STEM Programs Accelerating Resiliency & Knowledge

Teen Robot Camp

EMBOLDEN VALOR
STAND UP ^ STEP FORWARD >

Abstract

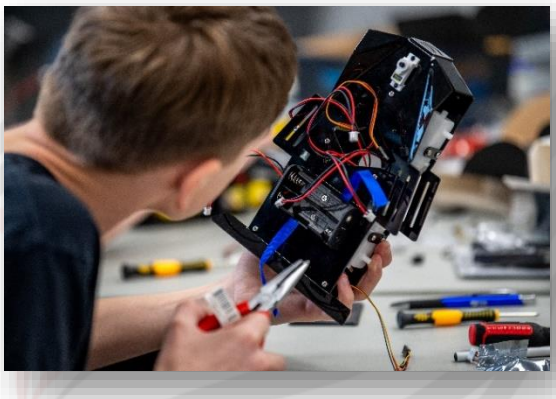
Our highest percentage of military recruits come from service member families and data collected over the years suggests that demonstrating positive aspects of service is compelling in sparking interest in potential career paths. The concept of the Teen Robot and Drone Camps was born out of looking at ways to combine STEM and experiential learning and our knowledge and history in igniting some SPARKS!

Have you ever wanted, or could you host a Robot Camp? Here's how!

Contents

ACKNOWLEDGEMENTS

Robot and Drone Camps were created thanks to the vision and foresight of LTGEN Tovo, MAJ GEN Sonntag, VADM Bradley, GEN Miller, GEN Fenton and SGT MAJ Weimer and Team Weimer. The effort was a combination of the passion of Joanie Myers and an incredible team of the *Best of the Best* and James, Frank, and Mike, who believe in the future and make it happen. Our Camp Kits are a work in progress, but they are made possible by the men, women and families of the U.S. military and the IC communities and are shared for all that believe in defending and protecting our economic and national security and the freedom to innovate!



DEDICATION

The Robot / Drone Camp Kit is dedicated to Darleen Johns. Her generosity, belief in innovation, and commitment to her first customer – the US Military – made it possible for the first Camp to test our thesis and pave our way for a continuously improving model. Darleen's lifetime example - as the first woman-owned tech company in the Southeast, to her mentorship, friendship, and guidance - are a true example of quiet and impactful leadership that makes a difference.

Executive Summary: Teen Robot Camp Initiative

Introduction

The Teen Robot Camp was developed to address pipeline challenges for the U.S. Special Operations Forces Commands at Fort Liberty, including USASOC and JSOC. The initiative aims to engage military family teens by sparking their interest in technology and STEM and fostering familial bonds through shared technological pursuits. Our model has evolved and can be used for other communities within the national security enterprise or for other constituencies or communities of interest.

Program Design

The one-day weekend Teen Robot Camp enables participants to build, program, and test their own robots. This hands-on approach introduces basic robotics and encourages further STEM exploration, integrating cognitive, affective, and psychomotor learning domains.

Objectives

Primary Goal: Empower each participant to build and keep their robot, enhancing their technology skills and application understanding.
Secondary Goals: Encourage STEM career interest among participants, particularly those uncertain of their abilities or capabilities.
Community Engagement: Use experienced volunteers to create a supportive learning environment, sharing personal stories and career insights.
Learning Approach
The program adopts a comprehensive learning approach, engaging students through cognitive development stages from knowledge acquisition to creative application. Emotional and physical interactions with technology promote resilience and problem-solving skills.

Instructional Strategies

Instructors use provocative statements and personal narratives to stimulate curiosity and encourage problem-solving, aiming to break down learning barriers and boost creativity. Interactive sessions support continuous engagement and provide feedback loops.

Impact and Outcomes

Participants gain tangible skills and a personal robot, sparking ongoing interest in STEM fields. The initiative helps bridge generational gaps within military families by providing common ground and interaction around technology.

Conclusion

Teen Robot Camp is a strategic effort to align the next generation's interests with technological and security needs of the military. It fosters crucial skills, confidence, second and third order thinking, resilience, and strengthens familial connections, supporting both personal and professional growth within the context of national security.

Background

Some years back leaders in the U.S. Special Operations Forces Commands at Fort Liberty (USASOC, JSOC) were working to address current and potentially future recruiting challenges. Understanding that our highest percentage of military recruits come from service member families and reviewing data that suggests that demonstrating positive aspects of service is compelling in sparking interest in potential service career paths, the concept of Teen Robot Camps was born.

The Teen Robot Camp is designed around the notion of engaging teens of service members early in aspects that may spark their interest or lead to further Science, Technology, Engineering and Math (STEM) pursuits, engage them with some of the aspects of technology used in in national security, and provide foundational learnings in critical thinking, creative problem-solving and second and third order effects. Most importantly, the Teen Robot Camp provides an experiential learning experience with an outcome (they build and keep a robot) that the teen can take home and share with his/her family. The end-state of the Teen Robot Camp – the robot – offers a way that a service member further relates to the teen (and the teen to the parent) on cool technology that is also applicable in their job and the world today. We have learned through experience, that engaging teens in "cool stuff" helped break down teen-parent barriers and sparks interest in digitally native teens.

Goals

The main goal of the Teen Robot Camp (1-day weekend timeframe) is for the young person to fully construct a robot, download an operating program, and test the robot in various ways. Additional goals are to engage service member teens in a fun, challenging and compelling introduction to robotics and technology and to open possibilities on areas they may pursue that until now were unknown to the teen or seemed out of reach because they were uncertain of their skills or abilities.

A critical tenet of the Teen Robot Camp is for each teen to keep the robot they build. The "keep" part is critical in that it may spark further interest or engage the teen to continue to work on the robot, explore coding for additional maneuverability and it allows them to "show" what they did to their family.

Key to a successful Robot Camp is the selection, recruitment, and engagement of a robust and diverse group of volunteers that participate as instructors and coaches. During the 1-day camp, each volunteer is encouraged to share their story … how they developed their interest in technology, national security, and/or tackling things they have never done before and to engage in creative problem-solving. Teens are also appreciative that adults they do not know, are interested in them and willing to spend time in helping them be successful in building their robot!

Learning Approach

The Teen Robot Camp focuses on a Cognitive learning approach (mental) but will also touch on Bloom's other two domains, Affective (emotional) and Psychomotor (physical). The robot camp instructor's strengths, expertise, and individual career paths experience blend into the learning approach and provide contextual narrative to the six elements of cognitive learning.

- Knowledge / Remembering
- Comprehension / Understanding
- Application / Applying
- Analysis / Thinking
- Synthesis / Meaning
- Evaluation / Creating

Though the teen constituents are not full adult learners, we keep the principles of Andragogy – involvement, experiential, problem-centric and relevance to their experience – in mind as we navigate through each stage of the Camp experience.

Throughout the camp the instruction team continues to query, engage, discuss, challenge, and praise the teens to subtly reinforce the learning elements. This approach is introduced right at the beginning of the first day when the Camp Coach welcomes the teens, and the Instructor and Coach team is introduced. For example, the Camp Coach begins by introducing two statements:

"Anything is possible when you don't know what you are doing…"

"*Everything is possible when you know what you are doing…"*

The purposeful statements are used provocatively to engage the students to think, "what does that mean?" but are used repeatedly throughout the days to emphasis points and break down the *fear of the unknown*. Instructors relate their own narrative with students of how they tried something they did not know and with illustrative examples highlight how it saved a life, sparked further learning, or helped to build confidence or feed their own curiosity. This approach is purpose-built to create a fun, interactive environment but does not stray from core learning objectives that are foundational in a solid learning approach.

Touching on these aspects and highlighting the notion of, "If you don't succeed, try, try again: is affective for the instructors and helps to create an environment to encourage team problem solving, sharing, and open dialogue that encourages discussion and respecting others' expressions as they tackle the robot build, testing and competition. Celebrating tenacity, empathizing on frustration when things don't work, and guiding their energy to problem-solving to success and highlighting how it feels to do something never done before… are all part of the camp experience. During build time instructors

and coaches focus on engaging the students in how they did with working with multiple pieces and parts to build the hardware (the robot) and then program it with its brain (digital domain) to be able to operate. Psychomotor learning is highlighted in this process as instructors encourage students to share how they like working with tools, motherboards, power sources, screws, wires, computer platforms and asking them, “If you can build this, what else do you think you can build?” or, “What else would you like to build?” which spurs new thinking, further teen-to-teen discussion and the realm of possibilities.

Instructors

The Teen Robot Camp uses a Camp Coach (or Coaches) and three to seven instructors with diverse technology backgrounds who are experienced in their field and/or the national security realm. The instructors are carefully chosen and have a proper background and meet all appropriate Child Protection requirements. The instructors are gifted in the arts and craft of technology that supports U.S. national security and demonstrate an excitement and enthusiasm to mentor, coach and encourage others. Instructors are selected by the Camp Coach because they are leaders who are not only instructors but good team members that embody service, continuous improvement, and life-long learning.

Site

The Robot Camp site should be easy to access and ideally can showcase a state-of-the-art facility. Many teens have not had exposure to office environments, labs or different corporate or organizations’ environments and providing a venue that can acquaint the participants with various environments is a plus. As an example, in camps to date, we have had an amazing sponsor and facility host with a great firm just outside of a military installation and another site that provides training, testing and an experiential environment for the participant. Sites may be donated, or a small fee may be charged to cover costs. In the *Test & Evaluation* segment of Robot Camp it is encouraged to get the teens outside to test their robots. The outdoor experience also works to breakdown the Hollywood image that those that engage in technology are nerds that sit indoors in cubicles in windowless offices all day…

Terminal Learning Objectives

Build a Robot

-The student will assemble, build, and operate a fully functional robot

Teamwork

-The student will learn how to work collaboratively and to work on a solution with others

Build and Apply Code to Enable Robot Creation

-The student will engage in critical thinking, problem solving, and collaboration

Critical Thinking

-The student will extract information from diagrams and schematics and overcome obstacles when the course of action does not work. Creative problem-solving and perseverance

Second and Third Order Thinking

-The student will tackle a new endeavor without prior knowledge to complete an objective and applying solutions to improve performance, operational wherewithal and illuminating other challenges or paths for new ways to achieve the task

Confidence Building

-A student will try new things, experience, and overcome failure and success with continuous learning to improve the status quo and encouragement to dare to try new challenges. Emphasis is on persistence, resiliency, and tenacity in achieving the objective.

Active Learning

The student will engage in active listening, engage in critical reading, and apply coaching to help others and accomplish the build and successful operation of a robot.

Selecting the Right Robot

The natural inclination when selecting a robot kit to use in the Teen Robot Camp is to select a kit that is “easy” and just, “snaps together” but that type of choice is not optimal to meet our learning objectives. We recommend the following when selecting a kit for the build:

Is the kit age appropriate?

How long does it take to build?

Can the robot be built in 4 –5 hours maximum?

Are the instructions easy to understand? Are they in English?

Is the kit challenging?

We recommend that you do NOT use the Lego kits. They are a bit too simplistic for real-world experience. A “hard” kit is okay – just make sure the full objective is resourced.

Here are some further resources for selecting kits…

https://ozrobotics.com/shop/adeept-smart-car-kit-for-esp32-wrover-compatible-with-arduino-ide-diy-educational-robot-car-kit/

https://ozrobotics.com/shop/bell-robot-kit/

https://ozrobotics.com/shop/codrone-edu-a-drone-made-for-learning/

https://www.amazon.com/Sillbird-Education-Building-Science-Experiment/

https://www.amazon.com/ELEGOO-Tracking-Ultrasonic-Intelligent-Educational/

https://www.amazon.com/Makeblock-Mechanical-Entry-Level-Programming-Creativity/

https://tech-labs.com/products/stem-robotics-education

https://tech-labs.com/products/uav-competition-kit

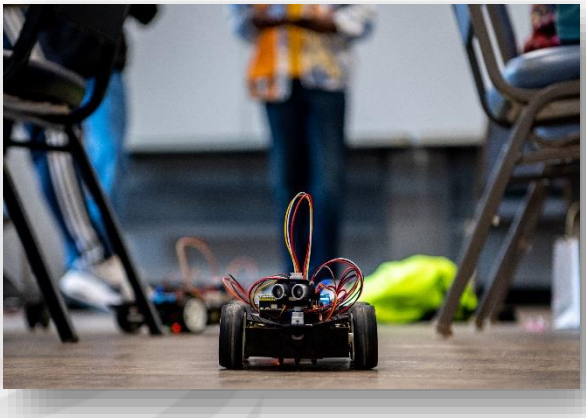
https://tech-labs.com/products/arduino-2-1-robot-kit

https://tech-labs.com/products/stem-robotics-drones-lab-ugv-uav-90-hour

Note: Instructors are sent kits 3 weeks in advance so they can build out the robot and anticipate any challenges or recommend any additional instructions. The instructors “completed” robots are then used in camp to demonstrate a successfully built robot and can be temporarily substituted in if a student is having challenges completing a robot and wants to participate in races or the testing and evaluation part of the camp.

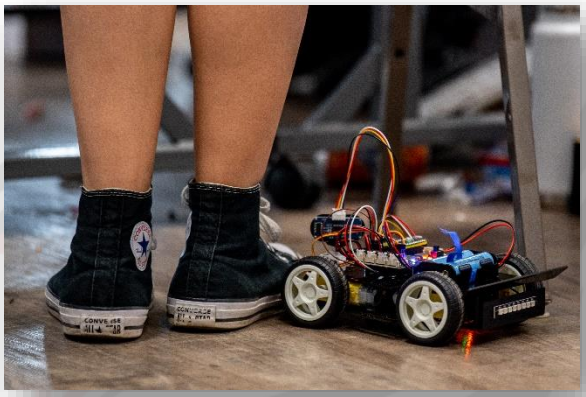
Teen Robot Camp – DRAFT Agenda and Program of Instruction

BUILD



CAMP DAY	Saturday
8:00AM	Set-up and Preparation
8:30AM	Students Arrive
	Name Tags
	Signed Waivers
	Parents Depart
	Students are seated with robot kits and gift bags at each station
8:45AM	Welcome and Rules of Engagement for Facility/Classroom Site
8:50AM	Introductions
	Coach and instructors introduce themselves to the group and asks students to self-introduce
	Each Student introduces themselves
9:15AM	Overview of Robots Past, Present & Future by Team Coach
	Interactive – Coach engages teens.
9:30AM	Build – Instructors
	Laying out Kit
	What Success Looks Like
	Diagrams, Instructions – What Works? What Doesn't Work?
10:00AM	Break
10:15AM	Build Continues
11:45AM	Team Check
	Instructor Narrative/ Q&A
12:00PM	Lunch - Instructors share their path
12:45PM	Instructor Narrative / Q&A
2:00PM	Software Download and internal testing
2:15PM	Test and Evaluation - Robot competition, races, or movement testing

3:00PM	Students Fill Out Evaluation Sheet / AAR
3:10 PM	Coach
	-Queries Students on
	-What Surprised You about the Day?
	-Confidence Check
	-Presentation of *Robot Camp Completion Certificates*
	Clean Up
	Pack Out
3:30 PM	Wrap Up, Thank You and Close



After Action Review (AAR)

Three to five days after the conclusion an After-Action Review will be held with Coaches, instructors, hosts, partners, and any sponsors active in the program execution. The AAR will be conducted in the US Army Format and notes, actions, learnings, and summary will be constructed and distributed within ten days of AAR.

Requirements

All students must have a parent-signed waiver or permission from the sponsoring organization.

All students, instructors, volunteers, and sponsors will comport themselves with good manners and in an exemplary manner.

Student information will be protected, and appropriate CI protocols will be followed.

Robot Camp Expense Categories	
Recurring Expenses	**Notes**
Robot Kits Kits for X number of students (1 per student) + 1 kit per instructor (optimum 3 instructors) +3 -6 extra kits to cover non-working parts	Completed robot is gifted to the student
Computer, computer software and internet connection to program robots	Computer(s) can be reused in other camps. Minimum two (2) computer stations per camp; optimum three (3) stations
AA Batteries or Lithium Batteries for each robot	8-10 batteries per robot
Folders, notebooks	For materials, listing of resources, and copies of the student evaluation sheet
Garbage bags. receptacles	Kit debris and clean up
Pens, paper for printing, name tags, certificates	Multiples
Instructors - For a Camp of twenty students it is recommended that there is a Coach/MC and three to four instructors. Two lead instructors and two to assist software integration works. Anticipated time commitment is: 8-12 hours preparation 1 hour collaboration call 16 hours instruction + travel time	Volunteer subject matter expert instructors can be in-kind contributions.
Luncheon Food is important to teens, snacks, water, and lunch.	Pizza or sub sandwiches are good for lunch
Beverages and Snacks BUILD DAY 1 - Drinks available in break area BUILD DAY1- mid-morning and mid-afternoon snacks.	Multiples and available throughout the day

One-Page Flyers – One that describes the purpose of the event, notes the point of contact to sign-up or obtain further information and one with proper information for donations, logistics and not-for-profit information for coaches and instructors	The sign-up flyer should have a cut-off date to be included and a note to contact the host if plans change
Student Bag – to carry robot, any swag included by sponsors, and Camp T-Shirt	Can have host organization logo
Camp T-Shirts for students, instructors, and sponsors. T-Shirts should be customized per camp	Size appropriate T-Shirt with Robot Camp Name on Front and Sponsors logos on back
One Time Expense	**Notes**
Philips head screw drivers Needle Nose Pliers Tweezers Duct Tape Highway cones to mark off test areas. Dedicated Computer for downloads	Reusable at camp
2-3 Storage Tubs	Storage for leftover cannibalized kits, extra parts

Event Specific Budgets

Each Teen Robot Camp will have line-item specific budgets to include costs, in-kind sponsorships, and sponsorships. Budgets will be constructed to have an “actual” column and gross/net figures to provide data for subsequent camps.

Site	Estimated	Actual
Room and hall fees	$0.00	$0.00
Site Deposit		
Insurance		
Other		
Total	$0.00	$0.00

Computer Equipment	Estimated	Actual
Computers	$0.00	$0.00
Peripherals		
Software		
AV		
Other		
Total	$0.00	$0.00

Staffing	Estimated	Actual
Coach	$0.00	$0.00
Operations		
Instructor 1		
Instructor 2		
Instructor 3		
Instructor 4		
Supervisor		
Instructor Prep		
Supervisor Prep		
SME Volunteer Travel Stipend		
SME Volunteer Travel Stipend		
Other		
Other		
Other		
Other		
Other		
Other		
Total	$0.00	$0.00

Equipment	Estimated	Actual
Robots/Drones	$0.00	$0.00
Batteries		
Screwdrivers, Pliers		
Lesson Plan		
Other		
Total	$0.00	$0.00

Supplies	Estimated	Actual
Bags	$0.00	$0.00
Copies		
First Aid Kit		
Invitation Cards		
Name Tags		
3-D Printing Take-aways		
Signage		
Follow-up/Resource Cards		
Other		
Total	$0.00	$0.00

Food and Drinks	Estimated	Actual
Welcome Snacks (muffins/doughnuts)	$0.00	$0.00
Lunch		
Drinks		
Snacks		
Name Tags		
Other		
Total	$0.00	$0.00

Support Elements	Estimated	Actual
T-shirts	$0.00	$0.00
Prizes		
Other		
Total	$0.00	$0.00

GRAND TOTAL	Estimated	Actual
GRAND TOTAL	$0.00	$0.00

Roles & Responsibilities

Site Point of Contact

Name: _____Email: _____Phone: _____

Logistics Point of Contact

Name: _____Email: _____Phone: _____

Organization or Group Contact

Name: _____Email: _____Phone: _____

Coaches

Name: _____Email: _____Phone: _____

Name: _____Email: _____Phone: _____

Name: _____Email: _____Phone: _____

Instructors

Name: _____Email: _____Phone: _____

Name: _____Email: _____Phone: _____

Name: _____Email: _____Phone: _____

Name: _____Email: _____Phone: _____

Name: _____Email: _____Phone: _____

Name: _____Email: _____Phone: _____

Name: _____Email: _____Phone: _____

Name: _____Email: _____Phone: _____

Name: _____Email: _____Phone: _____

Name: _____Email: _____Phone: _____

After Action Review

Name of Camp _____ Date of Camp_____

Name: _____ Grade: _____ Age: ____

The _____ Camp team strives to improve your experience and the program. We value every response and appreciate you taking the time to answer these questions and share any other thoughts you may have.

1. Where do you live?
    a. _____
    b. _____
    c. _____
    d. _____
    e. _____
    f. Other: _____
2. Have you previously attended _____ Camp?
    a. Yes
    b. No
3. Why are you attending _____ Camp?
    a. My parents/guardians made me.
    b. Curious about robots/drones and/or similar technology
    c. I am eager to try new things.
    d. I have attended Robot Camp before and want to take part again.
    e. Other _____
4. During instruction were you…
    a. Bored/uninterested
    b. Interested in most content.
    c. Entertained and interested in all content throughout the day.
    d. Unsure
    e. Other: _____
5. Please evaluate instructors by grading their ability to inspire interest and engage you in the instruction.
    a. A
    b. B
    c. C
    d. D
    e. Unsure
6. How was your experience with the Camp's team? Please circle all that apply.
    a. Instructions were clear and easy to understand.
    b. The team was knowledgeable and answered my questions.
    c. The team communicated well with the teens.
    d. There was confusion between members.
    e. I needed more help.

f. Instruction went too fast.
g. Instruction went too slow.
h. Not sure

7. Do you believe there was enough interaction and engagement between you and the instructors?
    a. Yes
    b. No
8. Assembling the robot was…
    a. Too easy
    b. Easy
    c. A little challenging
    d. Challenging
    e. Difficult
    f. Extremely difficult
    g. Unsure
9. Do you think you had an adequate amount of time to complete the activity?
    a. Yes
    b. No
10. Were you satisfied with the length of the camp? In the sense of one day or two days?
    a. Yes, I like the one-day camp.
    b. No, I would prefer two days.
11. How did you find the facility (_____Name_____)?
    a. Particularly good
    b. Average
    c. Unsure
12. Did the camp build your confidence in trying new experiences?
    a. Yes
    b. No
13. Was there enough social time during Robot Camp?
    a. Yes
    b. No
14. Would you recommend _____ Camp to your friends?
    a. Yes
    b. No
    c. Maybe
    d. Unsure
15. What was your favorite part about _____Camp?

    _____

16. What was the most challenging part of _____Camp?

    _____

Rate your overall experience at Robot Camp: ☆☆☆☆☆

Please share any other thoughts/comments to aid in improving the program (Use the space below)

SPARK Thank You Note

Please remember to thank Sponsors and/or Volunteers who make your Camp possible. A letter, note or email example is provided below.

Dear ____:

We want to take a moment to express our heartfelt thanks for supporting ____Name_____ Camp. Your support is the backbone of our ___Name___Camp and we're genuinely grateful for your time, efforts, and donations.

Please spread the word about the SPARK program and the resources that can be shared to help support our military communities, rural and underserved areas, or any other group or organization that wishes to support and encourage innovation, resiliency, and knowledge.

For more information, please visit the Embolden Valor website at www.emboldenvalor.org. We are deeply grateful for your leadership and all you have done to make our program possible.

Sincerely,

Name

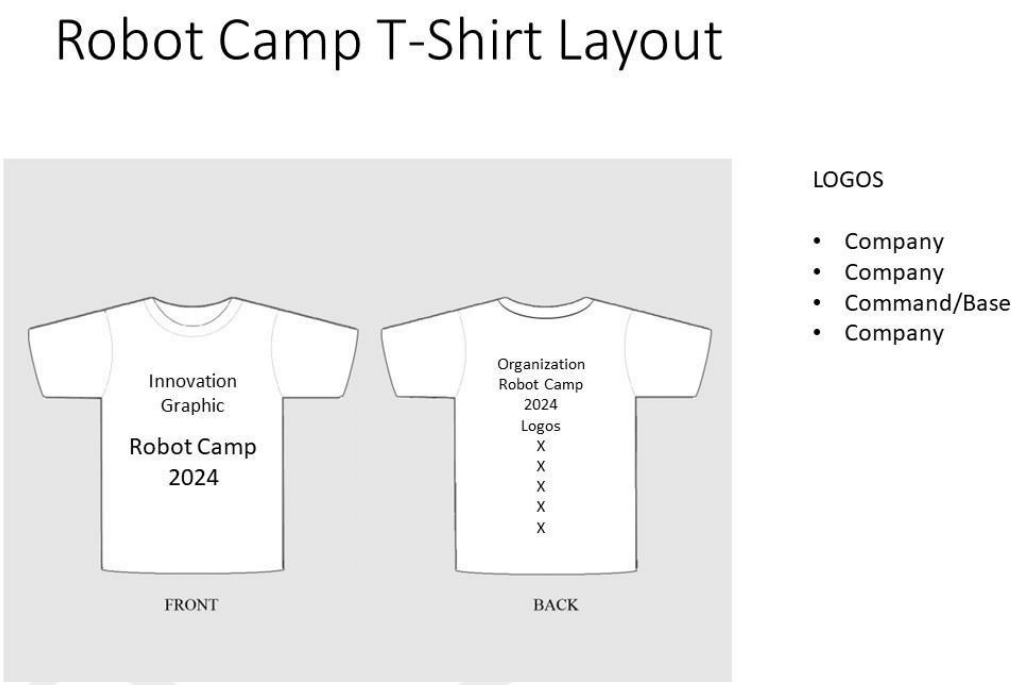
Supplies Checklist

Below is a sample list of supplies that could be ordered for each Camp.

- ☐ Robot/Drone Kit
- ☐ Raspberry Pi
- ☐ Batteries
- ☐ Battery Charger
- ☐ Needle Nose Pliers
- ☐ Garbage Bags
- ☐ Phillips Head Screwdriver
- ☐ Name Tags
- ☐ Bag Tags (for name on bag)
- ☐ Sharpies for Name Tags
- ☐ Pens
- ☐ Notebooks
- ☐ Large Paper Gift Bag (fits robot)
- ☐ Smaller Treat Bags
- ☐ First Aid Kit
- ☐ Rubber Bands
- ☐ Scissors
- ☐ Post-It Notes
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

T-SHIRT DESIGN SAMPLE

Please see the example below for a Camp t-shirt layout.



Volunteer Roster

____Robot____ Camp Volunteer Roster

NAME	COMPANY	EMAIL	CELL#	NOTES

WAIVER & RELEASE OF LIABILITY

PRINT the waiver and release of liability before the Camp begins. Campers and/or parents must sign the Waiver and Release of Liability to participate.

- Rules – Be Respectful, Responsible, and Ready to Learn
- All Camp participants, volunteers, hosts, and sponsors will respectfully behave themselves and follow the rules of the _____ Camp facility and/or site.
- Rules and guidance are in place for the safety and comfort of all.
- All students will check in at the Camp location with the _____Organizer_____.
- SUBMIT Waivers to take part.
- Camp participants play and engage at their own risk.
- No soliciting, vending, or peddling.
- No disfiguration or removal of property.
- Camp takes place both in and outside the facility location. Be aware of possible exposure and possible allergic reactions to things such as insects, tick & snake bites, and/or poisonous plants.
- All Camp participants should alert Hosts of any allergies or conditions.
- We reserve the right to ask any participant to leave the Camp.
- Please keep our Camp facility and sites clean.
- Inappropriate language or gestures will not be tolerated nor allowed.
- No fighting. In case of conflict, please alert a Camp sponsor team member or call 911.
- In case of emergency, call 911.
- No alcohol, illegal substances, or smoking/vaping of any kind will be allowed.
- Treat others as you would like to be treated and have fun!

Social Media and Photo Release for Minors

DEAR PARENT/GUARDIAN

SPARK TEEN ROBOT CAMP will be taking photos of our participants during their activities within the facility's premises from approximately 8AM until 4PM on the day of the event. The EMBOLDEN VALOR Organization has social media and webpage presence and will occasionally post images, quotes, and short videos of participants and their classmates to our social media and website.

In the interest of child protection and security, we seek your consent to publish or use these items in which your child may be included.

The images, quotes, and short videos may be used in other EMBOLDENVALOR SPARK promotions to generate interest and support in future events. This may include bulletin boards, marketing materials, brochures, etc.

To PROTECT your child's privacy, we guarantee that personally identifiable information (i.e. your child's name, age, and etc.) will NOT be included in any materials, including those where your child's image is used.

Should you decide to revoke your authorization later, you may do so in writing.

- ☐ I give my permission to use my child's photograph, etc. AS DESCRIBED ABOVE
- ☐ I give my permission to use my child's photograph, etc. IN INTERNAL EMAIL AND PUBLICATIONS
- ☐ I DO NOT consent to having photographs, etc. of my child, IN ANY WAY

Name of Participant _____

Signature of Parent/Guardian _____

SPARK CAMP Participant Agreement & Waiver

I have read and understand the SPARK Camp rules of conduct. While taking part in the camp I and/or my minor children agree to acknowledge and abide by all rules and the signage posted on the property. If I/we do not abide by these rules, I understand that I/we may be asked to leave. I understand that the activity or event I am taking part in may involve risks to myself or my minor children. I release and forever discharge and hold harmless the ____Name of Organization _____, the Camp Sponsors, Coaches, and Instructors, and their directors, officers, employees, agents, volunteers, and successors (the Camp Hosts) from any liability, claims, or demands of any kind, either in law or in equity. I understand that this Waiver releases all those stated from any liability or claim related to bodily injury, personal injury, illness, death, or property damage that may result to myself or my minor child(ren) from participation in an activity, or use of a facility, hosted or operated by the Camp Hosts. I further understand that the Camp Hosts do not assume any responsibility for or obligation to provide me with financial or other aid, including but not limited to medical, health, or disability benefits or insurance of any kind. I also discharge Camp Hosts from any claim related to first-aid treatment or other emergency medical services given in connection with any emergency that occurs during my participation in the event or use of the facilities.

By printing my/my child's name below, I express my understanding and intent to enter into this Waiver and Release of Liability freely and voluntarily.

Participant's Name(s): _____

My Name: _____

Email: _____

Cell Phone: _____

Signature: _____

I grant and convey to the Camp Hosts the right to use any photographs, images, or video taken of myself and/or my minor children for the use of the Camp Host's website, social media accounts, and publication materials.

Participant's Name(s): _____

My Name: _____

Email: _____

Cell Phone: _____

Signature: _____

SPARK RESOURCES FOR CAMPERS

Please share these resources with Camp participants who are interested in further IT-type experiences. (this list can be expanded and updated)

- iD Tech Camps - Coding Camps & Tech Programs Held at the University of Virginia

  Ages: 7-17
  Duration: 1-week
  Format: Day and overnight options
  Skill Level: Beginner-Advanced
  Price: Starting at $1,029 (payment plan available)

  Our next-gen labs are a total vibe. Tech and pop culture icons deck the walls. Energetic music plays. STEM pros recruited from elite universities share their knowledge, inspiring campers to bring their visions to life, from apps and games to AI bots and viral videos! Each session blends hands-on learning with campus exploration and traditions like dress-up days, raffles, and gaming tournaments. It's our one-of-a-kind recipe for summer magic.
  https://www.idtech.com/locations/virginia-summer-camps/university-of-virginia#/reg-flow/avail-charts-lock?lid%5B%5D=77&rgnad=true

- Are you in High School? Want to start a cyber club at your school and compete in a cyber competition? Start a cyber patriot club with a club sponsor!

  CyberPatriot is the National Youth Cyber Education Program created by the Air & Space Forces Association to inspire K-12 students toward careers in cybersecurity or other science, technology, engineering, and mathematics (STEM) disciplines critical to our nation's future. At the core of the program is the National Youth Cyber Defense Competition, the nation's largest cyber defense competition that puts high school and middle school students in charge of securing virtual networks. Other programs include AFA CyberCamps, the CyberPatriot Alumni Network, an elementary school cyber education initiative, a children's literature series, CyberGenerations –a senior citizen cyber safety initiative, and a Tech Caregivers program designed to encourage cyber-savvy volunteers to give back to their communities.
  https://www.uscyberpatriot.org/

- Want to learn more about Cybersecurity on your own time for free? Check out TryHackMe.

  TryHackMe is a free online platform for learning cybersecurity. This platform offers structured learning paths with guided tasks and challenges, including Red Teaming, Introduction to Cyber Security, Jr Penetration Tester, Cyber Defense, Pre Security, Attacking SOC Level 1, Offensive Pen testing, and CompTIA Pentest+. It also provides a community for students to connect, ask questions, and share knowledge.
  https://tryhackme.com/

- Want to practice for Cybersecurity CTF challenges? Try picoCTF!

picoCTF gamifies learning hacking with capture-the-flag puzzles created by trusted computer security and privacy experts at Carnegie Mellon University.
https://picoctf.org/index.html#picogym

- Another CTF Challenge Site - Hacker 101

  The Hacker101 CTF is a game designed to let you learn to hack in a safe, rewarding environment. Hacker101 is a free educational site for hackers, run by HackerOne. This CTF is another integral part in our plans to make the world a better place, one bug at a time.
  https://ctf.hacker101.com/