



DESIGN CAMP SCHEDULE

AGES 9 – 11 | PLANES, TRAINS AND AUTOMOBILES

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
8:30	Check-in Garden				
9:00					
9:15	Welcome to Cooper Hewitt	Games			
9:30					
9:45		Fire Drill	Getting Ideas	Testing + Evaluating Our Designs	Finish Designs
10:00					
10:15	Introduction to Design Thinking	Field Trip The Museum of the City of New York			
10:30					
10:45					
11:00	SNACK				
11:15	Tour of Cooper Hewitt	Field Trip The Museum of the City of New York	Getting Ideas	Build a City for Your Prototype	Finish Designs
11:30					
11:45					
12:00					
12:15					
12:30	LUNCH				
12:45					
1:00					
1:15					
1:30					
1:45	Meet Our Guest Designer and Receive Design Challenge	Visit the Smithsonian Library and Design a Storyboard	Prototyping + Making	Build a City for Your Prototype	Outdoor Play
2:00					
2:15					
2:30					
2:45					
3:00					
3:15					Family Celebration
3:30	Check-out Ground Floor, Lecture Room				
4:00					

