**MAKING A GAME OF IT: PROGRAMMING CAMP**

**JUNE 17TH - 22ND**

### SUNDAY
- **1:00 PM** | CHECK IN
- **2:00 PM** | ORIENTATION
- **3:00 PM** | DAIRY STORE / BOOKSTORE
- **5:00 PM** | DINNER
- **7:00 PM** | EVENING ACTIVITY
- **10:30 PM** | BED CHECK
- **11:00 PM** | LIGHTS OUT

### MONDAY
- **8:00 AM** | BREAKFAST
- **9:00 AM** | INTRODUCTION / GROUP PHOTO
- **10:15 AM** | BREAK
- **10:30 AM** | PYTHON: VARIABLES & LOOPS
- **12:00 PM** | LUNCH
- **1:00 AM** | BREAK
- **10:30 AM** | PYTHON: FUNCTIONS
- **3:00 PM** | BREAK
- **3:30 PM** | PYTHON: DATA STRUCTURES
- **5:30 PM** | DINNER
- **7:00 PM** | EVENING ACTIVITY
- **10:30 PM** | BED CHECK
- **11:00 PM** | LIGHTS OUT

### TUESDAY
- **8:00 AM** | BREAKFAST
- **9:00 AM** | PYGAME: GRAPHICS
- **10:15 AM** | BREAK
- **10:45 AM** | PYGAME: ANIMATION
- **12:00 PM** | LUNCH
- **1:30 PM** | PYGAME: CONTROLS
- **3:00 PM** | BREAK
- **3:30 PM** | PYTHON: TEXT & EXAMPLES
- **5:30 PM** | DINNER
- **7:00 PM** | EVENING ACTIVITY
- **10:30 PM** | BED CHECK
- **11:00 PM** | LIGHTS OUT

### WEDNESDAY
- **8:00 AM** | BREAKFAST
- **9:00 AM** | PYGAME: SPRITES & COLLISION
- **10:15 AM** | BREAK
- **10:45 AM** | PYGAME: BUTTONS & MENUS
- **12:00 PM** | LUNCH
- **1:30 PM** | PYGAME: MUSIC & SOUND EFFECTS
- **3:00 PM** | BREAK
- **3:30 PM** | PYTHON: DATA STRUCTURES
- **5:30 PM** | DINNER
- **7:00 PM** | EVENING ACTIVITY
- **10:30 PM** | BED CHECK
- **11:00 PM** | LIGHTS OUT

### THURSDAY
- **8:00 AM** | BREAKFAST
- **9:00 AM** | CREATION: DESIGN YOUR GAME
- **10:15 AM** | BREAK
- **10:45 AM** | CREATION: DESIGN FEEDBACK & INITIAL IMPLEMENTATION
- **12:00 PM** | LUNCH
- **1:30 PM** | CREATION: FIRST WORKING PROTOTYPES
- **3:00 PM** | BREAK
- **3:30 PM** | CREATION: FEATURE ADDITIONS & ART CREATION
- **5:30 PM** | DINNER
- **7:00 PM** | EVENING ACTIVITY
- **10:30 PM** | BED CHECK
- **11:00 PM** | LIGHTS OUT

### FRIDAY
- **8:00 AM** | BREAKFAST
- **9:00 AM** | CREATION: FINISH FIRST DELIVERABLE
- **10:15 AM** | BREAK
- **10:45 AM** | INTRA-WORKSHOP EXHIBITION
- **12:00 PM** | LUNCH
- **1:30 PM** | CREATION: IMPLEMENTING FEEDBACK
- **3:00 PM** | BREAK
- **3:30 PM** | CREATION: FINAL TOUCHES
- **4:30 PM** | PROGRAM EVALUATIONS
- **5:00 PM** | PUBLIC EXHIBITION OF GAMES (PARENTS WELCOME)
- **6:00 PM** | RECEPTION
- **7:00 PM** | CHECK OUT