



JULY 12–16 | DIY: ZINE-MAKING FOR YOUNG DESIGNERS

VIRTUAL DESIGN CAMP AT HOME SCHEDULE AND ASSIGNMENTS

TIME	MONDAY	WEDNESDAY	THURSDAY	FRIDAY	
10:00	Welcome!	Monday Review + Icebreaker	Meet the Experts from Adobe! 10–11:00 a.m.	Icebreaker	
10:10	What is Design?	Share Your Ideas		Share Your Mood Board and Concept Pitches	
10:20	Meet our Guest Designers				
10:35	BREAK	Get Feedback			
10:45	What is a Digital Zine?	BREAK			BREAK
11:15	Getting Ideas Your Design Challenge and Introduction to Mood Boards	Introduction and Exploration of PicsArt Image Editor, Adobe Capture and Adobe Draw for IOS			Take this Further! What Can You Do Next?
12:00	Share Out and Next Steps for Tuesday	Share Out + Prepare for Friday	Share Out + Debrief		

Please note that this one-week session includes a special workshop with experts from Adobe on Thursday from 10:00–11:00 a.m. EST.

SELF-GUIDED SESSION ASSIGNMENTS

TUESDAY	THURSDAY
<ol style="list-style-type: none"> 1. Finish your mood board in Miro 2. Get feedback 3. Set up free accounts with PicsArt Image Editor, Adobe Capture and Adobe Draw for IOS. 	<ol style="list-style-type: none"> 1. Prototype your design 2. Get feedback 3. Write down your design process 4. Create a 3-minute video and/or share a photo of your final design with help from your parent/guardian (optional)



JULY 19–23 | TROPICAL ECOSYSTEMS: A YOUNG SCIENTIST'S FIELD GUIDE TO PANAMA

VIRTUAL DESIGN CAMP AT HOME SCHEDULE AND ASSIGNMENTS

TIME	MONDAY	WEDNESDAY	THURSDAY	FRIDAY
10:00	Welcome!	Monday Review + Icebreaker	Office Hours (Optional)	Icebreaker
10:10	What is Design?	Share Your Ideas from Design Challenge 1		Share Your Ideas from Design Challenge 2
10:20	Meet our Guest Collaborators from the Smithsonian Tropical Research Institute	Your Design Challenge 2 Explorations of the BCI		Your Design Challenge 3 Explorations of the Pacific
10:35	BREAK			
10:45	Your Design Challenge 1 Explorations of the Caribbean	BREAK		BREAK
11:15	Getting Ideas Brainstorm and Prototype	Getting Ideas Brainstorm and Prototype		Brainstorm Your Ideas in Groups
12:00	Share Out and Next Steps for Tuesday	Share Out + Prepare for Friday		Share Out + Debrief

SELF-GUIDED SESSION ASSIGNMENTS

TUESDAY	THURSDAY
<ol style="list-style-type: none"> 1. Finish your prototype for the first design challenge. 2. Get feedback. 3. Be ready to bring your design from the first challenge to Wednesday's live session. 	<ol style="list-style-type: none"> 1. Finish your prototype for the second design challenge. 2. Get feedback. 3. Reflect and write down your design process from the week. 4. Create a 3-minute video and/or share a photo of your final designs with help from your parent/guardian (optional).



JULY 26–30 | ON THE ROAD: DESIGN ACROSS AMERICA

VIRTUAL DESIGN CAMP AT HOME SCHEDULE AND ASSIGNMENTS

TIME	MONDAY	WEDNESDAY	THURSDAY	FRIDAY
1:00	Welcome!	Monday Review + Icebreaker	Office Hours (Optional)	Icebreaker
1:10	What is Design?	Share Your Ideas from Design Challenge 1		Share Your Ideas from Design Challenge 2
1:20	Meet our Guest Collaborators from the National Museum of American History			
1:35	Your Design Challenge 1 Currency and Money	Your Design Challenge 2 Monuments and Remembering		Your Design Challenge 3 Games and Toys
1:45	BREAK	BREAK		BREAK
2:00	Getting Ideas Brainstorm and Prototype	Getting Ideas Brainstorm and Prototype		Getting Ideas Brainstorm and Prototype
3:00	Share Out and Next Steps for Tuesday	Share Out + Prepare for Friday	Share Out + Debrief	

SELF-GUIDED SESSION ASSIGNMENTS

TUESDAY	THURSDAY
<ol style="list-style-type: none"> 1. Finish your prototype for the first design challenge. 2. Get feedback. 3. Be ready to bring your design from the first challenge to Wednesday's live session. 	<ol style="list-style-type: none"> 1. Finish your prototype for the second design challenge. 2. Get feedback. 3. Reflect and write down your design process from the week. 4. Create a 3-minute video and/or share a photo of your final designs with help from your parent/guardian (optional).



AUGUST 2-6 | MISSION TO MARS

VIRTUAL DESIGN CAMP AT HOME SCHEDULE AND ASSIGNMENTS

TIME	MONDAY	WEDNESDAY	THURSDAY	FRIDAY
1:00	Welcome!	Monday Review + Icebreaker	Office Hours (Optional)	Icebreaker
1:10	What is Design?	Share Your Ideas from Design Challenge 1		Share Your Ideas from Design Challenge 2
1:20	Meet our Guest Collaborators from the National Air and Space Museum			
1:35	Your Design Challenge 1 Arriving on the Red Planet	Your Design Challenge 2 Living on the Red Planet		Your Design Challenge 3 Navigating the Red Planet
1:45	BREAK	BREAK		BREAK
2:00	Getting Ideas Brainstorm and Prototype	Getting Ideas Brainstorm and Prototype		Getting Ideas Brainstorm and Prototype
3:00	Share Out and Next Steps for Tuesday	Share Out + Prepare for Friday		Share Out + Debrief

SELF-GUIDED SESSION ASSIGNMENTS

TUESDAY	THURSDAY
<ol style="list-style-type: none"> 1. Finish your prototype for the first design challenge. 2. Get feedback. 3. Be ready to bring your design from the first challenge to Wednesday's live session. 	<ol style="list-style-type: none"> 1. Finish your prototype for the second design challenge. 2. Get feedback. 3. Reflect and write down your design process from the week. 4. Create a 3-minute video and/or share a photo of your final designs with help from your parent/guardian (optional).



AUGUST 9–13 | INDIGENOUS INNOVATIONS

VIRTUAL DESIGN CAMP AT HOME SCHEDULE AND ASSIGNMENTS

TIME	MONDAY	WEDNESDAY	THURSDAY	FRIDAY
1:00	Welcome!	Monday Review + Icebreaker	Office Hours (Optional)	Icebreaker
1:10	What is Design?	Share Your Ideas from Tuesday's Self-Guided Session		Breakout Groups: How to Share Your Work
1:20	Meet our Guest Collaborators from the National Museum of American Indian			
1:35	Your Design Challenge Design A Kayak	Kayak Material Exploration		Share and Test Your Kayak Designs
1:45	BREAK	BREAK		BREAK
2:00	Getting Ideas What is Brainstorming?	Introduction to Prototyping		Share and Test Your Kayak Designs
3:00	Share Out and Next Steps for Tuesday	Share Out + Prepare for Friday		Share Out + Debrief

SELF-GUIDED SESSION ASSIGNMENTS

TUESDAY	THURSDAY
<ol style="list-style-type: none"> 1. Brainstorm at least 3 different iterations of your design. 2. Experiment with taking your own measurement and bring to Wednesday's session. 3. Get feedback. 4. Gather materials and bring them to the session on Wednesday 	<ol style="list-style-type: none"> 1. Prototype your design 2. Get feedback 3. Write down your design process 4. Create a 3-minute video and/or share a photo of your final design with help from your parent/guardian (optional) 5. Conduct a floating experiment and shoot a 3-minute video (optional).