



## FREQUENTLY ASKED QUESTIONS



### 1. What are the camps about? What are the topics/themes for each camp?

<b>Funology</b>	3..2..1.. Blast off into orbit as we explore the depths of outer space building our own mini rockets and looking at the stars. Don't melt in the heat as we cook up a storm in our solar cooker learning about the sun's energy. Plan and design a city as we look at how engineers build cool structures. Don't miss our fun Wacky Science Day filled with cool experiments and activities.
<b>Explorer</b>	Experience the coolest innovation in 3D printing, the 3D Pen and create amazing three dimensional drawings in mid-air! Be innovative, solving our hands-on STEM Challenges to improve problem solving and critical thinking skills. Create a prototype to pitch your creative ideas to your peers to make the world a better place.
<b>e-Magination</b>	Let your E-Magination take over and use your creativity to design and build using Scratch and Makey Makey to show your inner mathematical and computational skills. Create interactive stories, animations, games, music and art. Campers will learn to use critical and strategic thinking to become young engineers.
<b>E-Builderz</b>	Want to release that engineer from within? Then E-Builderz is the camp for you. Show off your constructive skills as you learn to build machines using LEGO® WeDo™ kits. Learn to program and create interactive controls and animations using Scratch software. Explore an electrifying world as you build electronic circuits and devices using Little Bits kits.
<b>GrafX</b>	Immerse yourself into the world of digital design. Learn to draw, enhance and manipulate photos. Generate your very own special effects and produce professional logos. Make astonishing flyers and banners that will have your friends screaming.
<b>Robotics</b>	Seriously, aren't robots just awesome? Robotics is where it's at! Join us as we delve into this mind blowing world that awaits you! We've got a great one week camp that'll introduce you to the exciting world of robot design and programming. These jam-packed courses include head to head competitions, real world applications and fun challenges, so don't miss out!
<b>X-STREAM Engineers</b>	The X-STREAM engineer's camp serves to introduce and develop creativity in science and technology through the use of the engineering design process. Come immerse yourself in the problem solving world of innovation and engineering. Join us at the X-Stream engineer's camp where your ideas come to reality. Challenge yourself and fellow campers in a fun and fast paced learning environment with lots of hands on activities.
<b>Fear Factor (5-6 years)</b>	Get ready to face your fears as you explore the science behind everything you're afraid of. The creepy and the crawly... the scary and the spooky ...the smelly and the slimy... the gooey and the icky. From bugs to brains to slime, we're going to have a scare-tastic time!
<b>Behind the Scenes (5-6 years)</b>	Do you want to be a Disney hero or princess? How about a member of the Justice League or the Avengers? Come spend the week discovering the science in your favourite movies and try out our Lego Movie Challenge if you can handle it. Who knew there was so much science Behind the Scenes!
<b>Style Engineers (5-6 years)</b>	Come along with us on an interactive ride to where engineering meets style. Visit the Geometry Building, Textures Centre, Printing Palace and the Isle of Sequence, Patterns and Tangrams. Engage in different art and math concepts along the way. Combine innovation with creativity to turn your own ideas into reality.

<b>Fear Factor (7-9 years)</b>	Are you brave enough to face your fears? Do you have what it takes to explore a world of terrifying and horrific looking animals? Learn about phobias and be tricked with hair-raising experiments and mind-boggling optical illusions.
<b>Behind the Scenes (7-9 years)</b>	What do Jurassic World, Guardians of the Galaxy, Thor and Star Wars have in common? If you're thinking science... you guessed it right. Explore dinosaurs, space, brain activities, weather, climate and so much more in this week long camp!
<b>Style Engineers (7-9 years)</b>	Did you know that being an engineer and a fashion designer are pretty much the same? Be creative and innovative in Style Engineer as you use patterns, 2D and 3D geometric shapes, symmetry, printing techniques, structure, technology and much more to bring to life your very own creations.
<b>Fear Factor (10-13 years)</b>	BOO! What are you afraid of? Spiders, clowns, crazy people? Learn the science behind phobias and discover why we fear and panic during events such as natural disasters and dangerous encounters, all while developing the skill of overcoming them!
<b>Behind the Scenes (10-13 years)</b>	Take one... ACTION! Ever wondered how those cool special effects and superhero movie scenes came together and took place? Learn the science involved in technical skills including audio/visual media and practical skills such as screenplay, cinematography and green screen acting. Come hone your innovative multimedia skills!
<b>Style Engineers (10-13 years)</b>	You'd never believe the technologically innovative field that is fashion! Design and engineer your own clothing to change colour or track your location, learn the science behind reflection and refraction of different types of 'bling' and learn about SMART clothing that can wash itself and even monitor your heart rate and other bodily functions! For both males and females... you better believe it!

## **2. Are the topics/themes the same as previous years?**

Behind the Scenes	Camp content not repeated.
E-Builders	Camp content not repeated except for the use of the Kano and LEGO® WeDo™ kits which have been used in previous camps (Computer Constructors & e-Magination Level 2)
e-Magination	Camp content is the same as previous years using Scratch & Makey Makey kits.
Explorer	Camp content not repeated with the exception of the use of the 3D pens.
Fear Factor	Camp content not repeated
Funology	Camp content not repeated.
GrafX	Theory for the use of the photo editing software is repeated however the projects to be completed by campers will vary from previous years.
Robotics	Theory for programming of robots is repeated however robot programming challenges will vary from previous years.
Style Engineers	Camp content not repeated.
X-STREAM Engineers	Camp content not repeated.

### **3. What are the camp times?**

- Camps run from 9:00am to 3:00pm for all camps.
- For the camps:  
Funology, Explorer, Robotics, X-STREAM Engineers, eMagination, E-Builders and GrafX:
  - Break time is from 10:30am to 10:45am
  - Lunch is from 12:30pm to 1:30pm
- For the camps:  
Fear Factor, Behind the Scenes and Style Engineers:
  - Break time is from 10:30am to 10:45am
  - Lunch is from 11:45am to 12:30pm

### **4. Is there a registration fee?**

- The camp fee is **\$750.00 per week** for the all-inclusive package. No additional entry fee or registration fee will be charged.

### **5. Where can I pay the registration fee?**

- Fees can be paid at either of the Chuck E. Cheese's locations, Brentwood, Chaguanas or at the C3 Centre in San Fernando. Payment can be made by cash, linx or credit card. Online registration is not available.
- A relative can complete registration on behalf of the parent/guardian once the relevant registration forms (available on NIHERST website) are completed in full and signed by the parent/guardian.
- NIHERST will not be accepting registration or collecting any payments for camps at any of their offices. Assistance will be provided to parents/guardians in answering questions and providing flyers/registration forms etc.

### **6. When is registration in UTT, San Fernando?**

- Registration will not be taking place at the UTT, San Fernando campus as was conducted in previous years. Parents are advised to register their child/children at the Chuck E. Cheese's location in C3, San Fernando or the Brentwood, Chaguanas location.

### **7. Can I register outside of the age range?**

- No. Camp content is created age appropriate and may not be within the child's purview.

**8. Can I register after a camp cycle has begun?**

- Once space is available in the specified camp you will be allowed to register your child, however there will be no reduction to the camp fee.

**9. Are lunch and snacks provided?**

- For campers in attendance, only lunch will be provided with each camper receiving two (2) slices of a one (1) topping pizza (Cheese OR Chicken) each day. This is included in their camp package, along with unlimited drink refills and 16 game tokens per day. Snacks are to be provided by the parent/guardian and may not be available for purchase at the camp venue.

**10. What should my child/children walk with to camp?**

- Campers can walk with lunch as well as sufficient snacks and water as necessary.
- For campers in the 5-7 year age group it is recommended to have a change of clothing.
- Campers should bring a jacket as the camp venues are air-conditioned.

**11. Will there be any field trips?**

- No field trips have been scheduled this year. Parents will be notified in writing in advance if a field trip is to be planned for the campers.

**12. Are parents allowed to attend field trips?**

- N/A

**13. Are parents allowed to remain on the camp site?**

- Parents are kindly asked to leave campers in the care of the Camp Counsellors once dropped off at the camp venue. Campers can become distracted from camp activities and disrupt other campers.

**14. How many campers do you take in for each camp?**

- The number of campers depends on the venue and the specific camp.

**15. What is the ratio of counsellor to campers?**

- 1 counsellor: 5 campers.

**16. Are background checks conducted on counsellors?**

- Counsellors are interviewed and based on their performance are hired accordingly.

**17. Can I get the counsellors' contact information?**

- Contact information for the specific Camp Coordinator is available for emergency situations ONLY.

**18. Can I get a refund?**

- Please refer to the Refund Policy for Cancellations outlined on the Registration Form.

**19. Can I purchase additional tokens for my child/children?**

- Yes, additional tokens can be purchased at \$4 per token. Each game uses 1 token and additional token packages are also available. Please feel free to contact Chuck E. Cheese's for more information.

**20. Will my child be playing games all day?**

- No, campers will have scheduled breaks throughout the day to use the tokens that are part of the camp package. During the rest of the day, campers will be partaking in camp activities geared towards STEM (Science, Technology, Engineering, and Mathematics) Education.