Tuesday, August 9th	Wednesday, August 10th
Launch - Vex modules *Hands-on module deep dives:* ● 3 - Forces and Interactions ● 4 - Energy Collisions ● 4 - Energy Conversions ● 5 - Robotics and Automation	**Launch - Computer Science modules** *Hands-on module deep dives:* ● K - Animals and Algorithms ● 1 - Animated Storytelling ● 2 - Grids and Games ● 3 - Programming Patterns ● 4 - Input/Output: Computer Systems
Design and Modeling *Activities covered:* ● Skimmer ● TinkerCAD & Troubleshooting TinkerCAD issues	**Automation and Robotics** *Activities covered:* ● VEX Robotics V5 Systems ● Building basics of structural and mechanical design concepts
App Creators *Activities covered:* ● Universal Algorithms ● Reading/Creating Flowcharts	**Computer Science for Innovators and Makers** *Activities covered:* ● 2.1 and 2.2 Inputs and outputs ● 2.3 Getting your bluetooth to work ● Teacher & student created wiring plans
Medical Detectives *Activities covered:* ● Effectiveness of Antibiotics Experiment ● Sheep brain dissection ● Problem 3.2 Disease Detectives ● Blood pressure	**Computer Integrated Manufacturing** *Activities covered:* ● CNC machining with Autodesk Fusion 360 ● Intelitek CNC Motion
Introduction to Engineering Design *Activities covered:* ● 4.1.5 Cams in Motion ● 4.1.6 Design a Cam ● 4.1.8 Shoebox Automation ● 4.2.5 Automata Design Challenge	**Principles of Engineering** *Activities covered:* ● V5 Brain and new V5 sensors (incl. integrating tips/tricks) ● 1.2.3 Electrical circuit review ● 1.3.1 Solar Hydrogen System ● 1.3.4 Heat Box Lab ● 1.1.6 Build a compound machine
Human Body Systems *Activities covered:* ● 1.2.3 Bone Detectives ● 1.3.1 DNA Detectives ● Unit 1 Manikin Build ● 2.2.3 It's All in the Reflexes ● 2.4.1 Cow Eye Dissection ● 2.4.2 Visual Perception	**Principles of Biomedical Science** *Activities covered:* ● 1.1.2 Vernier Probeware ● 1.1.4 Prepping Blood Evidence ● 1.1.6 Running a gel ● 1.2.2 Setting up Time of Death ● 1.2.5 Heart Dissections ● 2.1.4 Practice with phlebotomy arms ● Routine Testing in the Lab
Computer Science Essentials *Activities covered:* ● 1.2 AppInventor ● 3.2 Python	**Computer Science Principles** *Activities covered:* ● 3.1 Data with Vernier sensors ● 4.1 Simulations
Cybersecurity *Activities covered:* ● CTFs ● Additional Curriculum Resource Exploration ● 4.3.1 Problem: Solve the Crime	