

<u>Day</u>	<u>Time</u>	<u>Activity</u>
Monday	8:30-12:00	Welcome program and design ice breaker
	1:30-4:00	The basics of web design
Tuesday	8:30-12:00	Website reflections
	1:30-4:00	How computers work and what computing means
Wednesday	8:30-12:00	The basics of Java
	1:00-3:00	Design software Real-world programming
Thursday	8:30-10:00	Basic video game design
	10:00-12:00	Create a basic video game
	1:30-4:00	Indie game: The movie
Friday	8:30-12:00	Discussion about the week's topics
	12:00-5:00	MIT tour and free time in Cambridge
Saturday	Full day of trips and excursions	
Sunday	Full day of trips and excursions	

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Monday	8:30-12:00	Welcome program and design ice breaker
	1:30-4:00	The basics of java
Tuesday	8:30-12:00	Conditionals and loops
	1:30-4:00	Coding practice
Wednesday	8:30-12:00	The basics of classes
	1:00-3:00	How to make objects Real-world programming
Thursday	8:30-10:00	Arrays and 2D arrays
	10:00-12:00	Bringing code together
	1:30-4:00	Atari: Game over
Friday	8:30-12:00	Discussion about the week's topics
	12:00-5:00	MIT tour and free time in Cambridge
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