

Robotics and Electronics

Two tracks- for Beginners and the Experienced

Have you ever wanted to learn how to build a robot? Get the basic programming skills it takes to build a video game? Design systems that communicate from a laptop to a robot? Learn how to design a product and then present your plan to a potential funder? Then you're in luck! We'll be doing all of that and more in this exciting two week robotics, programming and prototyping program.

Hosted by Gulu High School, sponsored by Oysters & Pearls and taught by the Fundi Bots and Linz Craig.

Now enrolling beginner and advanced classes for S1 – S6 students, boys and girls
A residential program at Gulu High School

Sunday, January 11th 2015 – Saturday, January 24th 2015

Fee: 10,000 UGX*

Registration is required

Concepts covered will include-

- Basic computer usage
- Invention, prototyping and design process
- Circuit design and schematic creation
- Drag and drop based computer programming
- Text based computer programming
- Basic computer animation and interface design
- Microcontroller, sensor and robotics concepts
- Bluetooth wireless communication
- Circuit creation and transistor based logic gates
- Presentation and communication skills
- Independent prototyping
- Mechanical design



Supports High School curriculum in Math, Science, Art and Computer Science.

Costs include room, board, materials and instruction. Students are responsible for transportation to and from the camp.

For further details or to register, please contact:

Rachael Benge- rachaelbenge@gmail.com +078 243 9889 or

Sandra Washburn- Sandra.Washburn@att.net

*Scholarships are available.