Virtual Camper Information Package 2020
General Information

Contact Information

**Registration**
- Email: svregistration@engr.uvic.ca
- Phone: 250-721-8983

**Office**
- Email: svcamp@engr.uvic.ca
- Phone: 250-721-8158

**Civic Holidays**

- July 1st & August 3rd
- There will be no online components for camp on these days

Please note: Due to remote working over the summer, email is the preferred contact method. If a phone call is required please leave a message and one of our team members will get back to you in a timely manner.

Virtual Summer Camps

**Format**

Science Venture is excited to provide online STEM camps for youth. All campers will meet virtually with instructors at designated times each day of the week. During these online sessions, instructors will be introducing topics through demos, how-tos as well as debriefing learning outcomes. Following each live session, participants will be provided with additional 2-3 hours of STEM activities to be completed on their own time.

Each week this summer has a different theme containing a range of topics within the set theme. These activities will be customized and adapted to suit the appropriate age-groups. Age groups are split into grades 1/2, grades 3/4, graded 5/6 and grades 7 to 9.

**Materials**

A program material list will be sent out ten days prior to the start of camp. The camp activities have been developed with limited access to materials in mind. Many materials will be considered household items and can be replaced for similar items if needed.
Program Link
You will receive the Zoom link and any additional program information the Thursday prior to camp starting.

Communication
All communication will be sent through email to the address on file for the participant. Please ensure that our email addresses, svregistration@engr.uvic.ca and svcamp@engr.uvic.ca, are added to your safe list to avoid it being sent to your junk mail. This is especially important for Hotmail addresses.

Screen Time
Our goal with the Virtual Camps is not to have students glued to a screen all summer. As mentioned, we will be meeting with youth to set-up activities and learning outcomes and then let them carry on with the goals of the day. Online sessions will be structured to vary based on grade level of the camps.

Anticipated Screen Time per Session:
- Gr. 1/2: 30 to 45 minutes
- Gr. 3/4: 45 to 90 minutes
- Gr. 5/6: 1 to 2 hours
- Gr. 7-9: 1 to 2 hours

Parent/Guardian Participation
Due to the online delivery of our summer camps, it is important to note that these programs are not a form of childcare. Many of the activities will need parent/guardian assistance, especially for campers in younger grades. Several steps have been taken to ensure the safety and accessibility for all participants but we ask that participants remain under the supervision of their guardians when participating in this program, similar to when a participant is doing an independent activity at home under adult-supervision. Parents/guardians will have the opportunity to meet the instructors in the 15 minutes prior to the scheduled start of the first session.

Parent/Guardian Participation Expectations by Grade Level:
- Gr. 1/2: CRITICAL for both online and offline activity success
- Gr. 3/4: HIGHLY LIKELY for online and likely for offline activity success
- Gr. 5/6: LIKELY for online component and possible for offline activity success
- Gr. 7-9: POSSIBLE for online component and possible for offline activity success
Cancellation Policy

Our regular cancellation policy is that we require a minimum of 2 weeks notice to receive all costs less the $50 deposit back. In light of the programming having no cost to participants, we respectfully request that a 2 week notice is adhered to for cancellations. This will provide us with enough time to work down the waitlists.

Codemaker Camps & Tech Lending

During our specialty Codemaker Camps, pieces of technology such as Makey Makey, Micro:Bits and Arduinos will be used as a medium for lessons incorporated during the week. This tech will be loaned out to participants for use in the sessions through a pick up and drop off system based at the University of Victoria.

Pick up and drop off will be beside Parking Lot E at the covered bike racks outside of MacLaurin B Wing Music Building. Guidelines will be posted to ensure appropriate physical distancing and we ask these be followed. Failure to do so will result in the inability to obtain the required tech for the camp week and the deregistration of the participant from the program. The retention of tech beyond the Thursday following the completion of the program will result in a charge to your account of the replacement cost and inability to participate in future registrations.

<table>
<thead>
<tr>
<th>Pick up</th>
<th>Drop Off</th>
</tr>
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<tbody>
<tr>
<td>Tuesday</td>
<td>Tuesday</td>
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<tr>
<td>11am to 1pm</td>
<td>11 am to 1pm</td>
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<tr>
<td>Thursday</td>
<td>Thursday</td>
</tr>
<tr>
<td>11am to 1pm</td>
<td>11 am to 1pm</td>
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</tbody>
</table>

See map attached for location of pick up and drop off.

Virtual Platform

Zoom

The virtual platform of use for our virtual programming is Zoom, supported and hosted by the University of Victoria. As mentioned, the live session information and link for Zoom will be emailed to participants the Thursday prior to the week of camp starting. Join the meeting by clicking the link and following the prompts.

Due to the nature of online programming, Science Venture is unable to provide additional one-on-one support for youth this summer camp session. However, we are more than happy to provide resources to support youth such as a virtual tour of Zoom, instructor meet and greets,
and program schedules. If it would benefit your child to receive this support prior to the program start date please email svcamp@engr.uvic.ca for further information.

Zoom Etiquette
- Be on time
- Mute yourself when not speaking
- Actively participate
- Close other programs on your computer during live sessions

Features of Zoom

**Visual and Audio Settings:**

![Join Audio](image)

To hear the meeting ‘Join Audio’.

Tip: if you can’t hear anything, check this button first!

![Mute and Stop Video](image)

To mute or join/stop video, these are on the bottom left of your screen.

Tip: Keep yourself muted to avoid background noise and unmute yourself when you want to talk.

The picture below is what the bottom of your screen will look like. We will go through the use of each button.

![Chat Button](image)

This is the chat feature. Here you can communicate to all participants. Youth and/or parents or guardians will use this to type in questions, comments, answers or technical difficulties.

Tip: Use the chat for constructive and positive comments only. It will be turned off to prevent distraction as needed.
Participant Button & Setting you ‘Status’:

To ask a question, answer a question, indicate completion or report a technical difficulty you can change your emoji status.

To do this, first you must hit the ‘Participant’ button at the bottom of your screen.

Reaction Button:

React to the session by sending clapping or a thumbs up.

Tip: Use the ‘Thumbs Up’ for “I understand”

Annotation:

During sessions, youth may be asked to participate using the ‘Annotation’ tool. This may be through drawing tools, stamps or texts.

At the top of the screen click ‘View Options’, ‘Annotate’. From here the annotation toolbar will open and you can select the tool you need, as shown below.
Leave the Session:

To exit the session, click ‘Leave’ in the bottom right corner of the screen.

Troubleshooting

The Instructors and Coordinators present in each live session will do their best to help troubleshoot as issues arise. However, not all will be able to be solved remotely. If you require troubleshooting, please refer to Zoom Support, link found here.

Program Expectations

Be Present

- Keep your attention on the instructors and experiments
- Avoid distractions at your workspace

Be Positive

- Be a positive participant of the program by using respectful language and communication
- Use the features of Zoom respectfully and only when asked by the instructors

Be a Problem Solver

- If you have a question, an instructor or coordinator will help you as soon as they are able

Digital Literacy & Citizenship

As Science Venture transitions to online summer camp delivery, it is important to discuss digital literacy and being a digital citizen. These concepts are more than user know-how, they include a wide range of ethical, social and reflective practices that are in everyday life.

Science Venture trains our staff and delivers our programs around the Use, Understand, Create model from MediaSmarts¹. Use represents exactly what comes to mind, using and engaging with technology and the internet. Understand is a complex set of skills that help us comprehend,
contextualize and critically evaluate digital media so informed decisions can be made about what we do and encounter online. *Create* refers to the ability to produce content and effectively communicate through a variety of digital media tools. Creation is the heart of citizenship and innovation.

**Key concepts of digital literacy:**

1. Digital media & content are networked. There are no one-way connections. Content can be shared with other people as easily as a producer or distributor shares it with you.

2. Digital media & content are persistent, searchable and shareable. Digital content is consumed, for the most part, asynchronously. Everything that is transmitted is stored somewhere and can be searched, copied, shared and/or spread.

3. Digital media & content have unknown and unexpected audiences. It is difficult to manage audiences as shareable online content may be seen by people that were not the intended or expected consumer.

4. Digital media experiences are real but do not always feel real. We are never just passive viewers of digital media. With the lack of physical presence while in a digital setting, it is easy to forget that laws, morals and rights still apply online. The norms and values of online communities can also affect our own personal norms and values, much like offline communities.

5. How we respond and behave when using digital media and viewing digital content is influenced by architecture of the platforms, which reflect the bias and assumptions of their creators. It is important to note that the form of a medium influences how we read or experience the content.

As we navigate the digital world in the 21st century, an essential part of active citizenship is being a critically engaged user and consumer of digital media and content. Digital media and content is used to inform ourselves, help shape our opinions, interact with our communities and make our voices heard. Elements of digital citizenship are shaped around rights and responsibilities, participation or civic engagement, norms of behaviour or etiquette, and sense of belonging and membership. All of these elements are intertwined into Science Venture programs.

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1The above information is from MediaSmarts, Canada’s Centre for Digital and Media Literacy. For more information visit: [mediasmarts.ca](http://mediasmarts.ca)
Even though we are unable to welcome everyone at UVic for our summer camps, we are in keeping with tradition with Theme Day Thursdays. We invite campers to join our instructors in dressing up each Thursday.

<table>
<thead>
<tr>
<th>Camp Week</th>
<th>Theme</th>
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<tbody>
<tr>
<td>June 15th</td>
<td>Sun Smart</td>
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<tr>
<td>June 22nd</td>
<td>Superhero/Character</td>
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<tr>
<td>June 29th</td>
<td>Canada Colours</td>
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<tr>
<td>July 6th</td>
<td>Science Venture Camp</td>
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<tr>
<td>July 13th</td>
<td>Scientist</td>
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<tr>
<td>July 20th</td>
<td>Fancy Formal</td>
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<tr>
<td>July 27th</td>
<td>Favourite Colour</td>
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<tr>
<td>Aug. 4th</td>
<td>Wacky Hair</td>
</tr>
<tr>
<td>Aug. 10th</td>
<td>Robots &amp; Aliens</td>
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<tr>
<td>Aug. 17th</td>
<td>Let’s go to the beach</td>
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<tr>
<td>Aug. 24th</td>
<td>Favourite musician/band/genre</td>
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