Contents

CHILDCARE VOUCHERS ACCEPTED

Welcome

Wow! Have you seen what we have planned for your child this summer? We now have twelve camps that offer your children the time of their lives.

Banish those summer holiday blues with camps that combine superb teaching skills in a friendly and stimulating environment. Read our brochure and see why the BBC say such good things about us.

FunTech brings learning alive

We have an amazing choice, from the Ultimate IT camp for our youngest campers, right through to our ultra-popular Minecraft Redstone camps. Then there's Java Coder, the camp for the super-techies who want to learn all about coding.

For those that love to make their computer games, there's 3D Game X. Those attending get younger every year and we're staggered as to what they can achieve in such a short time.

Then there's 3D Digital Modelling & Animation, Game Pro and the always thrilling MAX OUT Robot Races. And let's not forget FunTyper, which is a consistent winner with the kids.

Go on, get on board now and give your kids a real summer treat. And remember, book as soon as you can, we get booked up very quickly.

Book your summer camp and see your child thrive. Choose a course now at: www.funtech.co.uk

BOOK EARLY
AVOID DISAPPOINTMENT!

Ofsted registered

As seen on BBC

4

NEW

ULTIMATE IT

A **Turbo** Tech Experience!

Recommended Age	7+ Years
Pre-requisites	None

Day 1: Dashing Digits
Our first mission is how to use the keyboard correctly. This day covers touch typing where we'll look into correct posture and understanding how to build muscle memory.

Day 2: Computer Systems
Get to grips with the fundamental "ins and outs" of the operation of a computer system. We'll cover everything from the correct use of a mouse to knowing the language of binary.

Day 3: Power Surfing
Explore the land of the World Wide Web. Find out what makes up the internet, how to surf the web and most importantly, how to stay safe online.

Day 4: Mini Movies
Now that our basic skills are in place, we are ready to move onto film making! This day is all about creating a video full of awesome effects.

Day 5: Game Zone
We are now ready for an introduction to LOGIC! This day will cover game making using conditional situations to create a game that can deal with all possible outcomes.

INVITATION

Parents Invited to: **Tech Zone**
Friday, 4:30pm

LEGO NXT
robot programming

Calling all **Robot** Controllers...

Recommended Age	8+ Years
Pre-requisites	None

Mission 1: Initial Training
Master the coding, motors and sensors required to control a robot.

Mission 2: Build a bot
Build and modify your robot to achieve the best combination of speed, agility and intelligence.

Mission 3: Challenge Zone
Your robot has to complete the Challenge Zone, which includes Zero Collision, Patrol Bot and many more challenges. Once completed you'll be awarded your PASS STATUS for Mission 4.

Mission 4: Mission Impossible
Your robot will compete with other PASS STATUS robots in the Bomb Disposal, Speed Zone and Anti-Collision missions. Before each mission, you will be given PIT TIME, where you can change the robot's design and code to improve its performance.

Mission 5: Robot Race MAX Out
Get ready for the MAX Out grand finale! During your PIT TIME you'll need to fine tune your robot to get through the challenging obstacle course in the fastest time...

INVITATION

Parents Invited to: **MAX Out Races**
Friday, 4:30pm

3D GAME DESIGN

Recommended Age	9+ Years
Pre-requisites	None

Calling all Gamers...

Want to learn how to create your own professional FPS game? Then welcome to 3D Game Design!

Sector 1: Induction
Create a simple FPS game. Learn the basics of how to create a first person shooter, including markers, weapons, enemies, way-points and re-spawn zones.

Sector 2: Scripting Lab
Advance your coding skills. Next, it's time to head off to Recap Zone One to learn some serious scripting skills. In the Scripting Lab, you'll find out about player settings, sound recording and editing plus story lining.

Sector 3: Game Designer
Professional look and game play. Here you'll add the touches that will make your game look as if it's been built by a seasoned pro (such as the HUD and other controls).

Sector 4: Game Developer
Design and code game. This is where all the hard work pays off. It's time to build your game and get playing!

Sector 5: Game Finaliser
Get ready for Xtreme Game Sector Challenge! Your game is built and looking great. Here's your chance to add extra features and take part in the final challenge!

> " THIS WAS AN AMAZING WEEK I learned loads. I couldn't believe how fun it was. "
>
> Ross Mackenzie Student

INVITATION

Parents Invited to: **Games Sector**
Friday, 4:30pm

MINECRAFT REDSTONE

Recommended Age	10+ Years
Pre-requisites	None

*Locate, **Reveal,** Encounter, Engineer...*

Day 1: Minecraft Recap and Review
To ensure everyone is on a level playing field, we spend the first day exploring the key gameplay aspects of Minecraft. We cover everything that a regular Minecraft player will be familiar with; from crafting, to farming, to combat, plus a few extras!

Day 2: Redstone Fundamentals
The second day gives each student a solid understanding of the core principles of redstone current : what generates a redstone current, what is affected by it, and what can transmit it. We then unravel the mystery surrounding logic gates in minecraft, which unlocks the potential for truly amazing redstone circuits.

Day 3: Mastering Redstone
We start the day creating the final circuit needed for complex redstone machines: a T-Flip Flop. This allows us to create a host of useful redstone-based machines such as a lift, and an automated smelter. Our final complex machine is the ultimate in Minecraft convenience: an automated minecart station. From there we move onto command blocks, which provides tremendous power over how the game plays, and can be integrated into existing circuits.

Day 4: Cunning Combat
Beginning with some challenge maps, which are created to test all aspects of your gameplay, we move on to some sneaky traps to keep you and your friends' valuables safe and secure. We finish the day with a few rounds of team based PvP.

Day 5: Sharp design and teamwork
The final day gets started with a master class in aesthetics, to make your buildings and contraptions look their very best. We discuss what can be done to give a town a unique look and feel. The course is wrapped up with a grand co-operative project, where the group is split into small teams to put their skills to the test and build an entire world.

INVITATION

Parents Invited to: **The Explorer**
Friday, 4:30pm

NEW
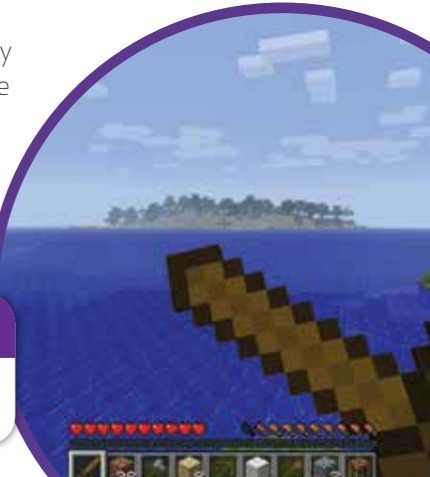
CREATIVE IT

Imagination
is the Only Limit!

Recommended Age	11+ Years
Pre-requisites	None

HTML

Day 1: Dashing Digits
Before learning creative applications, we cover the importance of touch typing including correct posture, finger placement and how to build muscle memory.

Day 2: Expert Graphics
The first step in this course is being able to create graphics. We will cover a range of aspects from creating vector images to rectifying bitmaps.

Day 3: Expert Animator
After learning how to create graphics, we are now ready to get animating. This day is dedicated to converting images ready for animation, working with frames and key frames, understanding Tweening and also using a scripting language to create interactive animations.

Day 4: Expert Website Designer
After animating characters, we look at creating a website from scratch using HTML tags. Then we move onto FTP uploading and downloading and understanding CSS.

Day 5: Backend Website Developer
With a vast number of concepts to cover in Web Design, we continue to look at HTML5, JavaScript and PHP to create user entry forms.

INVITATION
Parents Invited to: **Creative Guru**
Friday, 4:30pm

3D DIGITAL
MODELLING & ANIMATION

DAY CAMP ☑ RESIDENTIAL CAMP * ☒   * check website for details

Bringing Creatures
to **Life!**

Recommended Age	12+ Years
Pre-requisites	None

Zone 1: Learn the basics
You'll learn the basics of character animation such as rigging and FK (Forward Kinematics).

Zone 2: Learn how to digitally sculpt a character
These more advanced tools and techniques include digital clay sculpting, custom brushes and texturing.

Zone 3: Giving your character depth
Now it's time to un-wrap your character and apply textures using UV mapping. This tool will really bring your character to life.

Zone 4: Rig, animate and render
Now your character is ready for animation! Before this, we will apply skinning, IK (Inverse Kinematics) and look at all great poses for your character.

Zone 5: Fully rigged, animated, and rendered character
The final stage. You'll apply all special effects using lighting and camera angles, render still images and complete your animations.

INVITATION
Parents Invited to: **Meet The Character**
Friday, 4:30pm

artist in action

Which camp?

FunTyper INTENSIVE

Recommended Age	All ages
Pre-requisites	None

Give your child a skill for life!

LEGO NXT robot programming

Recommended Age	8+ Years
Pre-requisites	None

Try this if you have already done:
3D Game Design
Minecraft Redstone

3D GAME DESIGN

Recommended Age	9+ Years
Pre-requisites	None

Try this if you have already done:
Lego NXT

MINECRAFT REDSTONE *NEW*

Recommended Age	10+ Years
Pre-requisites	None

Try this if you have already done:
3D Game Design
Game Pro
3D Modelling & Animation
Creative IT

JAVA Coder LEVEL 1 *NEW*

Recommended Age	12+ Years
Pre-requisites	None

Try this if you have already done:
3D Game Design
Minecraft Redstone

CODE BREAK3R 5 *NEW*
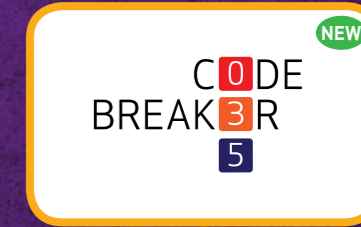
Recommended Age	12+ Years
Pre-requisites	Java Coder

Try this if you have already done:
Java Coder
Game Pro
Minecraft Mods

ULTIMATE IT *NEW*

Recommended Age	7+ Years
Pre-requisites	None

Try this if you have already done:
FunTyper

CREATIVE IT *NEW*

Recommended Age	11+ Years
Pre-requisites	None

Try this if you have already done:
Ultimate IT

ADVANCED IT *NEW*

Recommended Age	12+ Years
Pre-requisites	None

Try this if you have already done:
Ultimate IT
Creative IT
FunTyper

3D DIGITAL MODELLING & ANIMATION

Recommended Age	12+ Years
Pre-requisites	None

Try this if you have already done:
3D Game Design

GAMEPRO PLAN | CODE | COMPILE | PLAY

Recommended Age	All ages
Pre-requisites	Starter Coder

Try this if you have completed:
One Year Starter Coder
Or are an Experienced C# Coder

MINECRAFT MODS *NEW*

Recommended Age	All ages
Pre-requisites	Java Coder

Try this if you have completed
One Year Advanced Coder
Java Coder
Or are an Experienced Java Coder

FUNTYPER INTENSIVE
Touch Typing

Recommended Age	All Ages
Pre-requisites	None

A **skill** for Life!

NEW

ADVANCED IT

Recommended Age	12+ Years
Pre-requisites	None

Get Ready to be **Amazed!**

Stage 1: Correct Methodology & Kick Start
We start the day talking about why touch-typing is important and how it can help you. We cover RSI, muscle memory, body posture and finger placement and why accuracy is more important than speed.

FunTyper orientation and introduction to touch-typing methods.

Stage 2: Accuracy over speed
Unlocking new letters, ensuring that accuracy and correct typing methodology remains the primary focus.

Stage 3: Muscle Memory
The day is spent developing muscle memory and building confidence to not look at the keyboard while typing.

Stage 4: Fast Forward
Fast tracking through the levels with lots of competitions to keep motivation and spirits high.

Stage 5: Let's Touch Type!
The final drive through the levels. Accuracy will be high, confidence will be high – and your child will be touch-typing!

> **FunTech has inspired my 10 year old son to start learning to touch type, stick with it and become pretty competent at it within a few months.**
> Mrs Lindley
> Parent

Day 1: Dashing Digits
This course looks at advanced applications but before we begin, students cover the importance of touch typing including correct posture, finger placement and how to build muscle memory.

Day 2: Expert Word Processing
This day touches on the basic skills of Word Processing. However, it rapidly moves on to look at features such as collaboration, forms and macros to mention a few.

Day 3: Expert Spreadsheets
After grasping complex word processing skills we look at using a spread sheet to solve mathematical and analytical situations. Some features used are: conditional statements, error checking and debugging, VBA and macros.

Day 4: Expert Databases
This day covers the importance of databases and how they are created. Also covered are database objects such as tables, forms, queries and reports.

Day 5: Backend Databases
Moving on with databases this day looks into normalisation, using SQL statements and macros.

INVITATION
Parents Invited to: **Dashing Digits**
Friday, 4:30pm

HIGHLY RECOMMENDED FOR DYSLEXIA OR DYSPRAXIA

ALSO AVAILABLE
FunTyper Essentials
One-day camp covering Stage 1 plus a little extra.

INVITATION
Parents Invited to: **Top Tech**
Friday, 4:30pm

NEW

DAY CAMP ☑ RESIDENTIAL CAMP * ☑   * check website for details

Jumpstart
to Coding!

Recommended Age	12+ Years
Pre-requisites	None

Coder 1: Get the basics
You'll start with a quick coder's orientation and then onto its powerful design environment Eclipse.

Topics covered: IDE Eclipse, Variables, Data Types, User Input & IF Statements.

Coder 2: Go Loopy!
After a quick re-cap, day 2 will cover loops, switch statements and more data types.

Topics covered: For loops, while loops, do-while loops & switch statements.

Coder 3: Ready to advance…
A quick recap to start, and then moving onto Arrays & consolidating programming constructs covered.

Topics covered: Arrays, 2D arrays, lists and a consolidation project.

Coder 4: OOPs…
Day 4 moves onto learning the principles of Object – Orientated – Programming. This will include how to write classes, methods, procedures and functions and what it means when a property or method is static.

Topics covered: Classes, methods, inheritance & overriding.

Coder 5: Get ready to consolidate
You'll continue to learn more programming but later move onto creating an OOP using the skills you have learnt.

Topics covered: Bubble Sort, Binary Search & a consolidation project.

INVITATION
Parents Invited to: **The Coder**
Friday, 4:30pm

DAY CAMP ☑ RESIDENTIAL CAMP * ☒   * check website for details

C0DE BREAK3R 5

Join an *Elite Group*
of Code Breakers…

Recommended Age	12+ Years
Pre-requisites	Java Coder

Day 1: Secret messages
On the first day you'll undertake a crash course on cryptography and steganography; two of the most important skills for any keen code breaker & get coding too.

Day 2: Undecipherable
On the second day you'll be given an introduction to ciphers and deciphers, a common way of hiding secret messages in text & begin coding a GUI for your encryption system.

Day 3: Ciphers through history
This day will be filled with lots of different types of ciphers used throughout history from Caesar ciphers through to the Enigma cipher used during the Second World War. You'll also code functionality for your own encryption system.

Day 4: Hash to hide
On the fourth day we're going to take a look at public key and hashing systems used to conceal information without necessarily knowing what it is. This is a great insight to modern security systems and your chance to code your own hash functions & public-key encryption.

Day 5: Break the code!
We'll look at a technique known as "frequency analysis" to determine what sort of cipher has been used which we'll then use to break some hidden codes and messages.

INVITATION
Parents Invited to: **Code Breakers**
Friday, 4:30pm

GAMEPRO
PLAN | CODE | COMPILE | PLAY

Code in Action!

Recommended Age	All Ages
Pre-requisites	Starter Coder

Sector 1: Introduction
This is the first step in creating an online game. You'll learn about orientation, object manipulation for 2D & 3D spaces and how to create terrains such as islands and mountains.

Sector 2: Add Detail
Now it's time to add some detail. Once you've set up your camera angles, you'll start working on character motion, animation and design. You'll get to choose the colour of your character's eyes, hair and even features such as moles.

Sector 3: Mechanics
It's all about the mechanics of your game. You can choose from an array of shooting options such as bullets, lasers and fireballs, before setting up spawn points and other gameplay essentials.

Sector 4: Boom!
Here you'll design the explosions and effects that will make your game look and sound fantastic. You'll also get the chance to tidy up your code so everything runs as smoothly as possible.

Sector 5: Effects
Last but not least, you'll get to add in background effects such as rain and scrolling clouds. When everything's looking polished, it's time to compile and play!

Bonus: Turn your game into a multiplayer! (Depending on time available).

"
It was an amazing week at funtech. It was the best week of my life. I wish I could go for the rest of my life!

Nathan Shell, Student
"

INVITATION
Parents Invited to: **Online Experience**
Friday, 4:30pm

MINECRAFT MODS

First Steps to Being a Modder?

Recommended Age	All Ages
Pre-requisites	Java Coder

Day 1: Java Primer
Consisting of the core concepts required to program in Java and with the focus on object oriented programming techniques which are crucial to creating a mod, the first day is a solid base from which to start off the week. We finish the day by creating the base structure of the mod, to which all the other modules connect.

Day 2: Building Blocks
The simplest single component in Minecraft is the block. It is basic but absolutely core to the game. We set about making our own, including textures and special interactions. They also learn how to create custom items and tools, then how to add in the crafting recipes which will allow these to be made in-game.

Day 3: Creating Entities
Entities are what makes Minecraft come alive – and are covered on the third day. An entity in Minecraft is anything which moves, from falling sand to mine carts, to sheep and zombies. Each student will design and create their own mod entity.

Day 4: Modified Map Generation
So far, all aspects which have been created can only be added in using special commands, but this all changes on day four. All the items, blocks and entities which have been made up to this point are included in a brand new biome, which is added to the default map generation. We then look at how to add in our own key bindings for special new actions.

Day 5: Custom Structures
The only thing remaining are the structures which can be found prebuilt and scattered around the world (temples and villages). To conclude the week, we make our own buildings and hidden treasures which are also scattered around the world at random.
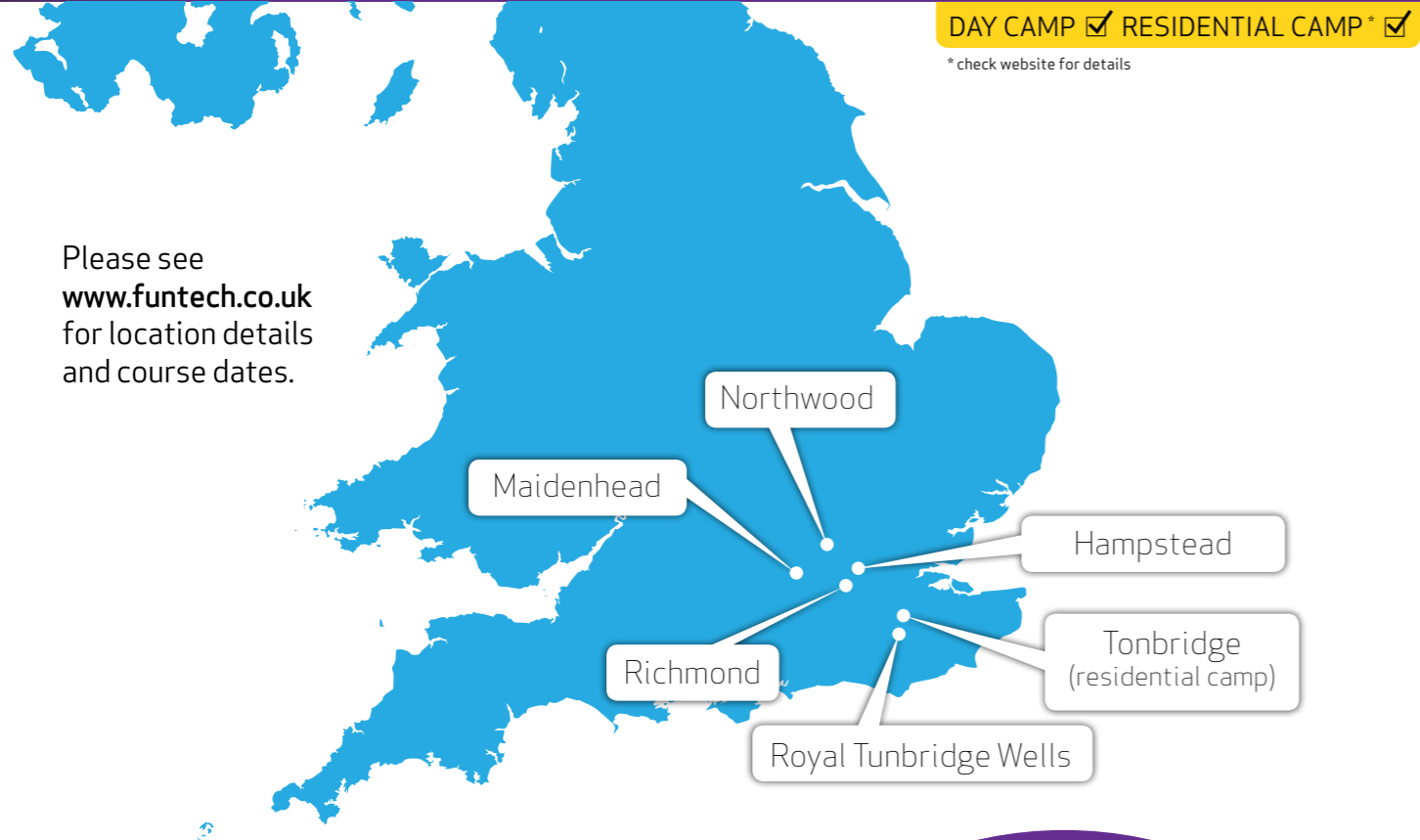
INVITATION
Parents Invited to: **The MOD Experience**
Friday, 4:30pm

Locations

DAY CAMP ☑ RESIDENTIAL CAMP * ☑

* check website for details

Please see
www.funtech.co.uk
for location details
and course dates.

Northwood

Maidenhead

Hampstead

Richmond

Tonbridge
(residential camp)

Royal Tunbridge Wells

"
Not only is the teaching first rate but
my children really enjoy the lessons
and as a parent I know the team will
always go the "extra mile".

Tony Debiase, Parent

Fees

Camp fees

FunTyper Intensive	£429
Minecraft Redstone	£429
Lego NXT	£429
3D Game Design	£479
Code Breaker	£479
3D Digital Modelling & Animation	£479
Java Coder	£479
Game Pro	£529
Minecraft Mods	£529
Creative IT	£529
Ultimate IT	£529
Advanced IT	£529
Residential	£879

* Sunday 6pm to Friday 6pm

Useful information

Early Drop-off | Late Pick-up available
Charges apply

One off	£10
All week early drop-off	£30
All week late pick-up	£30

Please note: all children must bring a packed
lunch, drinks and snacks for break times.

Terms & conditions

Admissions
Admission to any of the courses offered by FunTech is at the discretion of the Principal
or delegates. No student may be admitted onto a course until the Booking Form has been
completed, terms and conditions accepted and full payment received.

Late Arrivals, Early Departures or Absence
Fees are non-returnable for students arriving late, leaving early or missing a lesson
(whether on account of illness or any other cause). If the course has been booked, then full
fees are payable.

FunTech Authority
FunTech reserves the right to take whatever steps it reasonably believes to be necessary to
maintain discipline and to ensure the safety and well-being of staff and students.

Agreement is given for your child to leave the site 1) in the event of an emergency under
supervision
2) at the end of the scheduled lesson which will not be under supervision.

Permission is given to administer medication if required. Our safe guarding and complaints
policy is available on our website www.funtech.co.uk or by request.

Suspension and Expulsion
FunTech reserves the right to suspend or remove any student whose attendance, work or
behaviour is, in their reasonable opinion, unsatisfactory. Under such circumstances, FunTech
will be under no obligation to return any fees.

Course Cancellation
Minimum of 10 pupils required for the course to run. FunTech reserves the right to cancel
the course, no later than 5 days prior to course commencement date.

Should a course be cancelled by FunTech, a 100% refund will be made.

In exceptional circumstances we may have to cancel particular dates.
In this event, we will try to give those booked onto the programme at least 14 days' notice
and will offer a suitable alternative if one is available, or refund all monies paid for the
dates cancelled, if preferred.

Withdrawal from the Course
Refund amount notice period: 100% = 28+ days; 50% = 20 to 27 days; 0% less than 20 days

Fees
All fees are payable prior to the start of the course. If payment has not been made, a late
fee of £20 will be applied.

Method of Payment
Cheque: payable to FunTech
Credit Cards / Debit Cards / Cash
Direct Bank Transfer, FunTech Bank Details: Lloyds TSB Bank, High Street, Maidenhead,
Berkshire, SL6 1JS

We occasionally use photographics taken at FunTech for promotional purposes, please
notify us if you object to us using pictures of your child for this purpose.

Technology and **fun** are at the core of all our camps!

Our Tech Camps offer your child an **exceptional** learning experience in a fun, informal and respectful environment.

Whether your child is seven to sixteen or somewhere in between we have a camp that will fire their imagination. All our staff are passionate about **computer science** ensuring an amazing summer learning experience for your child.

OUR TUTORS: ✔ CRB checked | ✔ first aid qualified | ✔ fully trained

FunTech is the **UK's #1 Tech Camp** for kids and teens, since 1996.

FUN TYPER

LEGO NXT robot programming

MINECRAFT REDSTONE

3D GAME DESIGN

C0DE BREAK3R 5

JAVA {Coder

GAMEPRO PLAN | CODE | COMPILE | PLAY

MINECRAFT MODS

DAY CAMP ☑ RESIDENTIAL CAMP* ☑   * check website for details

MAIDENHEAD | HAMPSTEAD | NORTHWOOD | READING | RICHMOND | TUNBRIDGE WELLS | TONBRIDGE

* All locations are subject to availability.

BOOK ONLINE NOW!

as seen on **BBC**

FunTech SUMMER CAMPS

www.funtech.co.uk Tel **01628 621215** or **621216**