



Out-of-School Enrichment Activities Abound with Connected Camps Fall Programs

Supplement Traditional Schooling with STEM Courses, Esports Clubs, and Virtual Field Trips

(Irvine, CA – April 13, 2021) – As schools plan to reopen full in-person instruction this fall, [Connected Camps](#) is poised to offer hundreds of online enrichment programs to supplement activities that will likely still be on hold this year, such as clubs, fine arts, and field trips. Based on a recent survey of approximately 200 Connected Camps parents, the desire for online options remains: 68 percent of them expect to continue online learning and enrichment during the school year, even with full in-person instruction.

Connected Camps engages kids in fun projects and social play through Minecraft and Roblox, two of the most popular online games for youth. The programs are used to go deep into subjects using 3D worlds, with the added benefits of near-peer mentorship and interest-based learning. The setting also meets kids' needs for social interaction, as counselors lead groups of students through live sessions and conversations in a safe and moderated online environment.

Connected Camps programs provide:

- **Social interaction** for kids ages 8-13 in safe and moderated online spaces, where kids learn digital citizenship
- **Engaging and timely educational topics**, such as virology, history, zoology, and more
- **Opportunities to get creative** with animation, architecture, modding, coding, and game design camps and courses
- **Expert mentoring and instruction** by college students who are STEM majors and gaming enthusiasts
- **Hands-on, project-based learning** in small group settings

Connected Camps also offers programs through both virtual and traditional schools, homeschooling groups, libraries and community based organizations.

Kids love the gameplay, and while they're improving their skills, they learn goal-setting, problem-solving, teamwork, and more from trained counselors and coaches. These leaders are college-age students from top universities who serve as near peer mentors, connecting with kids around a shared interest in games and technology.

Connected Camps also streams on [Twitch](#), where kids and their families can watch our coaches and counselors in action.

The top three reasons parents say they like Connected Camps is flexibility in scheduling (65 percent), tuition cost/affordability (61 percent), and it's a fun experience (52 percent).

According to parent Lisa Appollonio, "the summer of Minecraft was an engaging learning experience for my children. My daughter was excited to participate in the creative building challenges. She explored outside her safety zone and was impressed with her new creations."

Fall programs are offered for ages 8-13 and are split up by age groups. They will be provided from 9 a.m. – 5 p.m. Pacific Time, seven days a week. Prices vary depending on the length of the program:

- Clubs meet for 90 minutes and cost \$13-\$15/week.
- Weeklong camps run for 90 minutes every day and are \$95 - \$175/ week.
- Courses are 90-minute sessions that run weekly for 5 - 8 weeks. They range from \$95 - \$275 for the whole series.

Connected Camps also offers a free Minecraft server, [Kid Club](#), that allows for untethered creativity in a moderated online space. For safety, these are safelisted servers that limit who can enter, and trained counselors monitor the space to keep interactions positive. Kids can explore their creativity through unstructured play or participate in mini-games with others.

Visit ConnectedCamps.com to sign up for programs and join the free Minecraft servers.

Connected Camps is a [non-profit](#) that was founded by three "girl geeks": professors at UC Irvine who are respected learning experts with a passion for the positive potential of technology. Their approach is backed by research and testing in practice. As part of the [Connected Learning Alliance](#), Connected Camps is dedicated to mobilizing new technology in the service of equity, access, and opportunity for all young people.

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Media contacts:

Claire LaBeaux

Elisa Smith

media@connectecamps.com