CYBERCAMP ROBOTICS ACADEMY

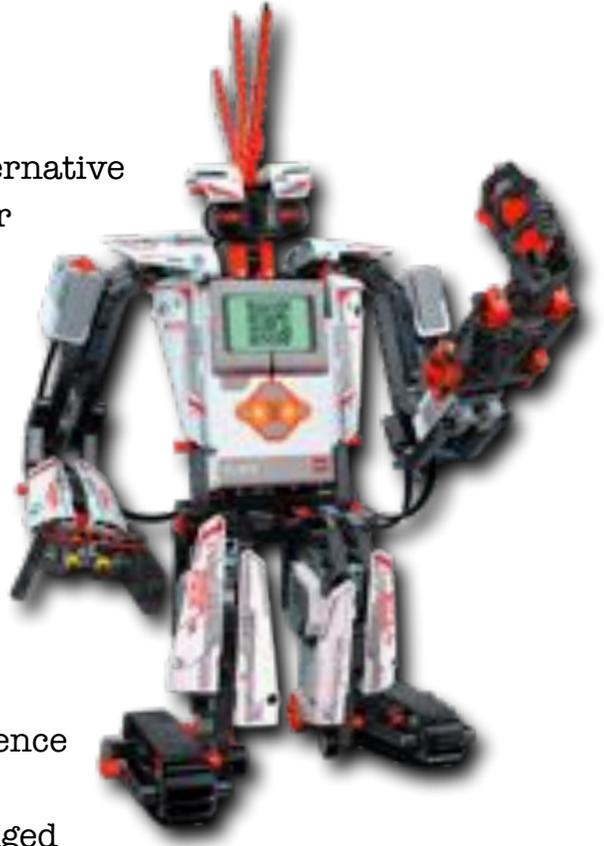# TORONTO
Parent Handbook
2020

www.cybercamp.ca

Welcome to CYBERCAMP

What is CyberCamp?

CyberCamp was created in 2008 to provide an alternative to the typical athletics, dance and outdoor summer camp experiences that were available to children in our community. It is a place where children learn science and engineering principles by designing, building and programming robots to solve a variety of fun challenges.

CyberCamp is a summer day camp for boys and girls between the ages of 9 and 14. Eight year olds who will be entering grade four in September are also welcome. No experience is necessary. Our campers range from those with no robotics experience to those with years of experience. Individual programs are designed so that everyone is challenged and everyone succeeds.
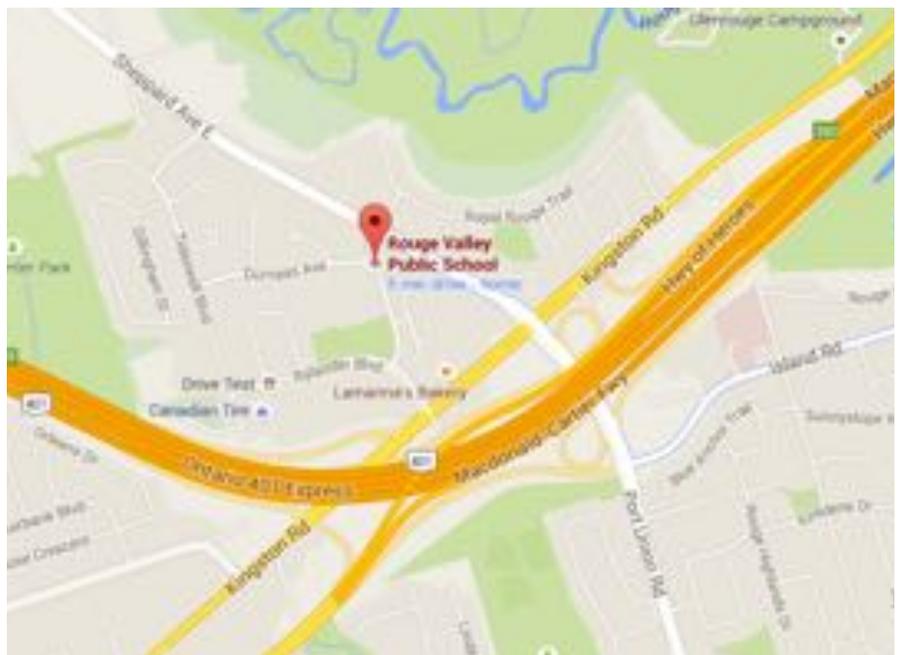
Location

30 Durnford Road,
Scarborough, Ontario M1B 4X3
(647) 225-3283
email: dave@cybercamp.ca

Hours of Operation
Monday to Friday
8:45 - 3:45

Staff will be on duty at 8:30. Campers may arrive at any time after 8:30 if this is more convenient, but the formal start of the day will be 8:45. Campers need to be out of the building by 4:00.

Your Week at CyberCamp

A Typical Day at CyberCamp (times may vary)

8:45 - Camp begins with the whole group gathering to discuss the goals for the day.
9:00 - Campers work on their robotics challenges.
10:15 - Minute To Win It! and snack
10:30 - Morning fitness activities
11:00 - Robotics challenges
12:15 - Lunch
12:35 - "Power Outage". Campers play board games and   participate in other quiet activities that teach   strategy and problem solving.
1:15 - Robotics challenges
2:30 - Minute To Win It! and snack
2:45 - Afternoon fitness activities
3:15 - Robotics challenges
3:45 - Camp ends
4:00 - Permits end, campers need to be out of the school

Family Showcase Fridays

On Fridays, we will hold a Family Showcase from 2:45 to 3:45. This is an opportunity for campers to show off their creations and run their robots through the challenges. Fruit, vegetables, cheese, crackers and drinks will be provided. All are welcome to attend. If you would like, you can also visit the showcases for other theme weeks to see what kinds of challenges are involved.

Robotics Challenges

Campers will be presented with a series of challenges related to their weekly theme. As they master a challenge they are presented with additional challenges that increase in difficulty level and require more complex designing, building and programming of the robots. Campers will move through the challenges at their own pace and will receive as much support and guidance as they need.

Fitness Activities

Each day, campers will participate in two outdoor fitness sessions (weather permitting). Structured activities that promote cardiovascular health, teamwork, problem solving and leadership skills have been created to ensure that campers are building strong bodies as well as minds.

Snacks and Lunches

Our camp is located in a nut-free school. Campers should bring snacks and lunches that meet these requirements. There will be a lunch break and two snack times during the day.

Clothing

Campers will each receive a CyberCamp t-shirt. While it is not mandatory, campers are encouraged to wear them as it makes it easier for CyberCamp teachers to identify our group when we are outside of the school. Campers should dress for active, outdoor activities each day and bring hats, sunscreen and running shoes to wear during fitness activities. Please do not send your child to camp in flip flops. Tuesday AND Thursday are our pizza picnic days so campers do not need to bring a lunch on those two days.

Water Bottles

Campers will be very active throughout the day. Each camper should bring a water bottle for use during our fitness activities.

Valuables

Students are responsible for their belongings. We request that campers leave any valuables at home.

Personal Listening Devices

Music will be played throughout the day. Because iPods interfere with campers' ability to collaborate, they are asked not to use them while working on challenges.

Safe Arrival Process

If your child will miss a day of camp due to illness or other reason, please call to let us know.

> Dave Ellis (647) 225-3283
> Luke Martin (416) 568-5891

If campers are absent in the morning and we haven't heard from you already, we will call the contact numbers you have provided on the Emergency Information form you fill out to ensure that campers are accounted for.

Sign In/Sign Out

Please sign students in and out each day using the sheets located near the entrance. If you would like to allow your child to walk/ride to camp on their own, please fill out the appropriate section on the Emergency Information form. Campers will only be released to people that you indicate on the Emergency Information form. In the event that you would like someone not on the list to pick up your child, we will need written or phone confirmation from a parent or guardian.

Medication

If campers require EpiPens or inhalers, they need to be with them at all times. If campers require medication that needs to be administered by CyberCamp staff, it needs to be in its original prescription container with the patient's name and dispensing instructions clearly written on the label.

Accidents and Illness

If your child is seriously injured or involved in an accident, we will notify you once the appropriate emergency services have been contacted. If your child becomes ill while at camp, we will notify you and work together to find a solution that best meets the needs of your child and the other campers.

Discipline at CyberCamp

Our first goal is to ensure that campers have a positive experience during their week at CyberCamp. Our Camp Directors are teachers who have worked with a variety of children and have dealt with a wide range of behaviours, so we understand that there are times when conflicts occur. Our first approach will always be to de-escalate the situation. This might involve a short period of time away from the situation to help a camper regroup, discussions with those involved to allow each person to communicate their point of view, and assistance working out a resolution that is agreeable to all involved.

In the case of persistent behavioural issues that interfere with other campers' ability to work or their enjoyment level, you will be contacted so that the issues can be resolved. If behaviours persist, your child may be asked to leave the program for a period of time. In the case of severe behaviours or illegal activities, expulsion may occur.

If your child has any behavioural issues, please discuss them with the camp directors before camp begins so that strategies can be put in place to ensure that he or she has a positive, successful week at camp.

All parents and campers are required to complete the CyberCamp Code of Conduct section at the bottom of the linked Emergency Information form.

Building tomorrow's science and technology leaders