

## "Science is about why, engineering is about why not." ~Dean Kamen

River City Robotics (formerly Vex for Noobs) is offering two week-long day camp sessions this July. Each will expose students to the basics of robotics operation and design, while building fundamental skills that can

be applied to all aspects of their lives. All students with an interest in math, science, and/or engineering are encouraged to enroll.

Students **ages 13-17** will engage in hands-on activities and classroom exercises geared toward a competitive challenge at the end of each week.

Both sessions will be held at **VCU's School of Engineering** on the corner of Main St. and Belvidere Blvd. in Richmond, Virginia.

\*Registration for each session is **\$200** if

postmarked by June 30th and includes lunch and the use of all materials necessary. After June 30th, registration will increase to \$250. Space is limited to 30 students each week.

Kids should be dropped off between 8:30 and 9:00 in the morning and picked up promptly at 4:00 in the afternoon. If you need to make an earlier drop-off or a later pick-up, please contact us ahead of time to make arrangements

## For more information or to request a registration form, send an email to RiverCityRobotics@gmail.com

Info you need to know	
SESSION 1	July 14th-18th
What's Covered	basic robotics concepts and simple programming in RobotC
Cost to Attend	\$200*
Experience Needed	None
SESSION 2	July 21st-25th
What's Covered	advanced robotics concepts and autonomous programming in RobotC
Cost to Attend	\$200*
Experience Needed	Session 1 this year, and/or Vex for Noobs last year, and/or FIRST team member

## Through this program, students will learn...

- Time Management
- Teamwork
- Communication
- Critical thinking
- Leadership
- Problem solving

## In addition, students will gain experience with...

- Robot structure and design
- Centers of gravity
- Simple & compound gear ratios
- Speed/torque relationships
- Analog & digital signals and sensors
- Programming
- Autonomous control