



SAMPLE DESIGN CAMP SCHEDULE

AGES 6-8 | LANDSCAPE AND ARCHITECTURE DESIGN

| TIME | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY |
|-------|--|---|---------------------------------------|--|--|
| 8:30 | Check-in Garden | Check-in Garden | Check-in Garden | Check-in Garden | Check-in Garden |
| 9:00 | | | | | |
| 9:15 | Welcome to Cooper Hewitt | Games | Games | Games | Games |
| 9:30 | | Fire drill | SNACK | Brainstorm Playgrounds | Finish Central Park Conservancy Challenge |
| 9:45 | | | | | |
| 10:00 | | | | | |
| 10:15 | SNACK | SNACK | Field Trip Central Park Conservancy | SNACK | SNACK |
| 10:30 | Introduction to Design | Guest Designer Workshop Ten Arquitectos | | Field Trip Museum of the City of New York The Grid: Urban Planning | Architecture Bingo |
| 10:45 | | | | | |
| 11:00 | | | | | |
| 11:15 | Tour of Cooper Hewitt | | | | |
| 11:30 | LUNCH | LUNCH | LUNCH | LUNCH | LUNCH |
| 11:45 | | | | | |
| 12:00 | | | | | |
| 12:15 | | | | | |
| 12:30 | | | | | |
| 12:45 | Design Sketchbook | Site Visit Ancient Playground | Site Visit 96th Street Playground | Central Park Conservancy Challenge | Design a Central Park Element |
| 1:00 | | | | | |
| 1:15 | | | | | |
| 1:30 | Invitation Design | | | | |
| 1:45 | | | | | |
| 2:00 | | | | | Reflections on Week |
| 2:15 | SNACK | | SNACK | SNACK | SNACK |
| 2:30 | Introduction to Landscape Architecture | | Outdoor Play | Central Park Conservancy Challenge | Outdoor Play |
| 2:45 | Tour of Cooper Hewitt with the Pen | | | | |
| 3:00 | | | | | |
| 3:15 | | | | | Family Celebration and Q&A with Central Park Conservancy |
| 3:30 | Check-out Ground Floor, Lecture Room and Design Studio | | | | |
| 4:00 | | | | | |



SAMPLE DESIGN CAMP SCHEDULE

AGES 9-10 | INTERACTION DESIGN

| TIME | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY |
|-------|---|---|---|--|--|
| 8:30 | Check-in Garden | Check-in Garden | Check-in Garden | Check-in Garden | Check-in Garden |
| 9:00 | | | | | |
| 9:15 | Welcome to Cooper Hewitt | LittleBits Snap Circuits | Programming with arduino | Group work Finish building robot and learn to write a line following robot | Testing and Evaluating Code and prep |
| 9:30 | | Fire drill | | | |
| 9:45 | | | | | |
| 10:00 | | | | | |
| 10:15 | Introduction to design | Meet the specialists The Lab for Robotics | | | |
| 10:30 | | | | | |
| 10:45 | | | | | |
| 11:00 | SNACK | SNACK | SNACK | SNACK | SNACK |
| 11:15 | Introduction to interaction design Who is the User of the Future | Outdoor Play | Group work Begin to build robots | Group work Finish building robot and learn to write a line following robot | Testing and Evaluating Code and prep |
| 11:30 | | | | | |
| 11:45 | | | | | |
| 12:00 | Designing the Pen with Pam Horn, Director, Digital and Emerging Media | | | | |
| 12:15 | | | | | |
| 12:30 | LUNCH | LUNCH | LUNCH | | |
| 12:45 | | | | | |
| 1:00 | | | | | |
| 1:15 | | | | | |
| 1:30 | | Guest Designer Workshop Jonathan Bobrow | | | |
| 1:45 | Tour of Cooper Hewitt with the Pen | | Field Trip Museum of the City of New York Future City Lab | Test drive the line following robot Get comfortable with code! | Testing and Evaluating Code and prep |
| 2:00 | | | | | |
| 2:15 | | | | | |
| 2:30 | | | | Outdoor Play | Outdoor Play |
| 2:45 | Outdoor Play | | | | |
| 3:00 | | | | | |
| 3:15 | Design Sketchbook | | | | Family Celebration |
| 3:30 | Check-out Ground Floor, Lecture Room and Design Studio | | | | |
| 4:00 | | | | | |



SAMPLE DESIGN CAMP SCHEDULE

AGES 9-10 | PRODUCT DESIGN

| TIME | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY |
|-------|--|--|--|---|--|
| 8:30 | Check-in Garden | Check-in Garden | Check-in Garden | Check-in Garden | Check-in Garden |
| 9:00 | | | | | |
| 9:15 | Welcome to Cooper Hewitt | Games | Games | Games | Sketchbook prompt and finish projects |
| 9:30 | | | | | |
| 9:45 | | Fire drill | Music exploration | Sound amplification introduction Define the problem and get ideas | |
| 10:00 | | | | | |
| 10:15 | Introduction to design | Design sketchbook | SNACK | SNACK | |
| 10:30 | | | | | |
| 10:45 | | | | | |
| 11:00 | SNACK | | SNACK | SNACK | SNACK |
| 11:15 | Design sketchbook | SNACK | Intro to Jazz National Jazz Museum of Harlem | Amp it up! Design a sound amplifier prototype, make and test | Products reinvented |
| 11:30 | | Pre-workshop research and discussion | | | |
| 11:45 | Tour of Cooper Hewitt with Pen | LUNCH | LUNCH | LUNCH | LUNCH |
| 12:00 | | | | | |
| 12:15 | | | | | |
| 12:30 | | | | | |
| 12:45 | LUNCH | Guest Designer Workshop Tomorrow Lab | Exploring sounds product design | Finish sound amplifier and evaluate | Prep for celebration |
| 1:00 | | | | | |
| 1:15 | | | | | |
| 1:30 | Field Trip The Metropolitan Museum of Art | Tomorrow Lab | Exploring sounds product design | Finish sound amplifier and evaluate | Outdoor play |
| 1:45 | | | | | |
| 2:00 | | | | | |
| 2:15 | | | | | |
| 2:30 | Outdoor play | Outdoor play | Outdoor play | Outdoor play | Family celebration |
| 2:45 | | | | | |
| 3:00 | | | | | |
| 3:15 | Check-out Ground Floor, Lecture Room and Design Studio | Check-out Ground Floor, Lecture Room and Design Studio | Check-out Ground Floor, Lecture Room and Design Studio | Check-out Ground Floor, Lecture Room and Design Studio | Check-out Ground Floor, Lecture Room and Design Studio |
| 3:30 | | | | | |
| 4:00 | | | | | |