



Creating Endless Possibilities

All rights reserved Camp Tech Inc. ©

[www.camptechonline.com](http://www.camptechonline.com)

Greetings,

Welcome to Camp Tech Inc., where endless possibilities are created. Thank you for taking the time to learn more about the variety of programs that is available to our participants.

The primary purpose of Camp Tech is to prepare its students to excel as young leaders of tomorrow by combining an exclusive technology of collegiate-based curriculum tailored specifically for children with enhanced, emphasis in interactive technology and aligned with S.T.E.M., and S.T.E.A.M

Should you have any questions or would like more information concerning any of our programs, please feel free to contact us by phone 330.541.5897 or simply visit our website at [www.camptechonline.com](http://www.camptechonline.com) or email us at [camptechinc@gmail.com](mailto:camptechinc@gmail.com).

We look forward to personally meeting you and providing you and your student with the services the will be the most unforgettable experience and add value to their quality of life.

Sincerely,

Candace Benson

Founder and Director

## Table of Contents

- IV. About Us (3)
  - Executive Summary
  - Mission/Vision
  - Staff
- V. Computer Basics (4)
  - Computer Basics
  - Cyber Explorations
  - IT Solutions
- VI. Design (5)
  - Game Design
  - Web Design
  - Graphic Design
  - Mobile Design
- VII. Digital Media (6)
  - 3D Animation
  - Filmmaking
  - Digital & Social Media
- VIII. Entrepreneurship (7)
  - Young Investors
  - Young Entrepreneurs
  - Camp J.R. (Job Readiness)
  - Camp Y@H (Young @ Heart 55+)
- IX. Other Initiatives (8-10)
  - Camp iPad – Innovation, Play, Arts, Design
  - Girls~ology– Where Girls and Technology Collide
  - Totology – Where Toddlers and Tech Collide
  - Camp C.O.D.E – Computer Programming and Coding
  - Camp Tech Ed2go – Instructor Led Online Courses
  - Camp Tech@Home - Interactive Technology @home
  - Camp Sport - Where Sports and Tech Collide
- X. New Initiatives (11)
  - Camp AI
  - Camp Tech @ Home
  - Camp Tech Online
- XI. In-School Exhibits (12)
  - TecKnoWorld
- XII. BIO (13)
- XIII. Program Cost (14)

[www.camptechnonline.com](http://www.camptechnonline.com)

# ABOUT CAMP TECH

Camp Tech® aims to prepare its students to excel as young leaders of tomorrow by combining an exclusive technology collegiate-game based curriculum tailored specifically for children with enhanced, emphasis in interactive technology and aligned with S.T.E.M., national and state education standards. Unlike our competitors, we offer advanced technology programs, after-school programs, summer tech camps, and creative activities such as game base learning and development, game, graphic, and web design, filmmaking, digital media, 3D Animation, Mobile App Development, Young Entrepreneurship, Investing and S.T.E.M based fieldtrips and curriculum.

## **Vision**

This vision of Camp Tech is to allow all youth of all ages the opportunity to experience, embrace and explore the endless possibilities that interactive technology creates.

## **Mission**

**To provide the alternative to traditional learning** that not only meets the needs of youth and connects them to the world that they love so much.

Interactive based learning environment

Facilitated by a community of experts

Enhanced early social, motor and language art skills

Advanced studies in the technology found at institutions of higher learning

College, Career and Entrepreneurial readiness

A game base learning curriculum tailored specifically for youth, taught in a fun, nurturing care giving environment in 8-16 week modules.

## **Staff**

We're proud to have many of our staff return year after year. It says a lot. We select only the brightest, most energetic people who love working with young people. They are thoroughly screened, top-notch educators, IT experts and college students from all over the country.

Positive role models

Thoroughly trained

Enthusiastic about technology

Covid 19 Compliant

# COMPUTER BASIC



**Computer Basics** : Educate participants in computer literacy 101, hardware/software functionality and working with the web. Upon completion students will have the knowledge necessary to utilize a windows base laptop or desktop to its fullest potential and the skills necessary that they will need and used throughout their educational and career pursuits.




**Cyber Explorer** : Students quickly become savvy computer users in a non-threatening nurturing environment. By introducing age-appropriate projects and activities, the participants build their computer self esteem and learn that computers are more than just a toy. They learn to use popular publishing software, create their own computer art, and make their own games and web sites. They even learn how robots work.




**IT Solutions** : This curriculum prepares students to become computer technicians. Participants are able to troubleshoot, build, and repair computers, design and implement network solutions.

All rights reserved Camp Tech Inc. ©

# GAME \* WEB \* GRAPHIC \* MOBILE DESIGN

 **Game Design** : Have an idea for the perfect computer game? In Game Design students can turn their ideas into reality! Learn about creating characters, building environments, critical thinking, and mathematical analysis and arranging game play. Put all that together using the latest and greatest game design software, and in no time students are challenging their friends to rounds of their very own computer game!


 **Web Design** : Use your creativity and show it to the world! Students express themselves by designing a web page that reflects who they are. Using Adobe, MX, FrontPage, and Flash MX they'll learn about the essentials of web design through great workshops, examples and activities.

**Graphic Design:** Learn to visually communicate ideas! Discover the world of art through graphic design, art interpretation and appreciation. With a wide range of projects to choose from, students won't know where to start. Student's designs are then entered into Camp Tech "America Has Art" Competition.


**Mobile App Design:** Learn to create mobile apps for iPad, iPhone and android Smartphone's.

All rights reserved Camp Tech Inc. ©

# 3D ANIMATION \* FILM MAKING \* DIGITAL \* SOCIAL MEDIA

**3D Animation** : Ever wonder what it takes to be a 3D animator? Students have the chance to make 3D models, animations and movies! Bring creations to life by learning about storyboarding, design and engineering. Students will use their newly-learned skills to create a 3D production.


**Film Making:** Learn the fundamentals of film creation from start to finish. Students are taught the latest technologies in film making including Pixar Animation and High Definition. They will leave this project never watching movies the same again.


**Digital Media** : Students are exposed to the latest in digital media which is inclusive of digital photography, videography and mobile technologies. Learn current mobile device languages - IM (Instant Messaging) and TM (Text Messaging).

**Camp Social:** Students are exposed to the latest in social media through our very own social media network design by kids 4 kids, a safe, secure and bully free zone for youth 4-9yrs old. Learn more @camptechnonline.com. Students 10 years and up learn the latest in social media etiquette. They will learn the pros and cons of social, how to establish their brand and how to generate income.

All rights reserved Camp Tech Inc. ©

# YOUNG ENTRPRNEURSHIP \* INVESTMENTS\* JR

 **Young Entrepreneurs:** *Students* quickly become savvy computer users in a non-threatening nurturing environment. By introducing age-appropriate projects and activities, young students build a business or grow a business. The curriculum includes business and marketing plan development. A website and Power Point presentation to present at close of the session. Intense but powerful tool to show the students that they too can be entrepreneurs and discover the entrepreneur that lies within.


 **Young Investors :** Learn basic financial literacy. Then we take that literacy into the wonderful world of investing. We teach the basics of banking, savings, stocks, bonds and trading online and options. Be amazed by how well the students can show you where to invest the money.


**Camp J.R:** This course is designed to teach students on **Job Readiness** how to create winning resumes and learn the latest in Microsoft office suite so they can enhance their computer skill level that will help them prepare for that career that they are seeking. Students are matched with individuals in their field of choice to get the real-live on the job scenarios and exposure that will add to their vitas.

All rights reserved Camp Tech Inc. ©



# GIRLS~OLOGY \* PARENTECH \* TOYLAND \* Y.@.H

 **Girls~ology** : Developed to educate and inspire girls by introducing them to the considerable opportunities and career choices available in the high-tech industry. Students experience the creative side of technology and are exposed to the vast and endless possibilities that exist within the wonderful world of technology, science, math and engineering.

 **Parentech** – was developed to educate the parents in the latest interactive technologies that their kids are so engaged in. These courses are designed to keep you informed and educated on how to secure your students while having fun learning the world they live in.

**Camp Toyland** – is a curriculum develops to expose youth to the world of toy and board game creation that can ultimately lead them to become game/toy inventors with an opportunity to showcase their invention to Disney, Hasbro and Mattel @ Young Inventor Challenge hosted by TAGIE in Chicago IL.

**Camp Y@H** – was developed to educate the Young @ Heart (Ages 55+) in the latest interactive technologies that their kids are so engaged in. These courses are designed to keep the young @ heart informed and educated on how to utilize and secure your loved ones while having fun learning the wonderful world of technology.

All rights reserved Camp Tech Inc. ©

# TOTOLOGY \* BISIT \* GREENIT \* SPORTIT

 **Totology** – was developed to introduce toddlers ages 4-6 to the wonderful World of Interactive Technology


**BisIT** – is a curriculum developed for Business Owners who need to increase revenue streams and understand how technology can help them do that

**GreenIT**– is a recycling curriculum for old computer components. Camp Tech's way of joining the save the planet earth efforts

**SportIT:** Interactive sports camp designed to teach the kids sports fundamentals, fitness and nutrition through an engaged and creative learning environment

All rights reserved Camp Tech Inc. ©

# H.T.M.L ~ CAMP I.P.A.D~ CTech 2Go

**#H.T.M.L (Her Technology Moves Live):** This is an expansion of our **Girls~ology** program for young ladies ages 13-18 to introduce them to the computer programming, coding and how to harness the power of IT to advance their career and life paths. 

**Camp I.P.A.D** -is a curriculum developed for pre-schooler's through middle school students using the I.P.A.D to **I**nnovate, **P**lay, **A**rts and **D**esign can be utilize to create games and other apps for the Ipad

**Camp Tech 2 Go** –Camp Tech partners with Portage Lakes Career Center and Ed2Go to offer a wide range of highly interactive courses that you can take entirely over the internet. All courses are led by expert instructors, many of whom are nationally known authors. Our online courses are affordable, fun, fast, convenient, and geared just for you.

All rights reserved Camp Tech Inc. ©

# TecKnoWorld

TecKnoWorld was developed to create a safe place where students dream and technology delivers. Creativity, Transparency, Invention - Our core idea is to bring back the creative side of learning through transparency - open environments embraces and triggers an inventor mindset.

The TecKnoWorld in-school exhibit was created to bring the wonderful world of technology to the students. Youth enrich their understanding of technology through interactive exhibits based on S.T.E.M principals.

## Our exhibits includes:



Slim`ology,

Learn the science of slime



Game`ology,

Learn the technology of code



Toy`ology,

Learn the engineering of Toys



Candyland`olgy

Learn math through candy

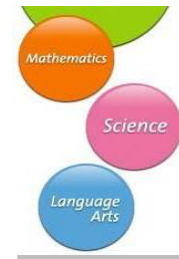


W.I.T.T`ology.

Learn how to identify the technologies?

# NEW & UPCOMING PROGRAMS

**Camp Tech's** programs are designed with curriculum ensuring that Students are aligning with the state and national standards.



\*National and State standard

## NEW Programs

**CampTech@Home** – our new subscription base program created for our new normal and allows student and parents access to awesome programs in the comfort of there own home.

**Camp AI** – our revised programming curriculum design for youth that want to learn about artificial intelligence and machine learning.

**Camp Tech Online** – Our new online virtual classroom designed specifically for our school programs that know need virtual access to our fun interactive curriculum.

**Camp C.O.D.E.** our revised programming curriculum design for youth that want to learn how to code and program a variety of computer languages.

**Camp C.O.D.E.A** - Coding Opportunities Developing Engineers Academy designed to bring coding to young adults to prepare them for coding jobs. Our boot camp course offer an alternative to formal college offerings. We can customize these offerings to fit any educational structure. Learn More

## Upcoming Programs

**TecKnoWorld** – The ultimate field trip experience

All rights reserved Camp Tech Inc.

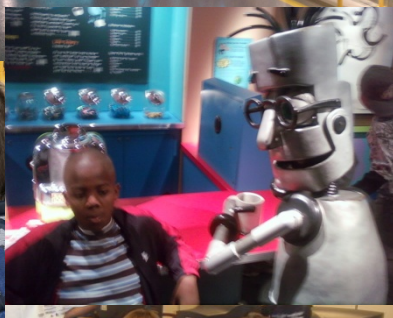




**CAMP TECH**  
Creating Endless Possibilities  
*Dynamic interactive learning for youth*



**CAMP TECH**  
Creating Endless Possibilities



Camp Tech | www.camptechonline.com





## CANDACE BENSON

[www.cbresultant.com](http://www.cbresultant.com)

- Entrepreneur • Technology Expert • Director of Technology
- Speaker / Trainer / Author / Consultant / Resultant

Candace has over 28 years experience in the area of Computer Information Technology & Marketing. She has performed the following functions for both corporate and non-profit organizations: MIS - Manager of Information Systems, Network Administrator, and DBA - Database Administrator, Project Manager, Exchange Administrator and Certified Internet Webmaster.

Candace is adept in system automation, analysis development and design, data management options, Unix Administration, and is certified in various computer languages. She has designed programs and modifications for Unix Systems and the Specialty Chemical Distribution Industry that is being used nationally.

Candace is the CEO of **S.U.T.G Solutions LLC**, which is an Internet marketing company specializing in web development, e-commerce, e-learning and hosting solutions; and President of **S.U.T.G. Consulting Group**, a division of S.U.T.G. Solutions LLC, which provides personalized IT and CIO consulting, network and wireless solutions, voice and data communications, system implementations, technology planning and lab design.

As a certified trainer, her passion for technology led her to create and develop **Camp Tech Inc.**, an interactive technology curriculum for youth ages 5-18, which facilitates game, web and video design; three-dimensional computer animation; digital media, filmmaking and young entrepreneurship. Camp Tech currently is being sought after by schools, universities and has expanded to offer programs for adults and business owners.

As founding Director of Technology for the MZ Community Technology Center, an outreach center designed to empower others with computer technology. MTZCTC specializes in unique computer courses, technology camps and workshops for all age groups.

Candace has authored several white papers on educational technology and just released one of three novels May 2010. She is a sought after expert speaker in Information and Interactive Technology.

Candace is a member of the NAFE - National Association for Executive Females and WITI – Women in Technology International. She received the Women of Distinction Award 2014. She was selected for International Who's Who 1996, 1997, 1998 and 2007. Nominated for the Two Thousand Notable American Women -American Biographical Institute 1999. She holds many board positions: Elite Women Business Trade Summit 2010 Steering Committee, Marketing Chair of Cleveland Early College 2012 and Advisory Board member of ITT Technical Institute.

Candace is the mother of 3 gifts from God; Noah, Nehemiah and Naomi, married 27 years.

# PROGRAM COST

## School and Partner Program Cost / Breakdown

Cost Based on 8 week Sessions – All Camp Tech Programs are 8 week sessions.

Except Game Design which is a 16 week session ( 2 – Eight week sessions)

# of Students	Cost Per Student	*Min Per Session	*Max Per Session
10-44	\$75	\$6,000	\$26,400
45-85	\$70	\$25,200	\$47,600
86-99	\$65	\$44,720	\$51,480
100-150	\$60	\$48,000	\$72,000
151-199	\$55	\$66,440	\$87,560
200+	\$50	\$80,000	

Note: Billed per session

### Equipment Rental Cost / Tech Kits

Laptops	\$175 per session
3D Printer	\$599 per session
Toyland Kits	\$25 per student
T- shirts	\$15 per student

### TecKnoWorld - In-School Assembly and Exhibits

3 hours / 4 Exhibit Stations	\$5000
T-shirts	\$15 Per Student

### Camp Tech@Home Subscriptions

\$10 per month Digital ~ \$30 per month Package

### Camp C.O.D.E.A - Coding Opportunities Developers Engineer Academy

Please contact us for a quote.