

2016 Marketing Information

Active Learning Services Presents:

The Sagemont School July 5 -July 8, 2016 (4-Day Camp)

Chess Camp

Ages 5-16, Introductory to Advanced

USA Chess is the largest and premier chess camp organizer for children in the United States. Their staff is comprised of the finest children's chess instructors in North America. Registration options include mornings, afternoon and all-day sessions. Campers experience chess instruction and play in a fun filled environment designed to improve their skills whether they are interested in casual or competitive chess. Tuition includes trophy, chess set and much more.

Gamebuilder Video Game Creation Camps

Active Learning Services' video game creation camps offer programs that use our custom designed curriculum that provide campers to use their creativity as they learn to program a video game using step-by-step instructions while learning about the history of game design, design concepts, game styles and more! There are no prerequisites. All video creation programs are half-day programs that can be combined with an additional Active Learning Services offering to make a full day camp.

Video Game Creation- Arcade Style

Ages 8-16, Introductory to Intermediate

The Arcade course is a program where the game that is created has action for each level all on one screen similar to Centipede, Asteroids, or Pac Man. The main character (which the children create) can be anything. Other characters (enemies) pursue the main character from off the screen or move about the screen. The character dodges the attacks of the enemies while scoring points for picking up objects and destroying the enemy objects. Options are endless and children create level after level for a full week of fun. This is a half-day program. Students can add an additional program to make it a full day camp.

Kudo Video Game Creation – Like Mario Go-Kart

Ages 7-16, Introductory to Intermediate

Children will create something similar to a Mario Go-Kart style game. What fun! Campers begin by designing their own world. Worlds can have mountains, valleys, lakes, hills, etc. or they can be a design unlike anything you have ever seen before. It's totally up to them! Next they place characters into the world and program them to move about, interacting with other characters, even talking using scripts written for the characters. They can program characters to pick up objects, engage opponents, and overcome villains.

Children will use their creativity as they build a world full of racing tasks. Whether it is collecting enough diamonds before time expires, navigating through the challenging obstacle course, or racing against a friend they are sure to have fun!

For more information please visit: www.activelearningcamps.com or call 888.652.4377. Registration must take place directly with USA Chess and not through The Sagemont School.

2016 Active Learning Services Summer Camp Tour			
Date	Place	Session	Price
July 5th-July 8th, 2016	The Sagemont School	Morning (9am-12pm)	<u>Chess</u> \$230 <u>Computer Camps</u> \$270
July 5th-July 8th, 2016	The Sagemont School	Afternoon (1pm-4pm)	<u>Chess</u> \$230 <u>Computer Camps</u> \$270
July 5th-July 8th, 2016	The Sagemont School	All-Day (9am-4pm)	<u>Chess</u> \$350 <u>½ Day Chess & ½ Day Any Computer Camp</u> \$390 <u>Any Two ½ Day Computer Camps</u> \$415