



SPORTS LANGUAGE PLAYGROUPS STEM ARTS

Summer Camp 2025

30 June - 20 August



SUITABLE FOR 13 MONTHS - 16 YEARS

Course Guide

Version 2 (May 2025)



About Us

For the last three decades, ESF Explore, a wholly-owned subsidiary of English Schools Foundation (ESF), has offered an immersive holistic education with a mission to inspire creativity, ignite learning and nurture all children in Hong Kong so they are equipped to become global citizens and leaders of the future. Today, we offer over 50 programmes in 22 ESF locations, and welcome almost 10,000 students every year.

OPEN TO ALL

We welcome both ESF and non-ESF students



50+

Programmes



25,450+

Enrolments Per Year



9,145

Participants Per Year



30+

Awards Won



3 - 16 Years **SPORTS**

Multi-Sports	Football
Swimming	Fencing
Basketball	Tennis
Pickleball	Gymnastics



0 - 3 Years **EARLY YEARS**

Playgroup (Accompanied)
Little Explorers (Unaccompanied)
Kindergarten Preparation (Unaccompanied)




3 - 5 Years **KINDERGARTEN**

Planet Guardian Adventures
Kindergarten Phonics
Imagination Station: Recycle & Create Adventure
Harmony Heroes
Primary Preparation
Drama Stars
The Treble Makers
Coding

6 - 8 Years **LOWER PRIMARY**

Primary Preparation
Planet Guardian Adventures
First Steps in English
Primary Reader's Theatre
Challenge Your Creativity
Creative Writing
Spanish through Art and Culture
Spanish Odyssey
Primary Science
Coding
Drama Loop
The Treble Makers

9 - 11 Years **UPPER PRIMARY**



First Steps in English
Creative Writing
Debate & Dialogue
Spanish through Art and Culture
Spanish Odyssey
Future Leaders Adventure Overnight Camp
Primary Science
Coding
Drama Circle
Drawing Intensive

12 - 16 Years **SUMMER ACADEMY**

Drawing Intensive
First Steps in English
Secondary Debate
Career & Future Ready
Media, News and Me
Public Speaking: Speak Your Truth
Teen Entrepreneur
Multi-Industry Real World Experience
Financial Literacy
Coding
Future Leaders Adventure Overnight Camp

Coming Soon

Virtual Internship with Global Companies

**Details & availability subject to change*

Week Breakdown

Week 1: 30 June - 4 July (4 days)
Week 2: 7 - 11 July (5 days)
Week 3: 14 - 18 July (5 days)
Week 4: 21 - 25 July (5 days)
Week 5: 28 July - 1 August (5 days)
Week 6: 4 - 8 August (5 days)
Week 7: 11 - 15 August (5 days)
Week 8: 18 - 20 August (3 days)





HONG KONG ISLAND



KOWLOON & NEW TERRITORIES



LANTAU ISLAND





FULL DAY CAMPS

AGES 5 - 11 YEARS

FIND OUT MORE

Join us for a full day of learning and fun!
You can choose from the following combinations:

9AM - 12PM

Language

Coding

STEAM



1PM - 4PM

Multi-Sports

Language



Language



Kowloon Junior School
(Ho Man Tin)



Renaissance College
(Ma On Shan)



NEW
Discovery College
(Discovery Bay)

NEW



ESF Language & Learning Centre
(Wan Chai)



South Island School
(Wong Chuk Hang)

*Bus service available, [view schedule here](#)

HALF DAY PROGRAMMES

Discover All Our Half Day Summer Camps

PLANET GUARDIAN ADVENTURES

[ENROL HERE](#)

LOWER KINDERGARTEN: AGES 3 - 4 YEARS

UPPER KINDERGARTEN: AGES 4 - 5 YEARS

PRIMARY: AGES 6 - 8 YEARS

Hello! I'm Planet Guardian,
and I'm thrilled to kick off our
summer adventure together!



Join our Planet Guardian Adventures for four weeks of exciting quests, meeting different people and different places along the way. This course uses drama, games, story books, art to develop reading, writing, speaking and listening skills whilst broadening knowledge and experiences. With four weeks of programmes to choose from, students will embark on an exciting new adventure each week to meet a range of colourful characters such as....

Animal Antics



Fantasy Explorers



Super Heroes



Treasure Seekers



Join all four weeks to become a Planet Guardian!

**The course materials are on a 4-week rotation, meaning Weeks 1 - 4 are different every week and Weeks 5 - 8 start the rotation again.*



PLAYGROUP (ACCOMPANIED) AGES 13 MONTHS - 2.5 YEARS

ENROL HERE



Our play-based learning approach allows our youngest students to develop their curiosity and build early skills in a safe, comfortable environment. Through the exploration of nursery rhymes and much loved stories, students will participate in a variety of hands-on activities to develop their fine motor and gross motor skills, cognitive and language development, and through our sensory activities they will have some messy fun!

**Parents can choose from 2, 3, or 5-day options per week. This camp is different every week, so students can join for 4 consecutive weeks!*

LITTLE EXPLORERS (UNACCOMPANIED) AGES 2 - 3 YEARS

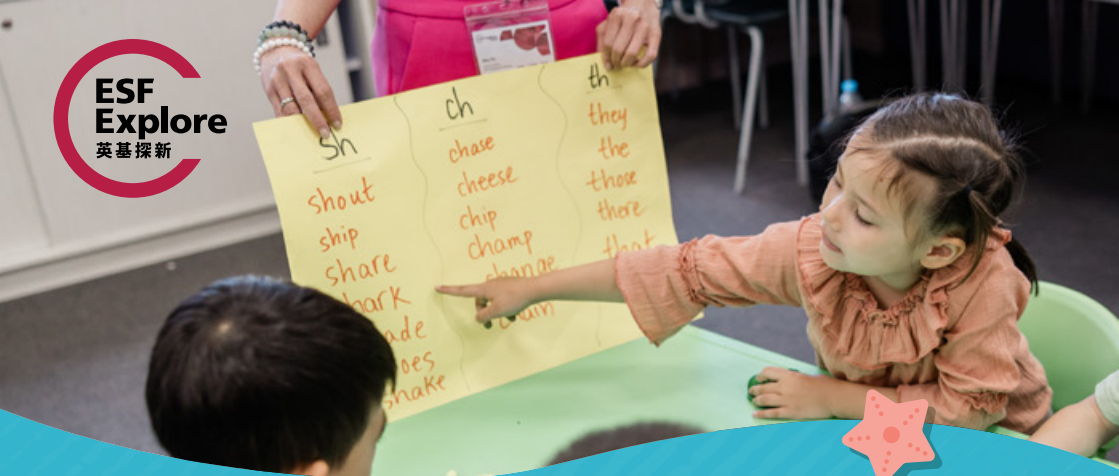
ENROL HERE

Let us take your children on a summer adventure where we will immerse ourselves in a world of stories, baking, art exploration and singing. The programme also promotes well-being by supporting young children to overcome separation anxiety.

This programme is suitable for children who turn 2 years old from 1 July, but are not eligible to join Kindergarten Preparation.

**Students enrol for 2-week blocks, either 3 or 5-day options per block. This camp is different every week, students can join for 6 consecutive weeks!*





KINDERGARTEN PREPARATION (UNACCOMPANIED)

K1 STARTERS

[ENROL HERE](#)

This course is for students who will be starting K1 after the summer. Students will develop their independence and confidence in an ESF kindergarten environment, as they explore nursery rhymes and well-loved stories through a variety of hands-on learning experiences.

**This camp is different every week, so students can join for up to 4 weeks!*

KINDERGARTEN PHONICS

[ENROL HERE](#)

AGES 4 - 6 YEARS



This course is a great introduction to phonics but can also build on your child's existing phonic knowledge. It is delivered in a very fun way with lots of group work and movement.

During the programme, students will learn:

- the basic letter sounds
- the principles of decoding words
- to play games in order to hear different sounds, using vowels and consonants
- to build longer phonic words
- to blend and segment the sounds and use words
- to begin the structure of writing lower and upper case sounds

**One lesson per week for 4 weeks on Wednesdays, students have the option to do 2 months consecutively.*

IMAGINATION STATION: RECYCLE AND CREATE ADVENTURE AGES 3 - 5 YEARS

ENROL HERE

Join us for an enchanting journey in our Imagination Station programme, where creativity meets sustainability! Children will explore their imagination, transforming everyday materials into magical creations that spark joy and innovation. They'll learn the basics of planning and design, turning their ideas into actionable projects. As they document their creative processes, they'll develop essential writing skills and construct their masterpieces using recycled materials. Watch your child thrive in a fun environment that fosters critical thinking, teamwork, and a love for the planet—all while having a blast!

HARMONY HEROES

ENROL HERE

AGES 3 - 5 YEARS

Harmony Heroes focuses on the socio-emotional development of young learners, which can be tricky to navigate as feelings and emotions get bigger and bigger. Developing these skills is crucial for children as it helps with their relationship building, emotional regulation, empathy and understanding, conflict resolution, self-confidence, academic success and wellbeing.

This programme seamlessly integrates Lego, games, puzzles, storytelling, and role play to hone the emotional and social development of children.





PRIMARY PREPARATION

P1 / YEAR 1 STARTERS

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This course is for kindergarten graduates who will be starting P1 after the summer. It provides a boost of skills, confidence and independence through lots of fun games, drama and activities in an ESF school setting.

Over the course of two weeks, students will practise a range of essential skills which will provide an important foundation to ease their transition into primary school.

**The course materials are on a 2-week rotation, meaning Weeks 1 - 2 are different and Weeks 3 - 4 start the rotation again.*

**Students can enrol for 1 or 2 weeks of classes but 2 weeks is recommended.*





RECOMMENDED COURSE LINEUP

Optimise your child's education: explore our recommended course schedule for primary enrichment programmes.

With a variety of subjects, students will be engaged in different activities throughout the summer.

Age	Week 1 Only	Weeks 2, 6	Weeks 3, 6, 7	Weeks 4, 8	Week 5 Only
6 - 8 Years	Reader's Theatre	Science Module A	Creative Writing	Science Module B	Challenge Your Creativity
9 - 11 Years	Debate Module A	Science Module A	Creative Writing	Science Module B	Debate Module B

[VIEW FULL PROGRAMME LISTING](#)





CREATIVE WRITING

[ENROL HERE](#)

LOWER PRIMARY: AGES 6 - 8 YEARS
UPPER PRIMARY: AGES 9 - 11 YEARS

Creative juices will be flowing as students bring their ideas to life. Our budding writers will then present their work at the end of the week. Throughout the sessions, students will learn a range of techniques, vocabulary and grammar as they unleash their imagination.



PRIMARY READER'S THEATRE

[ENROL HERE](#)

AGES 6 - 8 YEARS

Reader's Theatre is a technique to develop reading with understanding and fluency. This course is a great opportunity for your child to develop their English language proficiency. The carefully selected scripts give students essential practice in oral reading fluency and public speaking. The scripts also provide an opportunity for group interaction and student cooperation.

CHALLENGE YOUR CREATIVITY

[ENROL HERE](#)

AGES 6 - 8 YEARS

Does your child want to ignite his/her imagination? Do they need something to boost their enthusiasm for learning during the holiday? Then join our lively classes where we will spark creativity through fun discussions, games and collaborative storytelling.





EVERYDAY SCIENCE

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LOWER PRIMARY: AGES 6 - 8 YEARS

UPPER PRIMARY: AGES 9 - 11 YEARS

This summer, science students will explore the natural world and environment around them as well as undertake design, engineering and construction projects through the fascinating themes of Colour Lab and Engineers of the Future!

Highlights include structural engineering and design building challenges that will enable students to collaborate with others as they innovate and problem solve. They will also explore the world's kaleidoscope of colours through a variety of interactive and hands-on experiments.

Each week, our scientists will gain an understanding of how the world works as we incorporate science and engineering elements of STEM (Science, Technology, Engineering, and Mathematics). They will also develop their understanding of the scientific method as they plan their investigations, record their observations and report on their findings.

**Students can enrol for a total of two weeks of Science (Science A and Science B).*





FIRST STEPS IN ENGLISH [ENROL HERE](#)

LOWER PRIMARY: AGES 6 - 8 YEARS

UPPER PRIMARY: AGES 9 - 11 YEARS

SECONDARY: AGES 12+ YEARS

This programme is ideal for students just starting their English language journey. Our interactive classes emphasise real-life communication, empowering students to speak confidently with others. By engaging in games, role-playing, and group activities, learners will acquire essential vocabulary and phrases in a vibrant setting. Each week, we explore different topics—such as travel, food, and celebrations—helping students deepen their understanding of the language and gain the confidence to use it effectively.

**Please note that First Steps in English courses are only for beginners or those at a very basic level of English. If your child has a good grasp of English, please choose a different course.*

**The course materials are on a 4-week rotation, meaning Weeks 1 - 4 are different every week and Weeks 5 - 8 start the rotation again.*



UPPER PRIMARY DEBATE (DEBATE & DIALOGUE)

AGES 9 - 11 YEARS

[ENROL HERE](#)

Debates are fun and engaging activities that exercise the brain to use all four skills of reading, writing, listening and speaking, sometimes concurrently.

This course is suitable for students who are new to debating and those who have already developed a taste for debating in their primary schools. It can also prepare them for a variety of opportunities that they will come across in their secondary schools.

**Students can enrol for a total of two weeks of Debate, both weeks are different.*

SECONDARY DEBATE

AGES 12 - 15 YEARS

[ENROL HERE](#)

Join us for some lively discussions this Summer in our Secondary Debate programme. Globally, elections have evolved and politicians have changed their communication tactics. What styles would students take to convey their opinions? Would it be more like Trump or Biden?

Throughout the sessions, students will have plenty of opportunity to discuss and debate a range of topics.

- Analyse language and body language from real debates such as the presidential debates
- Construct arguments using persuasive language and engaging sentence openers
- Learn about tone of voice and vocal delivery during a debate
- Learn how to research for a debate in an effective manner

AGES 12 - 15 YEARS

This course will offer vital real life skills for students which will prepare them for their eventual university and work careers. Students will learn how to draft their own detail-oriented resumes as well as how to prepare for oral interviews so they are prepared and filled with confidence as they take the next steps in life.



MEDIA, NEWS AND ME

ENROL HERE

AGES 12 - 15 YEARS



This course will teach students how to identify bias in various media outlets, fostering critical thinking skills essential for discerning fact from opinion. They'll also learn the art of writing compelling headlines and engaging discussions, enhancing their ability to communicate effectively and thoughtfully about current events and articles.

Students will:

- Explore what constitutes the media aside from the traditional forms like newspapers and television
- Uncover what media bias is, how to spot it and how to understand their own bias and apply them to media examples
- Develop journalism techniques that can draw in and attract readers
- Discuss the positives and negatives of social media and how to regulate use so as to utilise it in a safe way



TEEN ENTREPRENEUR

ENROL HERE

AGES 12 - 15 YEARS

This entrepreneurship programme fosters critical thinking and creativity, empowering young minds to solve problems and innovate. Through hands-on activities, students will learn essential financial literacy skills, helping them understand money management from an early age.

Our supportive environment boosts confidence as students present their ideas and collaborate with peers. They'll enhance their communication skills, preparing them for future success in any field. With a focus on goal setting, children will experience the satisfaction of achieving their objectives.

PUBLIC SPEAKING: SPEAK YOUR TRUTH

ENROL HERE

AGES 12 - 15 YEARS

Transform your child's public speaking journey through our dual-focused programme that combines the prestigious LAMDA Speaking in Public foundation with the dynamic storytelling style of TED talks. This course helps students build confidence while mastering essential presentation skills.

This programme empowers students to speak about what matters to them, whether it's climate change, technology, art, or social justice. They will learn to transform their interests into compelling presentations that can influence and inspire others.

Students will:

- Craft compelling narratives that capture audience's attention
- Develop clear and structured presentations with purpose
- Use voice effectively through pitch, pace, and tone
- Handling impromptu speaking challenges with confidence

FINANCIAL LITERACY

[ENROL HERE](#)

AGES 12 - 15 YEARS

This course empowers students with essential money management skills to make informed financial decisions throughout their lives. Covering critical areas like budgeting, saving, investing, credit, and financial planning, this course provides hands-on learning tailored to the realities of teenage and young adult finances.

Students will learn:

- History of money
- Importance of managing money
- Budgeting, savings and credit
- Interactive exercise: manage your financials
- Understanding macro-economics



MULTI-INDUSTRY REAL WORLD EXPERIENCE

AGES 12 - 15 YEARS

[ENROL HERE](#)

This programme introduces students to five key industries: STEM, Creative, Business, Health & Wellness, and Communication. Each day focuses on a different industry, giving students a broad understanding of various career possibilities while helping them develop critical skills for future success. Each day begins with an overview of career opportunities within the featured industry, followed by engaging, interactive activities and hands-on skill-building workshops that provide real-world learning experiences.



DRAMA CREATIVITY CAMP

Combining acting, music, movement and theatre-crafts, students will experience all elements of a drama performance, becoming a character, creating their props or costumes, rehearsing and performing. There will be a filmed/live performance at the end of the course.

**Students can enrol for one or two weeks.*



DRAMA STARS AGES 4 - 6 YEARS

ENROL HERE

Theme A: The Gruffalo

Theme B: Toy Story

July Saturday: Smurfs

August Saturday: Kung Fu Panda

DRAMA LOOP AGES 6 - 8 YEARS

ENROL HERE

Theme A: Zootopia

Theme B: Shrek



DRAMA CIRCLE AGES 8 - 12 YEARS

ENROL HERE

Theme A: Inside Out

Theme B: Wicked



HOLA!

SPANISH THROUGH ART AND CULTURE

AGES 7 - 11 YEARS

[ENROL HERE](#)

Spanish is a vibrant language with a fascinating culture. This summer, we are excited to offer our popular summer Spanish course, in which students are immersed in the Hispanic art and culture as they develop their reading, writing, speaking and listening skills. Each day, students will build their understanding of the language through a different component of the culture. From Latino music to indigenous art, students will travel in time through all the richness of Hispanic music, customs, people and colours. An immersion into different activities and art projects that will enrich not only their communication skills but also their love for art and their knowledge of different art techniques.

**The course materials are on a 2-week rotation, meaning Weeks 1 - 2 are different and then repeated later in camp.*

**Students can enrol for 1 or 2 weeks of classes but 2 weeks is recommended.*

SPANISH ODYSSEY

AGES 7 - 11 YEARS

[ENROL HERE](#)

Spanish Odyssey takes students on an experiential journey through the rich tapestry of Spanish language and culture, centering around exciting themes such as food and music. As students explore Spain and Latin America, they will engage in immersive, hands-on activities that teach real, colloquial language that their Spanish speaking peers will be using every day. By cooking traditional dishes, listening and interpreting regional music and exploring local cultural and sporting events, students will practice their language skills in meaningful contexts. We will even complete the programme with a Spanish fiesta on the last day!

**Students must have completed a Spanish programme at ESF Explore before enrolling in this programme (including Spanish Art). Students need basic Spanish to join.*





THE TREBLE MAKERS

AGES 5 - 7 YEARS

[ENROL HERE](#)

Dive into a world of music! This immersive programme offers a transformative experience where students will be fully engaged in the captivating realm of music. Through singing, movement, and the exploration of both non-pitch and pitch instruments, they will develop a well-rounded understanding of rhythm and melody. Craft activities inspired by the vibrant "Carnival of the Animals" theme will spark their creativity and deepen their connection to music. With a further focus on ensemble skills, students will actively listen to music and their peers, and collaborate on group tasks while fostering a greater appreciation for the art. Prepare to be amazed as your child experiences music in a multitude of ways, culminating in an end-of-programme performance.

DRAWING INTENSIVE

AGES 8 - 12 YEARS

[ENROL HERE](#)

This course is for anyone who wants to learn how to draw and develop confidence in drawing. No experience or prior skills are needed! This course draws heavily from the tools and strategies of Dr. Betty Edward's New York Times best-selling book "Drawing on the Right Side of the Brain," coupled with strategies from other master artists who draw from observation. Each session starts with a short presentation followed by step-by-step demonstration for each skill. Students will work on fun and engaging exercises designed to access and activate the right brain to learn how to draw and see differently. Students will go home with a portfolio of drawings and a self-portrait.



FUTURE LEADERS ADVENTURE OVERNIGHT CAMP

AGES 11 - 14 YEARS

[ENROL HERE](#)

Join us for the Future Leaders Adventure Overnight Camp, an exciting experience where young minds embark on a journey of discovery and growth! At ESF Explore, we embrace a holistic approach to education that fosters global citizenship and reflective practice. This camp empowers students through inquiry-based learning, helping them develop essential life skills.

Participants will work together in teams on engaging activities that emphasise critical thinking and collaboration. Highlights include:

- Build a group raft
- Compete in a catapult engineering challenge
- Hike through Hong Kong's fabulous trails
- Showcase their talents in a group talent show
- Engage and learn from their Big Brothers and Big Sisters, who are ESF older students or recent alumni, providing valuable mentorship and support

Our personalised and collaborative learning environment nurtures emotional intelligence and wellbeing, ensuring every child thrives. This transformative overnight adventure is designed to inspire the next generation of changemakers, encouraging lifelong friendships and a sense of environmental responsibility. Join us as we cultivate future leaders equipped to make a difference in the world!

For more information, view camp catalogue [here](#).





MULTI-SPORTS

AGES 3 - 11 YEARS

[ENROL HERE](#)

Discover the perfect blend of fun and learning at our Multi-Sports Camps, where children can explore a variety of sports in a safe and enjoyable environment. Our programme is designed to cultivate skills, boost self-confidence, and ignite a passion for sports through dynamic, game-based activities.

SC0 (Ages 3 - 4 Years)

- ✓ Enhance fundamental movement skills
- ✓ Introduce essential sports-specific skills

SC1 - 3 (Ages 5 - 11 Years)

- ✓ Explore familiar and new sports
- ✓ Build physical competence and self-esteem

[ENROL HERE](#)

SWIMMING

AGES 3+ YEARS

Our qualified coaches will help swimmers develop their comfort level in the water and improve stroke technique through fun games and activities.



Beginner Level (Ages 3 - 7 Years)

- ✓ Achieve water confidence
- ✓ Introduce essential skills, like breath control, floating, arm movement, streamlined kicking, kicking on a board, submersion drills, reflex action, and survival skills

Improver Level (Ages 5 - 9 Years)

- ✓ Achieve straight arms, super-stretch freestyle and backstroke, and advanced deep water awareness activities
- ✓ Introduce more backstroke drills and breaststroke kicks
- ✓ Begin longer distance drills focusing on efficient stroke technique

Advanced Level (Ages 7+ Years)

- ✓ Introduce advanced stroke technique drills and start distance swimming
- ✓ Further develop on race dives, turns and push-offs
- ✓ Improve on excellent stroke technique and introduce squad training to be ready for competitive level

SPORTS CLINICS

AGES 3 - 16 YEARS



FOOTBALL

ENROL HERE

AGES 5 - 11 YEARS

Join us for this fun camp to improve skills, develop techniques, play games, and enjoy playing on our world-class pitch.

Beginner Level 1 (Ages 5 - 6 Years)

- ✓ Develop fundamental football skills
- ✓ Engage in dynamic and imaginative football-related activities
- ✓ Introduce challenging activities to push boundaries

Beginner Level 2 (Ages 7 - 8 Years)

- ✓ Engage in 1v1 attacking and defending scenarios
- ✓ Strengthen the players' overall comprehension of football
- ✓ Prepare young football players through small side games and mini-matches

Improver Level 1 / 2 (Ages 9 - 11 Years)

- ✓ Implement teaching through mini-football matches
- ✓ Drive improvement in the standard of play
- ✓ Engage in high-intensity football activities to enhance fitness levels

ENROL HERE

BASKETBALL

AGES 5 - 16 YEARS

Our basketball camps improve players' individual technical skills and enhance their knowledge of team-play fundamentals. Each session includes technical training and small games/competitions.



Beginner / Improver Levels (Ages 5 - 12 Years)

- ✓ Develop core basketball skills, such as dribbling the ball with head up and with both hands, passing, catching, shooting and footwork
- ✓ Learn in a fun and challenging game-based environment

Advanced / Academy Levels (Ages 11 - 16 Years)

- ✓ Develop basketball IQ using coaching techniques like blocked practice, serial practice, random practice, and deliberate practice, with varied levels of contextual interference (CI)
- ✓ Become a free-thinking and dynamic player through constraint-led approach training and teaching games for understanding

SPORTS CLINICS

AGES 3 - 16 YEARS



FENCING

[ENROL HERE](#)

AGES 5 - 8 YEARS

In this programme, designed by two-time Olympian Lau Kwok Kin, students will learn the art of the sword with confidence, mastery, and discipline. Under the guidance of our experienced coaches, students will be introduced to the fundamentals of fencing, including sport techniques and competition rules.

Beginner Level (Ages 5 - 8 Years)

- ✓ Develop foundational skills in handling a fencing sword
- ✓ Understand the basic rules of fencing
- ✓ Build confidence in a supportive environment

[ENROL HERE](#)

GYMNASTICS

AGES 5 - 10 YEARS

Tumble, roll, bounce, flex, and cartwheel your way through the school holidays! Our clinics are designed to develop your child's fundamental gymnastics abilities through skill-building on the floor, beam, and vault.



Beginner Level (Ages 5 - 6 Years)

- ✓ Learn basic gymnastics techniques, like forward and backward rolls, handstands against the wall
- ✓ Introduce balance beam skills (walking, hopping), and vaulting skills
- ✓ Enhance coordination and agility

Improver Level (Ages 7 - 8 Years)

- ✓ Build in existing skills and introduce new techniques, such as cartwheels, round-offs, and bridge kickovers
- ✓ Work on simple balance beam routines
- ✓ Introduce floor routines and vaulting techniques like jumping and landing

Advanced Level (Ages 9 - 10 Years)

- ✓ Develop advanced tumbling skills, like walkovers and front handsprings
- ✓ Work on complex balance beam routines with turns, jumps and cartwheels
- ✓ Introduction to choreography in floor routines
- ✓ Enhance strength, flexibility, and conditioning

SPORTS CLINICS

AGES 3 - 16 YEARS



PICKLEBALL

AGES 5 - 8 YEARS

[ENROL HERE](#)

Our pickleball clinics are designed to be enjoyable, inclusive and effective. We aim to foster a love for the sport while promoting physical fitness and social interaction.

Beginner Level 1 (Ages 5 - 6 Years)

- ✓ Learn basic pickleball skills, rules, and safety guidelines
- ✓ Introduce basic strokes (forehand, backhand), paddlegrip, and footwork
- ✓ Develop tactical understanding and teamwork
- ✓ Learn serving techniques and return of serve through partner activities

Beginner Level 2 (Ages 7 - 8 Years)

- ✓ Introduce advanced techniques such as spin shots and drop shots through drills and mini-games
- ✓ Learn serve and return strategies using drills and game situations
- ✓ Dive into doubles strategies and positioning with emphasis on tactics, teamwork and decision-making

[ENROL HERE](#)

TENNIS

AGES 4 - 12 YEARS

Develop your child's tennis skills and enjoyment of the sport as we have an 'ace' summer together.



Beginner Level (Ages 4 - 6 Years)

- ✓ Develop essential motor skills for tennis
- ✓ Enhance hand-eye coordination
- ✓ Improve movement and agility
- ✓ Build confidence through target-based games

Improver Level (Ages 7 - 9 Years)

- ✓ Enhance technical competency
- ✓ Develop tactical skills and game strategy
- ✓ Improve movement and court coverage
- ✓ Introduce point play and match scenarios

Advanced Level (Ages 10 - 12 Years)

- ✓ Develop tournament-ready skills
- ✓ Enhance serve and return techniques
- ✓ Build consistency in all aspects of play
- ✓ Improve matchplay strategy and tactics

AGES 4 - 5 YEARS

[ENROL HERE](#)

NEW! KINDERGARTEN MINI INNOVATORS STEAM CAMP

Introduce your little one to the exciting world of STEAM at the Kindergarten Mini Innovators STEAM Camp! With two unique themes to choose from – Space Exploration and Dinosaurs & the Beginning of the World – children embark on hands-on adventures in LEGO programming, Scratch Jr game design, and immersive science activities. Each theme offers fresh, non-repeating content, sparking creativity and fostering curiosity in every session.

**The course materials are on a 2-week rotation, meaning Weeks 1 - 2 are different and Weeks 3 - 4 start the rotation again.*

AGES 6 - 8 YEARS

INTERACTIVE COMPUTATIONAL THINKING

[ENROL HERE](#)

Students will be introduced to the various components of a computer and practice their skills in using the keyboard and the mouse. Through these activities, students will engage in interactive games that develop their Computational Thinking skills, such as algorithmic thinking and pattern recognition. At the end of the programme, students will learn how to apply syntax in text-based coding to produce a digital name card, and a character card.

**No prior experience is required.*

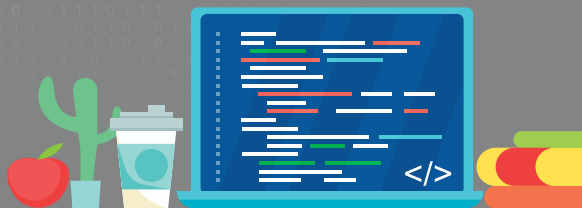
3D PRINTING PEN CREATION

[ENROL HERE](#)

Explore the fascinating world of 3D printing pens! This hands-on course ignites creativity and innovation, teaching essential design and construction skills. Students will transform their ideas into tangible projects to take home.

The course fee includes a 3D printing pen and all necessary materials for each student to use during lessons and take home. The number of products created may vary depending on the students' skill levels and could exceed 3 items.

**No laptop and prior experience required.*



AGES 6 - 8 YEARS

MAKECODE ARCADE: GAMES THROUGH THE AGES!

[ENROL HERE](#)

Get ready for an epic adventure through the history of video games! Step into a time machine and explore, play, and create your very own games using Microsoft MakeCode Arcade!

Each lesson takes you to a new, exciting era - like retro classics, magical quests, and superhero missions - while you learn cool coding skills. You'll get to research, remix, and reimagine your favourite games, tapping into your creativity and problem-solving powers!

DIGITAL ART EXPLORERS

[ENROL HERE](#)

Students will join us on a captivating journey into the realm of digital art displays for classrooms and hallways via text-based coding. Through a hands-on approach, students will master the essentials of HTML, CSS, and JavaScript, enabling them to craft mesmerizing and interactive digital renditions of traditional art displays. Discover the power of coding and design principles while merging your artistic talents with technology.

By the end of the course, you will have a portfolio of captivating digital art displays and a solid foundation in web development.

AGES 9 - 11 YEARS

GAME ON IN MINECRAFT

[ENROL HERE](#)

It is an exciting Summer camp where creativity, strategy, and competition thrive! Students will explore sports like soccer, baseball, basketball, golf, and hockey while building custom arenas and developing game mechanics in Minecraft Education. This immersive programme enhances collaboration and problem-solving skills, providing a unique learning experience.

The course fee includes a 1-year Minecraft account licence.





CODING CLINICS

AGES 4 - 12+ YEARS



AGES 9 - 11 YEARS

3D GAME DESIGN AND DEVELOPMENT WITH ROBLOX

[ENROL HERE](#)

Students will use the world-famous gaming platform, Roblox Studio, to design and develop their own games. They will use programming logic like function, loops, and conditions to customise and develop an engaging story that captures the player's interest, and design heroes that take on the interactive world. Students will work on their game design skills and learn to think creatively about designing worlds, creating themes and setting objectives and goals, mimicking the practices of professional developers.

MINECRAFT MOVIE MAKERS

[ENROL HERE](#)

Get ready for an unforgettable adventure in "Minecraft Movie Makers!" This thrilling experience plunges students into the vibrant realms of Minecraft, inspired by characters and settings from the highly anticipated Minecraft movie.

Throughout this immersive journey, students will unleash their creativity as they design unique characters and build custom realms. They'll dive into exhilarating coding challenges and explore gameplay mechanics that capture the essence of the film.

But that's not all! Aspiring game developers, designers, and artists will experience the thrill of bringing their visions to life, combining their creative flair with digital skills. By the end, students will have crafted a game filled with their own imaginative elements — one they can share and enjoy with friends and family.

The course fee includes a 1-year Minecraft account licence.

WEB DEVELOPMENT 101

[ENROL HERE](#)

Web Development encompasses designing, developing, and maintaining websites and web applications involving both front-end and back-end development. Front-end development focuses on creating visually appealing and interactive user interfaces using HTML, CSS, and JavaScript while back-end development involves server-side programming, database management, and ensuring the functionality and performance of the website.

Students in this course will learn programming fundamentals, project planning, content management, user experience, team communication, and digital design. The skills gained in this course are directly applicable to careers in web development, digital design, and digital marketing while contributing to technical and non-technical skills for communication and collaboration in corporate careers.

AGES 12+ YEARS

PYTHON 102: ALGORITHMS & GAMES

[ENROL HERE](#)

This is an engaging course designed to enhance students' understanding of algorithm design and problem-solving through Python programming. This course empowers students to dissect complex problems into manageable components, create and implement algorithms, and visualise their solutions using flowcharts and pseudocode. With a strong emphasis on practical application, students will participate in hands-on projects such as developing games and calculators, fostering critical thinking and creativity. By the end of the course, learners will have not only strengthened their Python skills but also gained valuable insights into efficient problem-solving strategies that will serve them well in future programming endeavours.

**Students are required to have a basic understanding of Python programming concepts.*

GAME DEVELOPER 102: POWER UP YOUR GAMES

[ENROL HERE](#)

Students will gain advanced knowledge of JavaScript and learn to use the Phaser library for game creation, including sprite management, animations, and collision detection. They will explore intuitive gameplay design principles and develop skills in debugging, optimising code, and project management, preparing them for real-world development scenarios.

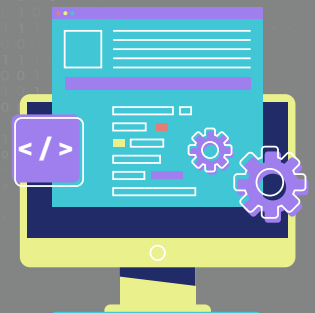
GAME DEVELOPER 103: DESIGN WITH PHASERJS

[ENROL HERE](#)

Start programming games like a professional with this course. Using the popular desktop and mobile gaming framework, PhaserJS, students will learn how to create a platformer game, a side-scroller game and mini-games.

Engaging their creativity and design thinking skills, they will create, customise and enhance their games by adding their own set of characters, environments, gravity and world physics.

Using Design Thinking methodology, students will gather feedback from classmates and iterate to improve their games.



AGES 12+ YEARS

THE AI MYSTERY LAB

[ENROL HERE](#)

From self-driving cars to entertainment recommendations, AI is a part of our future. There is no better time to start learning how AI works! Students will use machine learning and code to develop and train their own vision recognition system, and explore how machine learning can be applied to art, music, games, and digital assistants by programming AI projects. Students will also explore similarities between AI and how our own minds work by studying the effects of bias and categorization of data.

CYBERLAND: CODE WORLDS IN VR

[ENROL HERE](#)

From forests to Mars, students will bring their imaginations to life by coding their own virtual reality world. Developed with HTML, CSS, JavaScript and A-Frame, they will code and add their own customised textures, elements and interactions to complete their realistic simulated 3D environments. Students will also be able to easily share their work with friends and families, as well as immerse themselves into their creations.





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