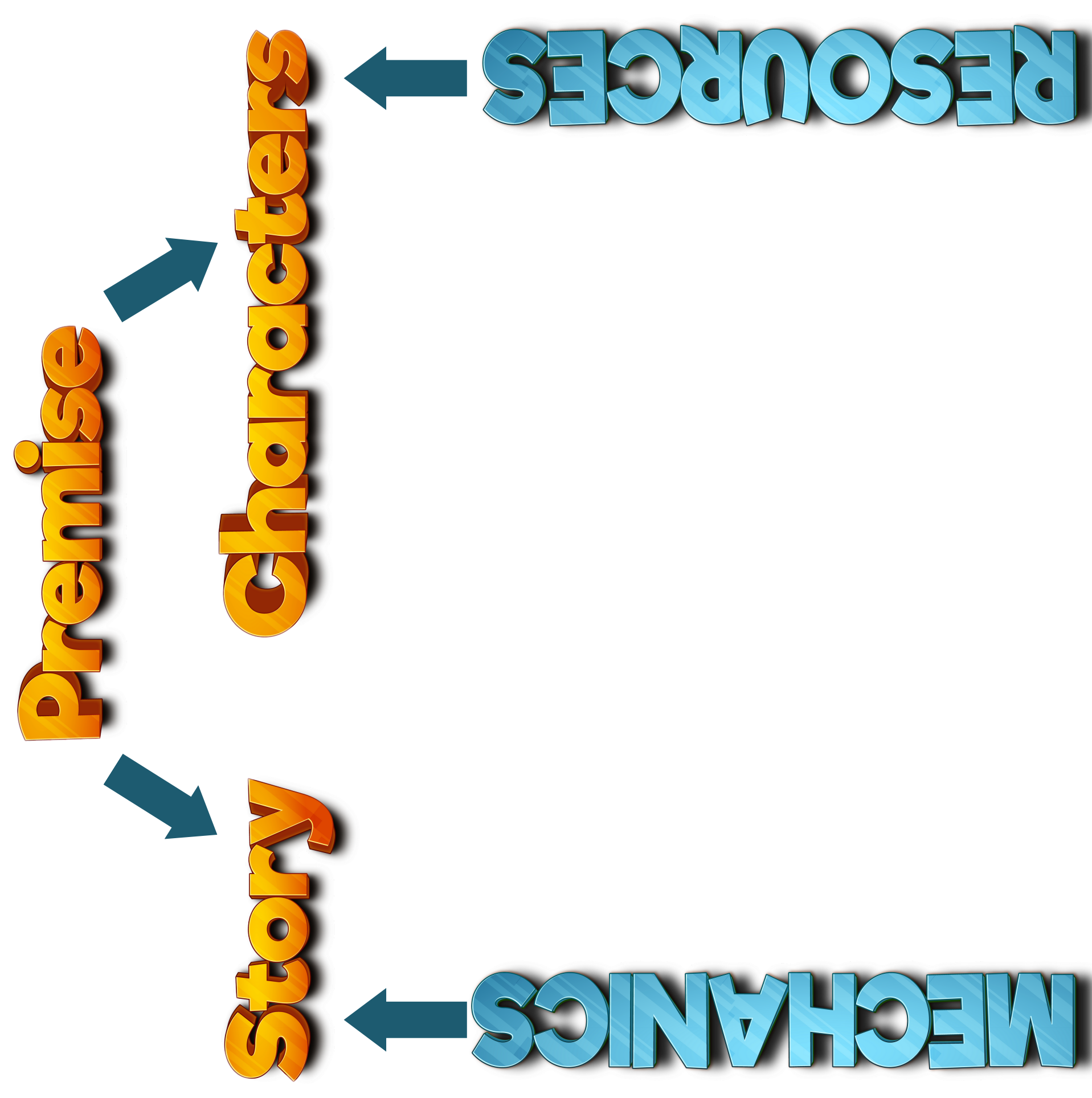
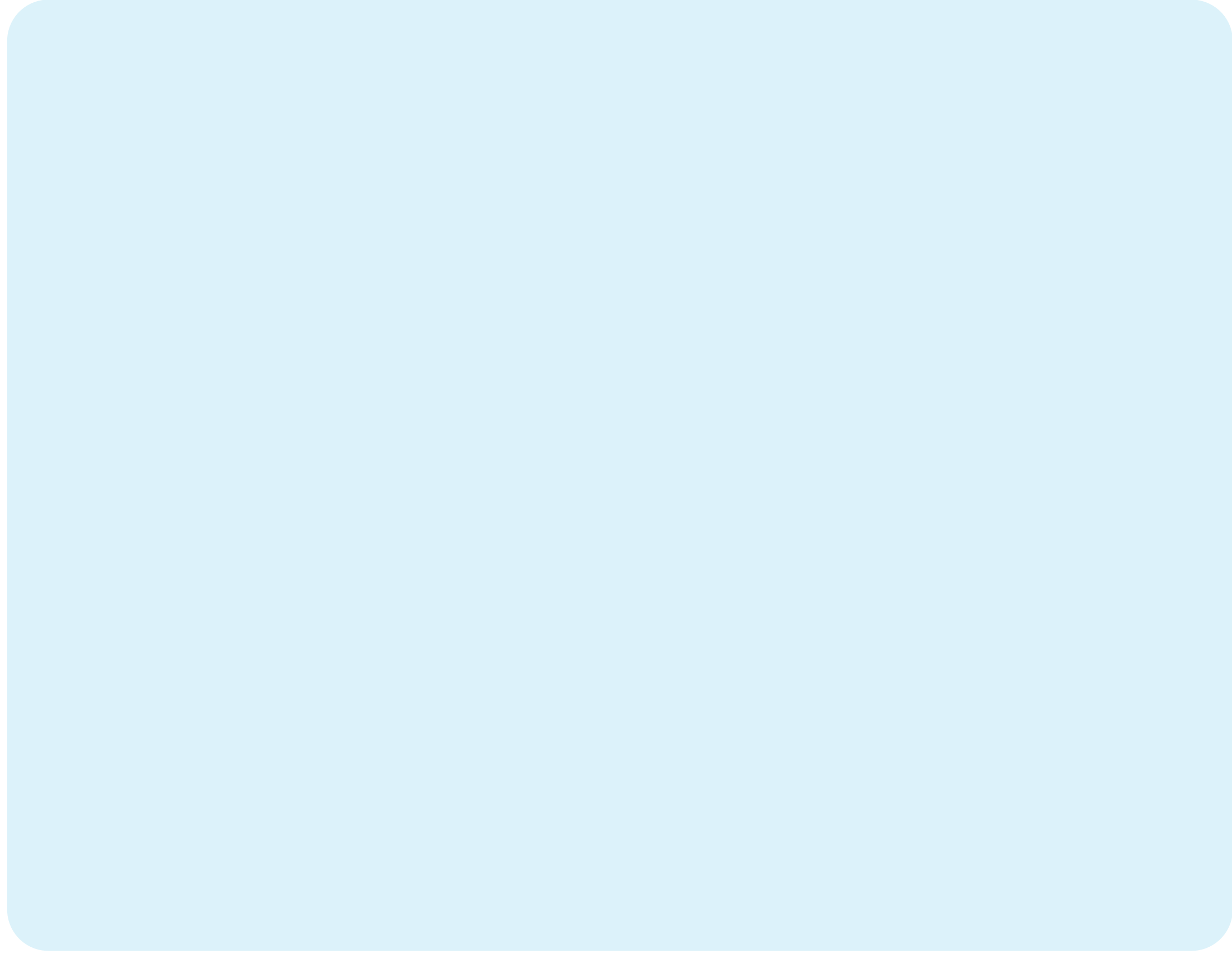
You're the superhero of flexibility and teamwork as the Swing. Your job is to fill in for any of the other roles if they need a break or if there's a special situation. It's like being the backup dancer who can step in and shine at any moment. So be ready to jump in and help out whenever and wherever you're needed, and show us your incredible adaptability!

Playful ACADEMY of Game Design



Daily SCHEDULE

Elements of GAMES



Camp Rules & CONSEQUENCES

