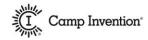


SUPERCHARGED Program Schedule Five Groups: 90 - 120 Participants

Each Instructor leads one module. Instructors should eat lunch with the participants and take a break during mid-day *Camp Invention Games*™. Please schedule 3 Instructors to assist with morning *Base Camp*™, and 2 Instructors to assist with afternoon *Base Camp*™. Leadership Interns should break during Lunch and aid the facilitation of all *Base Camp*™ activities and mid-day *Camp Invention Games*™.

Time	Blue Group	Green Group	Orange Group	Red Group	Yellow Group
9:00 - 9:15	Base Camp™ - 3 Instructors				
9:15 - 10:15	Innovation Force™	DIY Orbot™	Farm Tech™	Deep Sea Mystery™	Camp Invention Games™
10:15 – 10:20	Sanitize Hands				
10:20 - 10:30	Snack				
10:30 - 11:30	DIY Orbot™	Farm Tech™	Deep Sea Mystery™	Camp Invention Games™	Innovation Force™
11:30 - 11:35	Sanitize Hands		Camp Invention Games™		
11:35 - 11:55	Lunch - Innovation Force™ and DIY Orbot™ Instructors				
11:55 - 12:00	Camp Invention Games™		Sanitize Hands		
12:00 - 12:20			Lunch - Farm Tech™, Deep Sea Mystery™, and Camp Invention Games™ Instructors		
12:20 - 1:20	Farm Tech™	Deep Sea Mystery™	Camp Invention Games™	Innovation Force™	DIY Orbot™
1:20 - 2:20	Deep Sea Mystery™	Camp Invention Games™	Innovation Force™	DIY Orbot™	Farm Tech™
2:20 - 3:20	Camp Invention Games™	Innovation Force™	DIY Orbot™	Farm Tech™	Deep Sea Mystery™
3:20 - 3:30	Base Camp™ – 2 Instructors				

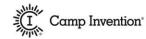


SUPERCHARGED Program Schedule Four Groups: 60-89 Participants

Each Instructor leads one module. Instructors should eat lunch with the participants and take a break during mid-day $Camp\ Invention\ Games^{TM}$ activities. Please schedule 2 Instructors to assist with morning $Base\ Camp^{TM}$, and 2 Instructors to assist with afternoon $Base\ Camp^{TM}$. Leadership Interns should break during Lunch and aid the facilitation of all $Base\ Camp^{TM}$ activities and mid-day $Camp\ Invention\ Games^{TM}$.

Time	Blue Group	Green Group	Orange Group	Red Group	
9:00 - 9:15		Rase Camn™	- 2 Instructors		
3.00 - 3.13		Base Gamp	- Z mstructors		
9:15 - 10:30	Innovation Force™	DIY Orbot™	Farm Tech™	Deep Sea Mystery™	
10:30 – 10:35		Sanitize	Hands		
10:35 - 10:40	Snack			1	
10:40 - 11:55	DIY Orbot™	Farm Tech™	Deep Sea Mystery™	Innovation Force™	
11:55 - 12:00	Sanitize	Sanitize Hands			
12:00 - 12:25	Lunch - Innovation Force™ and DIY Orbot™ Instructors		Camp Invention Games™		
12:20 – 12:25				Sanitize Hands	
12:25 – 12:50	Camp Invention Games™		Lunch - Farm Tech™ and Deep Sea Mystery™ Instructors		
12:50 – 2:05	Farm Tech™	Deep Sea Mystery™	Innovation Force™	DIY Orbot™	
2:05 - 3:20	Deep Sea Mystery™	Innovation Force™	DIY Orbot™	Farm Tech™	
3:20 - 3:30		Base Camp™ - 2 Instructors			





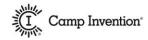
SUPERCHARGED Program Schedule Three Groups: 40-59 Participants

Instructors should eat lunch with the participants and take a break during the mid-day $Camp\ Invention\ Games^{TM}$ activities. The Director should lead the $Camp\ Invention\ Games^{TM}$ modules during lunchtime. Leadership Interns should break during Lunch and aid the facilitation of all $Base\ Camp^{TM}$ activities and mid-day $Camp\ Invention\ Games^{TM}$. Please schedule 2 Instructors to assist with morning $Base\ Camp^{TM}$, and 1 Instructor to assist with afternoon $Base\ Camp^{TM}$.

Each Instructor leads one module exclusively and co-instructs the Stick To It™ module. Instructors rotate leading Stick To It™ with each leading one session of Stick To It™ per day.

Time	Blue Group	Green Group	Orange Group	
9:00 - 9:15	E	rs		
9:15 - 10:30	Farm Tech™ (Led by DIY Orbot™ Instructor)	Deep Sea Mystery™	Innovation Force™	
10:30 - 10:35		Sanitize Hands		
10:35 - 10:40				
10:40 - 11:55	Deep Sea Mystery™	DIY Orbot™	Farm Tech™ (Led by Innovation Force™ Instructor)	
11:55 - 12:00	Sanitize Hands		Comp Invention	
12:00 - 12:25	Lunch - Innovation Force™ and Deep Sea Mystery™ Instructors		Camp Invention Games™	
12:20 - 12:25			Sanitize Hands	
12:25 – 12:50	Camp Inven	Lunch - DIY Orbot™ Instructor		
12:50 – 2:05	DIY Orbot™	Innovation Force™	Deep Sea Mystery™	
2:05 – 3:20	Innovation Force™	Farm Tech™ (Led by Deep Sea Mystery™ Instructor)	DIY Orbot™	
3:20 - 3:30	Base Camp™ - 1 Instructor			
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SUPERCHARGED Program Schedule Two Groups: 35-39 Participants

Each Instructor leads two modules. Instructors should eat lunch with the participants and take a break during mid-day $Camp\ Invention\ Games^{TM}$ activities. Please schedule 1 Instructor to assist with morning $Base\ Camp^{TM}$, and 1 Instructor to assist with afternoon $Base\ Camp^{TM}$. Leadership Interns should break during Lunch and aid the facilitation of all $Base\ Camp^{TM}$ activities and mid-day $Camp\ Invention\ Games^{TM}$.

Time	Blue Group	Green Group	
9:00 - 9:15	Base Camp™ - 1 Instructor		
9:15 - 10:30	Innovation Force™	DIY Orbot™	
10:30 - 10:35	Sanitize Hands		
10:35 - 10:40	Snack		
10:40 - 11:55	DIY Orbot™	Innovation Force™	
11:55 - 12:00	Sanitize Hands		
12:00 - 12:25	Lunch		
12:25 – 12:50	Camp Invention Games™		
12:50 – 2:05	Deep Sea Mystery™	Farm Tech™	
2:05 – 3:20	Farm Tech™	Deep Sea Mystery™	
3:20 - 3:30	Base Camp™ - 1 Instructor		