

What will my child do at Future Design School's Young Innovators program (Level 1)?

During the course of the program, participants will be exposed to a variety of activities, tools and methods that they will use to create a new invention! The skills they will learn are transferable to the world outside of camp and are some of the same tools that big companies are using today. The solutions that youth create will leverage technology, and solve a real issue facing the world today. These solutions are typically app based in nature, however, there is no coding involved... YET! Participants learn the importance of developing the ideas before spending the time and money to code something that people might not even want! This approach is the same that real life masterminds actually use to take their ideas and make them a reality and we are excited to share them with your child!

What does each day of the program look like?

Each day is different! As participants learn a new tool, they use that tool to help develop their solution even further. Over the course of the program, participants are introduced to design thinking methods and they learn how to break down some of the world's biggest problems (local and global) while developing empathy for the people affected. Campers will learn techniques to sketch out their ideas, get feedback, prototype a "clickable" solution, start to think about creating a viable business model that will sustain their solution and even pitch their solution to real life audience. It is a face paced, action-packed, and high energy program!

Will my child need to know how to code to build their app?

No. While campers will be designing an app, they will be developing a prototype where they will use some tech tools, however, they will mostly use paper and markers. By learning how to prototype, campers will develop a deeper understanding of how to iterate and listen to their customers wants and needs without worrying about the time and effort to create something perfect! This is the perfect place to go to design something worth coding!

Do the campers get free time during the day?

Absolutely! We make sure that we take several breaks during the day to run around and expel our stored up energy! We take two 30 minute break times - one in the morning and a

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second in the afternoon, as well as 1 hour for lunch. We also incorporate many collaborative STEM activities throughout to promote teamwork and creative thinking.

What kind of technology does my child need?

Bringing your own technology is NOT a requirement, however, if you choose to send your child with a device, a smartphone or tablet is the easiest tools to use. We will provide the all of the tools needed for the camp, including technology, but often campers prefer to use their own devices out of convenience. Either way, they will have equal opportunity to explore the same tools and applications.

Are there prerequisites for Young Innovators Level 1 program or a certain level of ability?

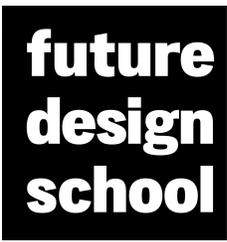
No. Our program is open to EVERYONE! The activities that we use in the program are not geared to any particular "level" of student but rather, we leverage individuals personal passions and interests to drive their designs and create something unique. We have had thousands of diverse participants come through our Young Innovators Program. Each one has been successful and designed something they were proud to showcase to others!

What if my child needs accommodations or modifications?

No problem! Our facilitators are certified teachers, who understand the diverse needs of youth. They provide differentiation as needed and will take measures to provide participants with the what they need to complete each task. The program is differentiated by nature, meaning that it appeals to the strengths of all students. We take the time to ensure that our facilitators are prepared for all types of learners! However, it is best if we are aware of the campers' needs and the best strategies for success prior to camp beginning so we can provide the greatest experience for everyone!

What is the difference between Young Innovators LEVEL 1 and LEVEL 2?

In Young Innovators Level 1, campers are uncovering their passions, learning to use new tools and methods to generate ideas, design solutions, and build prototypes. After students have completed Young Innovators Level 1, they are eligible to participate in the Level 2 program. Here, they will dive deeper into User Experience Design and be introduced to new



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tools that will use to refine their solutions as they iterate on their prototypes. By the end of Level 2 campers will have a high fidelity version of their solution and will be prepared to showcase their app design to the world.