CAMP TECH

Creating Endless Possibilities

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 or email us at info@camptechonline.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

Creating Endless Possibilities

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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, graphic arts, and web design, filmmaking, digital media, 3D Animation, Cyber Exploration, 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.

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

COMPUTER BASICS * IT SOLUTIONS

*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.

GAME * WEB * & GRAPHIC DESIGN + C.O.D.E

*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. Allowing students to tap into critical thinking and literacy.

*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.

Camp Code: Learn to code, from computers to mobile apps. Learn the latest computer languages and programs to become a part of the code craze that children of all ages need to learn in order to enhance their lives and the lives of others. "Coders are the future Rockstars of tomorrow" Wil I Am*

*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 last 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).

Social Media: 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 4-16. As well as Social Media Branding and Security

*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 to can be entrepreneurs and discover the entrepreneurs 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.

*Young Apprenticeship: This course is designed to teach students 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.

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 develop to expose youth to the world of toy and board game creation that can utimately 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 Exposure : S.T.E.A.M field trips designed to expose youth visually to Science, Technology , Engineering, Arts and Math. Contact us today if your school or organization is seeking a fun educational learning experience with S.T.E.M focus

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

*Camp SportIT: Interactive sports camp designed to teach the kids sports fundamentals and mobile app creation through an engaged and creative learning environment

*Camp Maker: Camp Tech has joined the maker movement, by developing a toy and game invention curricula that we help kids bring their toy and board game ideals to life. The best ideas will be entered into the Young Inventor challenge to get their inventions in front of Disney, Hasbro and Mattel and a opportunity to bring their invention to market.
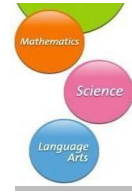
GIRLS~OLOGY * #H.T.M.L

*Girls~ology : Developed by girls for girls to educate and inspire ages 6-14 to the wonderful world of interactive technology and S.T.E.A.M. Our curriculum is custom tailor for our female population that helps introduce them to the creative side of technology and are exposed to the vast and endless possibilities that exist within the wonderful world of technology, science, math, art and engineering.

*#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 considerable opportunities and career choices available in the high-tech , interactive technology and S.T.E.A.M industries.

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

NEW Programs 2014

*Camp Maker– Camp Tech has joined the maker movement, by developing a toy and game invention curricula that we help kids bring their toy and board game ideals to life. The best ideas will be entered into the Young Inventor challenge to get their inventions in front of Disney, Hasbro and Mattel and a opportunity to bring their invention to market.

*Camp SportIT: Interactive sports camp designed to teach the kids sports fundamentals and mobile app creation through an engaged and creative learning environment

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

Camp Exposure – S.T.E.A.M field trips designed to expose youth visually to Science, Technology , Engineering, Arts and Math

Upcoming Camp Tech Programs :

☐ **Re-Art-IT** – was developed to expose youth to understanding Art Interpretation through graphic design and field trips to museums around the world so they can become familiar with the wonderful world of Art.
☐ **MuscIT** – is designed to teach youth the insides of the music industry, utilizing the latest in audio technology.
☐ **DesignIT** – was developed to expose youth to the wonderful world of fashion and jewelry design from a technological aspect.

Upcoming Camp Tech Projects :

☐ **TecKnoWorld –** The ultimate field trip experience coming soon

CAMP TECH
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Dynamic interactive learning for youth

C10Y
Celebrating 10 Years

CAMP TECH
Creating Endless Possibilities

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CANDACE BENSON

www.candacebenson.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, 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 released her 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 was selected for International Who's Who 1996, 1997, 1998 and 2007. Nominated for the Two Thousand Notable American Women -American Biographical Institute 1999 – Elite Women Business Trade Summit 2010 Steering Committee, ITT Tech Board Member, Cleveland Early College Marketing Board Chair

Candace is the mother of 3 gifts from God; Noah, Nehemiah and Naomi, married 20 years.

Visit www.candacebenson.com to learn more about Candace

PARTNER PROGRAM COST

$30 per student/per session

(Minimum 5 ~ Maximum 25 per session)

Group Rate (15 or more)

$25 per student/per session

Sessions are 90 minutes

* 2 day sessions * 4 day sessions (M-TH)

Multiple Session Discount Available

Laptop Rentals Available

Customized Sessions Available

(Payment based on sessions scheduled, not attendance)