

- » Robotics
- » 3D Game Design
- » Minecraft Mods
- » Animation
- » Java Coder
and more...



BOOK EARLY
LIMITED SPACES AVAILABLE

Tech Camps

for

Kids & Teens

code build
create
game



Childcare vouchers
accepted

FunTech

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Tech Camps

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Welcome to FunTech

We're really excited about Summer 2013 – we're launching **four new camps!**

Our younger campers will love the new **Animation** camp (see page 5) and be amazed as they bring their creations to life.

Gamers go wild for **Minecraft** so to totally blow their minds we're launching two new camps: **Minecraft Secrets** and **Minecraft Mods**. (see pages 6 & 9)

For our **super high-tech** campers there's something really exciting – our first dedicated programming camp, the **Java Coder** (see page 8).

Summer 2012 was amazing. **Rig & Render** and **Game Pro** went extremely well and were **fully booked** so make sure you book early this year. **Robotz** campers built robots that blew us away. The **MAX OUT Robot Races** were the best yet. **3D Game X** campers get younger and more imaginative each year; they showed **outstanding skills**, turning their love of playing computer games into building their own from scratch. We were thrilled when **FunTyper** was booked solid again. Every child should be able to touch-type - it's a fantastic **skill for life!**

Sheineez Barber (Principal)

LOCATIONS: MAIDENHEAD | **NEW** RICHMOND | **NEW** OXFORD

Quick Facts

Duration: Monday to Friday, 9am - 5pm

Extended Hours: 8am drop-off and 6pm pick-up*

Staff: CRB checked, first aid trained

Ofsted: Registered

BOOK EARLY AVOID DISAPPOINTMENT!

*additional charge

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BOOK YOUR CHILD ONTO
AN **AMAZING** SUMMER
LEARNING **EXPERIENCE!**



As seen on



Calling all Robot Controllers...



LEGO NXT robot programming



Mission 1: Initial Training

Master the coding, motors and sensors required to control a robot.

Mission 2: Build a bot

Build and modify your robot to achieve the best combination of speed, agility and intelligence.

Mission 3: Challenge Zone

Your robot has to complete the Challenge Zone, which includes Zero Collision, Patrol Bot and many more challenges. Once completed you'll be awarded your PASS STATUS for Mission 4.

Mission 4: Mission Impossible

Your robot will compete with other PASS STATUS robots in the Bomb Disposal, Speed Zone and Anti-Collision missions. Before each mission, you will be given PIT TIME, where you can change the robot's design and code to improve its performance.

Mission 5: Robot Race MAX Out

Get ready for the MAX Out grand finale! During your PIT TIME you'll need to fine tune your robot to get through the challenging obstacle course in the fastest time...



INVITATION

Parents Invited to
'MAX Out Races'

Fri: 4:30pm

HUGE FUN... HUGE CHALLENGES...
PLACES LIMITED... BOOK EARLY!...



Recommended Age: **All** | Pre-requisites: **None**

ANIMATION

The creative illusion

NEW

Day 4: Anticipation

We start off with a recap and then we're into the art of animation. You'll learn about anticipation and the principles of staging your scene - you'll be amazed how this helps with telling your story.

Day 5: Dynamic or Static

Get ready for your biggest challenge. You'll learn how to rig up a character and create a full run cycle.

You'll finish off by exporting your work and publishing it to the web for all to see!

Day 1: The Basics

We launch straight in and get to know the software. You'll learn the basics of animation including action vs. pose and how to work with timing. By the end of the day you'll have created your first animation.

Day 2: Stretch or Squash

After a quick re-cap, you'll learn the principles of how to create realistic squashing and stretching animations. By the end of the day you'll have created a more advanced animation.

Day 3: Speed & Arcs

A quick recap, and then onto learning about human body movement. You'll look at object motions and how to combine the two. You'll create another amazing animation.



INVITATION

Parents Invited to
'The Movies'

Fri: 4:30pm



Recommended Age: **All** | Pre-requisites: **None**

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MINECRAFT SECRETS

NEW

Locate, reveal, encounter, discover...

Discover 1: Core Survival Skills

Learn the basics of Minecraft, from felling trees with your hands, to finding rare minerals

for tools and key combat techniques. You'll make a zombie-proof shelter and get tips on how to locate treasure hidden deep underground.

Discover 2: Become a Horticultural Hero

We cover carrots, potatoes and wheat, mushrooms, pumpkins and melons, plus what to do once you're a master harvester. You'll learn tips to stop anything trampling your crops and several techniques to keep your home safe from invasive (and destructive!) mobs.

Discover 3: Expansion, Exploration and Easter eggs

You've had a taste of one Biome, now you get to explore the other Biomes. Explore the vistas of the extreme hills. Trek through dense foliage in the jungle. And hunt down temples in

the desert. You'll learn about the challenges of each biome and the animals, plants and landscapes unique to that zone. We'll give you the low-down on some of the Easter eggs that can be witnessed in this vast world, taking you on a sightseeing tour of the rare marvels of the minecraft world.

Discover 4: Conquering the Nether

Day four presents the challenge of building a Nether portal. You'll learn how to survive on this harsh Biome and what goodies you can gather. You'll gain advanced crafting skills, including brewing potions, and you'll learn the mechanics of water and lava in detail.

Discover 5: Teamwork and Team-play!

The grand finale. You'll re-texture your character with your own design and learn about multiplayer worlds. You'll work in teams to create a grand building with defenses and hidden tricks. Ultimately the teams will go to battle, and we'll find out which team has honed their combat abilities to become master duellists, and who has built an impenetrable fortress with cunning traps to tip the fight in their favour.



INVITATION

Parents Invited to
'The Explorer'

Fri: 4:30pm

Recommended Age: **All** | Pre-requisites: **None**

EXTREME FUN...
EXTREME SPEED...
EXTREME IMAGINATION...
PLACES LIMITED...
BOOK EARLY!

Calling all Gamers

Want to learn how to create your
own professional FPS game?
Then welcome to 3D Game Design!

Sector 1: Induction

Create a simple FPS game

Learn the basics of how to create a first person shooter, including markers, weapons, enemies, way-points and re-spawn zones.

Sector 2: Scripting Lab

Advance your coding skills

Next, it's time to head off to Recap Zone One to learn some serious scripting skills. In the Scripting Lab, you'll find out about player settings, sound recording and editing plus story lining.



INVITATION

Parents Invited to
'Games Sector'

Fri: 4:30pm

Recommended Age: **10+** | Pre-requisites: **None**



Sector 3: Game Designer

Professional look and game play

Here you'll add the touches that will make your game look as if it's been built by a seasoned pro. (Such as the HUD and other controls).

Sector 4: Game Developer

Design and code game

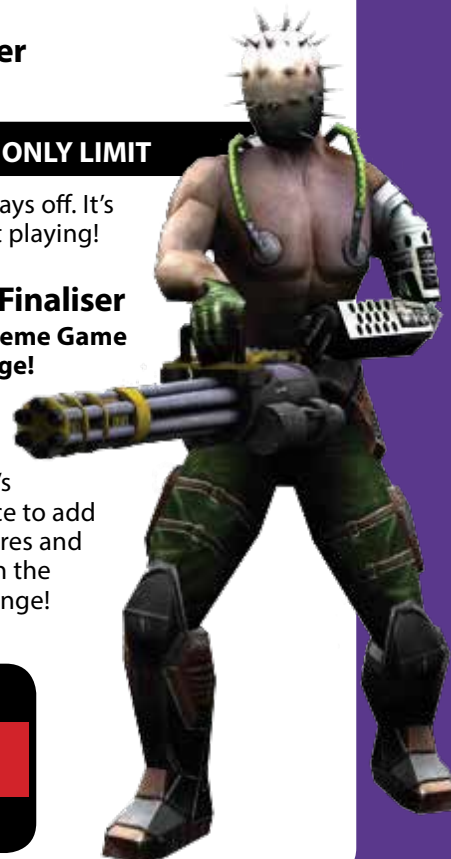
YOUR IMAGINATION IS THE ONLY LIMIT

This is where all the hard work pays off. It's time to build your game and get playing!

Sector 5: Game Finaliser

Get ready for Xtreme Game Sector Challenge!

Your game is built and looking great. Here's your chance to add extra features and take part in the final challenge!



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NEW

Jumpstart to Coding!

Coder 1: Get the basics

You'll start with a quick coder's orientation and then onto the powerful design environment Eclipse. You'll learn to programme using best practice.

Topics covered: IDE (Eclipse) Console, Printing, Variables, Data types, If statements.

Coder 2: Go Loopy!

After a quick re-cap, day 2 is all about working with loops (essential for good coding).

Topics covered: nested If's, switch statements, different types of loops, arrays and array manipulation.

Coder 3: OOPs...

A quick re-cap to start, and then you'll spend the day learning the principles of Object-Oriented-Programming.



This will include how to write classes, methods, procedures and functions and what it means when a property or method is static.

Topics covered: classes, methods, procedures, functions, properties, static statements.

Coder 4: Ready to advance...

You'll look at advanced programming concepts; inheritance and overriding of classes, access specifiers and how to import code from packages.

Topics covered: access specifiers, imports, inheritance, overriding.

Coder 5: Get Ready to Consolidate!

Your challenge is to create an OOP using all the skills you've learnt. At the end of the day you'll be ready to create your own Minecraft Mods.

Topics covered: project & consolidate... you're ready for Minecraft Mods!

INVITATION

Parents Invited to
'The Coder'

Fri: 4:30pm

Recommended Age: 11+ | Pre-requisites: **None**



NEW

Want to be a modder?

Modder 1: Induction

The day starts with an advanced explanation of Minecraft Mods and a hands-on orientation of the tools you'll use throughout the week. You'll analyse and create a logic flow for some unfamiliar code, ending the day by creating your own Minecraft basic blocks.

Modder 2: Customised Blocks

Using advanced properties and methods, you'll create your own unique block with customised skin and attributes. Next you'll move onto creating custom crafting recipes.

Modder 3: Customised Items

You'll learn the skills to create your own skinned items and code them with behaviours of your choice.

Modder 4: Entities

A master class on creating entities. You'll learn how to spawn skeletons, zombies, spiders and creepers and then apply these skills to your own entity, making them spawn when and where you choose.

Modder 5: World Generation

Your entities will come alive today as you learn to code them using AI. You'll find out how Minecraft maps are generated and how to add your entities into the world generator. Finally you'll re-compile your mod and put it online ready to share with friends.



INVITATION

Parents Invited to
'The MOD experience'

Fri: 4:30pm



LEARN AND EXPERIENCE
THE MAGIC OF TECHNOLOGY

Recommended Age: 11+ | Pre-requisites: **Java Coder**

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Bringing creatures to life through modelling and animation



Zone 1: Learn the basics

You'll learn the basics of character animation such as rigging and FK & IK (Forward and Inverse Kinematics).

Zone 2: Learn how to digitally sculpt a character

These more advanced tools and techniques include digital clay sculpting; custom brushes and texturing.

Character Creation

Zone 3: Giving your character depth

Now it's time to look at physics such as gravity and collision, as well as the textures that will really bring your character to life.



Zone 5: Fully rigged, animated, and rendered character

The final stage. You'll apply all special effects, render still images and animations and upload your work online to show to your friends.

ARTIST IN ACTION

RIG & RENDER



INVITATION

Parents Invited to 'Meet The Character'

Fri: 4:30pm

Zone 4: Rig, animate & render

Now your character is ready for animation! You can play with lighting and camera angles to find its best - or worst - side.

GAMEPRO

PLAN | CODE | COMPILE | PLAY

Code in Action

Sector 1: Introduction

This is the first step in creating an online game. You'll learn about orientation, object manipulation for 2D & 3D spaces and how to create terrains such as islands and mountains.

Sector 2: Add Detail

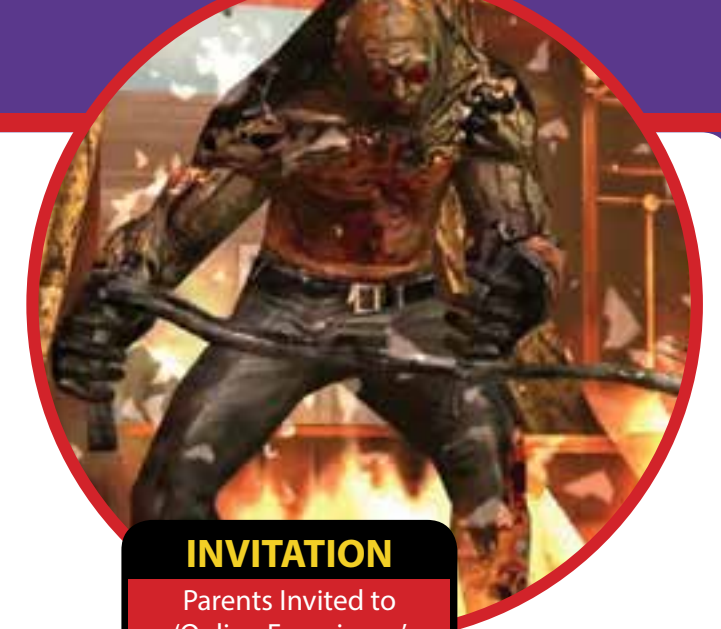
Now it's time to add some detail. Once you've set up your camera angles, you'll start working on character motion, animation and design. You'll get to choose the colour of your character's eyes, hair and even features such as moles.

Sector 3: Mechanics

It's all about the mechanics of your game. You can choose from an array of shooting options such as bullets, lasers and fireballs, before setting up spawn points and other gameplay essentials.

Sector 4: Boom!

Here you'll design the explosions and effects that will make your game look and sound fantastic. You'll also get the chance to tidy up your code so everything runs as smoothly as possible.



INVITATION

Parents Invited to 'Online Experience'

Fri: 4:30pm

Sector 5: Effects

Last but not least, you'll get to add in background effects such as rain and scrolling clouds. When everything's looking polished, it's time to compile and play!

BONUS: Depending on time available – turn your game into a multiplayer!



Touch-Typing

A Skill for LIFE!

Highly recommended for **DYSLEXIA** or **DYSPRAXIA**

FunTyper Post Practice

20 minutes, 3-5 times per week
FunTyper Online (7 days FREE licence)

What is the optimum age for my child to attend?

The younger the better, as no bad habits have formed. The only thing that you need to check for is the hand span – the index finger should be on the 'J' key and the little finger should be able to stretch to the 'Enter' key. With older children who hunt and peck type, we first rectify these habits, then begin the FunTyper programme.

Why learn to Touch Type?

Touch-typing allows more productive use of time spent on a computer, giving your child more free time.

Why FunTyper?

FunTyper delivers high-tech touch-typing to your children by capturing their imagination and competitive nature, making sure they don't waste time hunting and pecking at the keyboard.



INVITATION

Parents Invited to
'Dashing Digits'

Fri: 4:45pm



"Absolutely loved it! Both my children really enjoyed the FunTech Camp and are still using the skills you taught them last summer. I have to commend all the FunTech staff for being so attentive and always engaged with all the students. Outstanding service and great value."

Stage 1: Correct Methodology & Kick Start

- We start the day talking about why touch-typing is important and how it can help you. We cover RSI, muscle memory, body posture and finger placement and why accuracy is more important than speed.
- FunTyper orientation and introduction to touch-typing methods.

Stage 2: Accuracy over speed

- Unlocking new letters, ensuring that accuracy and correct typing methodology remains the primary focus.

Stage 3: Muscle Memory

- The day is spent developing muscle memory and building confidence to not look at the keyboard while typing.

Stage 4: Fast Forward

- Fast tracking through the levels with lots of competitions to keep motivation and spirits high.

Stage 5: Let's Touch Type!

- The final drive through the levels. Accuracy will be high, confidence will be high, and your child will be touch-typing!

Why has FunTyper been fully booked over the past five summers?

The key to our success is having great course content and great teachers. Our teachers offer the right level of support, encouragement, challenge and feedback for each child and we adapt our curriculum to fit your child's needs.



ALSO AVAILABLE:



One-day camp covering Stage 1 plus a little extra.

All ages welcome | Pre-requisites: None

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FunTech Term Time

(after school & weekends)

Locations:

- Anywhere via our virtual classes
- Maidenhead
- Richmond & Oxford – **coming soon, register your interest now!**

JUNIOR LAUNCH PAD

Fundamentals | E-Buddies | FunTyper |
My Tunes | Mini Movies | Game Zone

iGCSE ICT

International GCSE

PROGRAMMING ACADEMY

Starter | Advanced | Online |
Game | Mobile | Robotics

STEPPED APPROACH

Graphics | Animation | Website Design |
Word Processing | Spreadsheets | Databases

'A' LEVEL COMPUTING

Computing | Mathematics

TOUCH-TYPING

PRIVATE TUITION

FunTech background

Sheineez and Philip Barber founded FunTech and its sister company, FunTyper, in 1996. Their reputation for developing innovative teaching techniques using modern technologies, led to FunTech being featured on both the BBC and Channel 4 News. Their mission is simple enough: "Creating a fun learning environment that allows every child to develop their confidence and a sense of achievement".

Every year their results are outstanding.

More details online at www.funtech.co.uk

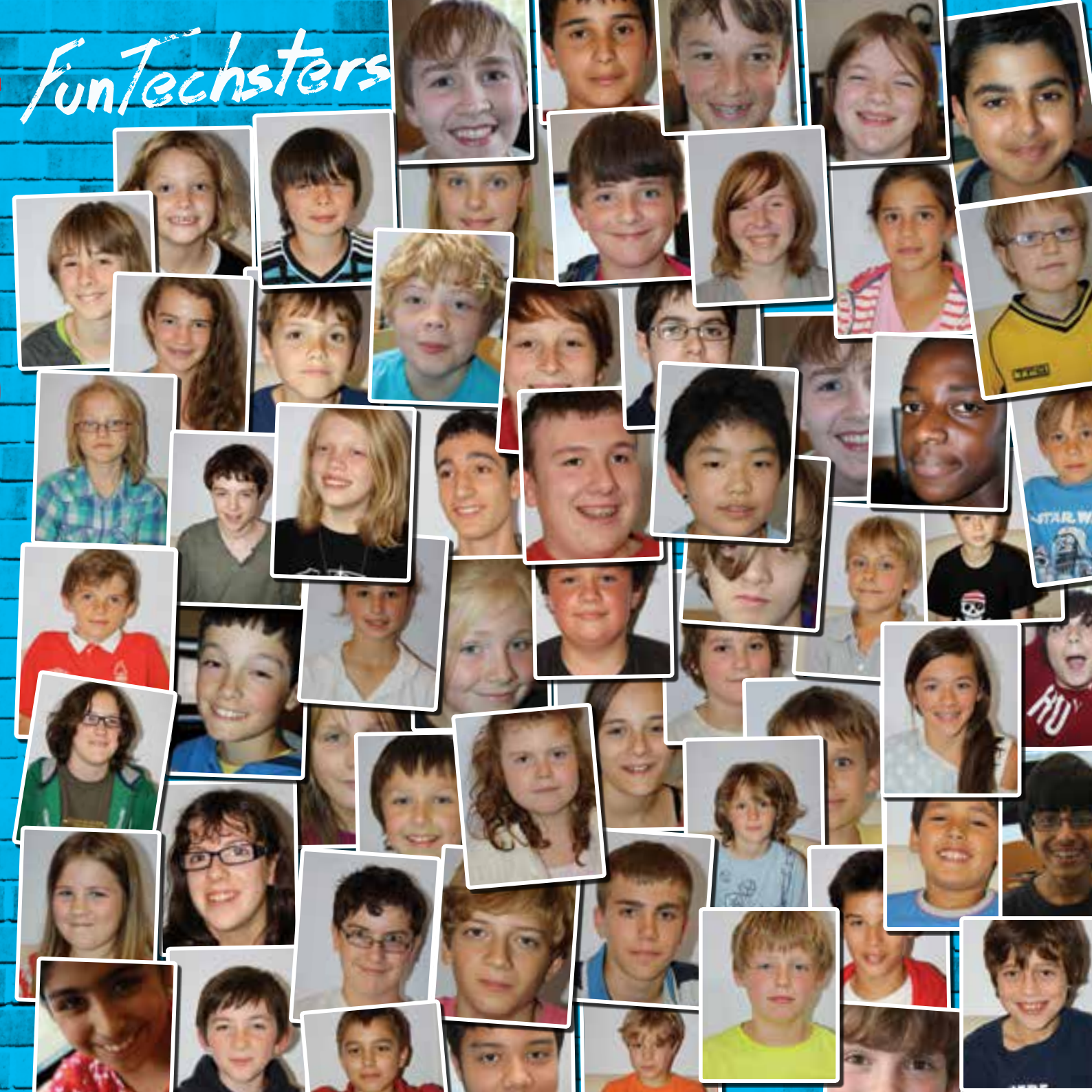
“

We are so glad we discovered FunTech!! FunTech not only provides excellent teaching and results but the team really care about your child and meeting the individual needs of your child. As a parent I really appreciate the support, guidance and on-going encouragement my children receive - thank-you FunTech!!

”

Samantha Gault

FunTechsters



Timetables

RICHMOND

King's House School
68, Kings Road, Richmond
Surrey TW10 6EG



WEEK 1 (15th July)	WEEK 2 (22nd July)	WEEK 3 (29th July)	WEEK 4 (5th Aug)	WEEK 5 (12th Aug)	WEEK 6 (19th Aug)

OXFORD

Oxford High School
Belbroughton Road, Oxford
Oxon OX2 6XA



WEEK 1 (15th July)	WEEK 2 (22nd July)	WEEK 3 (29th July)	WEEK 4 (5th Aug)	WEEK 5 (12th Aug)	WEEK 6 (19th Aug)

CAMP FEES

Robotz	£395	NEW Minecraft Mods	£459
NEW Animation	£395	Rig & Render	£425
NEW Minecraft Secrets	£425	Game Pro	£459
3D Game Design	£425	FunTyper Essentials	£135
NEW Java Coder	£459	FunTyper Intensive	£425

PAYMENT

- ▶ **Account Name:** FunTech
- ▶ **Sort Code:** 30-95-36
- ▶ **Account Number:** 03603421
- ▶ **Reference:** Student Name

USEFUL INFORMATION

Start Time: 9am | **Early Start:** 8am
Finish Time: 5pm | **Late Finish:** 6pm
Please note all children must bring a packed lunch
Drinks and biscuits will be provided at break times

MAIDENHEAD

FunTech
1a The Colonnade, High Street,
Maidenhead, Berkshire SL6 1QL

WEEK 1 (15th July)	WEEK 2 (22nd July)	WEEK 3 (29th July)	WEEK 4 (5th August)	WEEK 5 (12th August)	WEEK 5 (19th August)

One day camps – only £135

20th July	27th July	3rd August	10th August	17th August	24th August

Terms & Conditions

Admissions

Admission to any of the courses offered by FunTech is at the discretion of the Principal or delegates. No student may be admitted onto a course until the Booking Form has been completed, terms and conditions accepted and full payment received.

Late Arrivals, Early Departures or Absence

Fees are non-returnable for students arriving late, leaving early or missing a lesson (whether on account of illness or any other cause). If the course has been booked, then full fees are payable.

FunTech Authority

FunTech reserves the right to take whatever steps it reasonably believes to be necessary to maintain discipline and to ensure the safety and well-being of staff and students.

Agreement is given for your child to leave the site 1) in the event of an emergency under supervision 2) at the end of the scheduled lesson which will not be under supervision.

Permission is given to administer medication if required. Our safe guarding and complaints policy is available on our website www.funtech.co.uk or by request.

Suspension and Expulsion

FunTech reserves the right to suspend or remove any student whose attendance, work or behaviour is, in their reasonable opinion, unsatisfactory. Under such circumstances, FunTech will be under no obligation to return any fees.

Course Cancellation

Minimum of 10 pupils required for the course to run. FunTech reserves the right to cancel the course, no later than 5 days prior to course commencement date.

Should a course be cancelled by FunTech, a 100% refund will be made.

Withdrawal from the Course

Refund amount notice period.
100% 28+ days
50% 20 to 27 days
0% less than 20 days

Fees

All fees are payable prior to the start of the course. If payment has not been made, a late fee of £20 will be applied.

Method of Payment

Cheque - payable to FunTech
Credit Cards / Debit Cards / Cash
Direct Bank Transfer - bank details below
FunTech Bank Details:
Lloyds TSB Bank
High Street, Maidenhead,
Berkshire, SL6 1JS

FunTech
1a The Colonnade
High Street
Maidenhead
Berkshire
SL6 1QL
Telephone: 01628 621215/6
e-mail: info@funtech.co.uk

CAMP FEES

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NEW Animation	£395		Rig & Render	£425
NEW Minecraft Secrets	£425		Game Pro	£459
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PAYMENT

- ▶ **Account Name:** FunTech
- ▶ **Sort Code:** 30-95-36
- ▶ **Account Number:** 03603421
- ▶ **Reference:** Student Name

Booking Form

Book online instantly at:
www.funtech.co.uk

Please print, fill in for each child and send to **FunTech, 1a The Colonnade, High Street, Maidenhead, Berkshire SL6 1QL**

STUDENT DETAILS

Name:	DOB:	School:
Email:	Mobile:	<small>Please attach Summer ed. psyc reports</small> Dyslexia <input type="checkbox"/> Dyspraxia <input type="checkbox"/> Autism <input type="checkbox"/>
Medical Conditions: <small>Continue on seperate sheet</small>		

STUDENT DETAILS

Name (mother):	Name (father):
Mobile (mother):	Mobile (father):
Email (mother):	Email (father):
Address:	
Postcode:	

ENROLMENT DETAILS (Holiday Camp)

Please book my child onto the following camp/s:

CAMP: _____ DATE: ____/____/____

CAMP: _____ DATE: ____/____/____

CAMP: _____ DATE: ____/____/____

LOCATION: Maidenhead ☐ Richmond ☐ Oxford ☐

PAYMENT TYPE

Cheque ☐ Credit card ☐ Childcare vouchers ☐ Bank transfer ☐ Cash ☐

DEBIT / CREDIT CARD DETAILS

Card Type:	Address if different:
Name on Card:	
Card Number:	
Start Date: End Date:	
Security Code:	Signature: Date: ____/____/____

I have read and accept the terms and conditions on page 18

Name (mother):	Signature	Date: ____/____/____
Name (father):		Date: ____/____/____

FunTech offers scheduled term time classes, along with virtual courses for families anywhere. Please tick for further information:

- TICK LOCATION:** ☐ OXFORD ☐ RICHMOND ☐ MAIDENHEAD
- JUNIOR LAUNCH PAD SERIES** ☐ Fundamentals | eBuddies | FunTyper | My Tunes | Animate IT | Mini Movies | Game Zone
- STEPPED APPROACH SERIES** ☐ Graphics | Animation & AS3 | Website Design & JavaScript | Word Processing | Spreadsheets | Databases
- IGCSE ICT (FULL COURSE)** ☐ **2012 Results: 87% Grade A/A* | 13% Grade B | 0% Grade C or below**
- PROGRAMMING SERIES** ☐ Starter | Advanced | Online | Game | Mobile | Robotics
- 'A'LEVEL COMPUTING** ☐ Computing | Mathematics | **2012 Results: 75% A*/A's | 13% B | 12% Grade C**
- PRIVATE TUITION** ☐ As required



FunTech

LOCATIONS: MAIDENHEAD | RICHMOND | OXFORD

info@funtech.co.uk

www.funtech.co.uk

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1a The Colonnade, High Street, Maidenhead, Berkshire SL6 1QL

As seen on



Childcare vouchers
accepted



Ofsted
Registered