

MOONCAMP

HOME AUTOMATION

THRILLING & EXCITING

online learning expedition to help children build interest in Innovation & Entrepreneurship and take a deep-dive into futuristic skills.

MOONCAMP INVITES 9-17 YEAR OLDS

To experience interactive hands-on learning in home automation to enhance futuristic skills and foster entrepreneurial mindset.

Start Date:- UAE: July 11, 2021

Duration: 2 Weeks

Timings: 09:00 am - 1:15 pm GMT +4



Register Now at \$50

Camp Fee ~~\$449~~ \$249

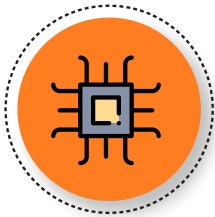
HOME AUTOMATION

PROGRAM OBJECTIVES

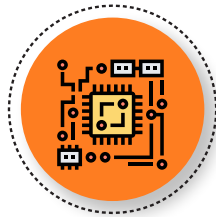
We bring to you an advanced learning platform by combining result-oriented, hands-on activities with interactive, game-based learning resources.



TECH SESSIONS



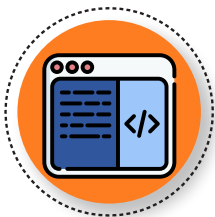
Know about
Microcontroller



Fundamentals of
Electronics & Circuit



Introduction to
Arduino, IoT



Basics of
Programming



Fundamentals
of Sensors



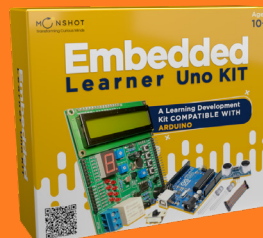
Programming
& Debugging

LEARNING KITS



MOONPRENEUR

The business strategy
board game to build an
entrepreneurial mindset



EMBEDDED LEARNER KIT

The Embedded Learner Kit helps
children experiment and create
projects using Arduino

**The learning kits are included in the camp fee and will be shipped to your address upon enrollment*

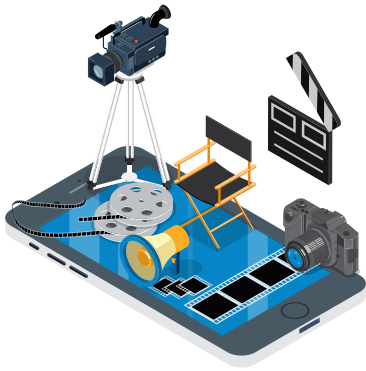
ENTREPRENEURSHIP & SOFT SKILLS

An entrepreneurial and innovative mindset will be critical for the future of work. Therefore, we want every child to imbibe entrepreneurial skills along with technical knowledge in the camp. The MoonCamp curriculum includes:

Entrepreneurship development

Video creation

E-commerce



LEARNING METHODOLOGY



Virtual live
classes



Hands-on
learning



Group
projects



Game
sessions



Competitions
& exercises

MOONCAMP HOME AUTOMATION WEEK 1

TIME - DATE	11/7/2021	12/7/2021	13/7/2021	14/7/2021	15/7/2021
9:00-9:30	Summer Camp Overview / Children Introduction & Group Creation (Networking Session)	Basic Electronic & circuits Session 2	Introduction to Arduino IDE & Interfacing with computer - Session 3	Introduction to Programming Session 5	Introduction to Sensors Session 6
9:30-10:00					
10:00-10:30					
10:00-10:30	Introduction to Arduino Session 1	Recap / Q&A / Game Group Competition	Recap / Q&A / Game Group Competition	Recap / Q&A / Game Group Competition	Recap / Q&A / Game Group Competition
10:30-10:45	Break	Break	Break	Break	Break
10:45-11:15	Recap / Q&A / Game Group Competition	Video Creation 1	Introduction to Embedded Learner Kit - Session 4	Moonpreneur 2 Ecommerce Learning	Video Creation 2
11:15-11:45	Moonpreneur 1 Ecommerce Learning				
11:45-12:15	Lunch	Lunch	Lunch	Lunch	Lunch
12:15-12:45	Moonpreneur 1 Ecommerce Learning	Video Creation 1	Introduction to Embedded Learner Kit - Session 4	Moonpreneur 2 Ecommerce Learning	Video Creation 2
12:45-1:15	Group Game/Group Assignment	Video Creation Assignment	Group Game/Group Assignment	Group Game/Group Assignment	Video Creation Assignment

MOONCAMP HOME AUTOMATION WEEK 2

TIME - DATE	16/7/2021	17/7/2021	18/7/2021	19/7/2021	20/7/2021
9:00-9:30	Programming 2 & Serial monitor & debugging Session 7	Embedded Learner Kit Activity 1 Session 8	Embedded Learner Kit Activity 2 Session 9	Embedded Learner Kit Activity 4 Session 11	What's Next - Session 12
9:30-10:00					
10:00-10:30	Recap / Q&A / Game Group Competition	Recap / Q&A / Game Group Competition	Recap / Q&A / Game Group Competition	Recap / Q&A / Game Group Competition	Video Creation 4
10:30-10:45	Break	Break	Break	Break	Break
10:45-11:15	Moonpreneur 3 Ecommerce Learning	Video Creation 3	Embedded Learner Kit Activity 3 Session 10	Moonpreneur 4 Ecommerce Learning	Video Creation 4
11:15-11:45					
11:45-12:15	Lunch	Lunch	Lunch	Lunch	Lunch
12:15-12:45	Moonpreneur 3 Ecommerce Learning	Video Creation 3	Embedded Learner Kit Activity 3 Session 10	Moonpreneur 4 Ecommerce Learning	Video Creation Assignment Evaluation
12:45-1:15	Group Game/Group Assignment	Video Creation Assignment	Group Game/Group Assignment	Group Game/Group Assignment	Award Ceremony

LEARNING OUTCOMES



EDUCATIONAL BENEFITS

- STEAM Learning
- Outcome focused Learning
- Skill-based Learning
- Helps Develop Entrepreneurial Mindset
- Creative Stimulation



FUTURISTIC BENEFITS

- Entrepreneurial Skills
- Problem Solving Skills
- Futuristic Skills Awareness
- Builds Interest in Robotics



SOCIAL BENEFITS

- Teamwork
- Leadership
- Exposure to a Diverse Culture
- Negotiation Skills
- Communication Skills
- Emotional Intelligence

INSPIRATIONAL SUCCESS STORIES

Our methodology is a well-thought-out, process-oriented learning and it has experienced significant success. Hear what our alumni have to say about us:



I created the Sania Box- the embedded computer kit with the help of mentors from Moonshot Jr. The mentors take an interest to develop skills in every kid who wants to learn with them.

~ Sania Jain



I joined Moonshot Jr to study sensors. The tutors further piqued my interest in hardware and helped me design my first product- the Moon Pi Hub Cam. Now, you can create your own camera add-on using this DIY kit.

~ Anitez Gautam



Moonshot Jr has a unique way of approaching learning. They teach you through experience rather than mere theoretical knowledge. With the knowledge I received from the mentors, I created Tambola, an app to develop games and virtually play with your friends in the times of social distancing.

~ Shorya Malhotra



From early childhood, I had a knack to create things. But what I didn't have was the right direction. With the help of this tech entrepreneurship program I gave a shape to my dreams and came up with my Innovation Kit. The mentors helped me develop my skills and confidence through a fun learning process.

~ Ava Browns

WHAT IS MOONSHOT JR?

Moonshot Junior Inc. is a start-up that is remodeling the concept of empowering today's innovators and turning them into tomorrow's entrepreneurs through project-based learning and product development experience. Our community strives to uncover and nurture the STEAM skills in children with the help of our innovation and entrepreneurship-centric, SaaS-model based program. Our community and platform are an overlay around the ideas, projects, and products straight out of the creative minds of children between 10-17 years, with guidance from experts.