

# 2026 Summer Camp



## Parent and Camper Guide

**“We help children  
grow into strong  
athletes and confident  
thinkers.”**

**Your Child Isn't Just Going to Summer Camp...**

**They're Building Confidence, Skills, and a Future Mindset.**

**At Smart Sports Academy, kids don't just play sports they learn how to think, solve problems, and lead through a powerful mix of athletics and technology.**



**June 1 – August 3**

**Soccer, Boxing, Volleyball, Golf & Tennis**

**Coding, game design, animation & STEM labs**

**Full-day care: 8:00 AM – 6:00 PM**

## **Weekly Experience**

**Soccer + Coding Basics**

**Boxing + Sequencing**

**Volleyball + Loops**

**Tennis + Animation Storytelling**

**Track & Field + Timers & Data**

**Tennis + Game Development**

**Golf + App Design**

**Soccer Skills + Debugging**

**Boxing + Interactive Games**



## **Why Smart Sports Academy Works**

**We combine two powerful worlds:**

### **Sports Training**

**Kids build discipline, teamwork, fitness, and confidence through structured weekly sports.**

### **STEM & Technology**

**Kids learn coding, game design, animation, and digital problem-solving through hands-on projects.**

# DAILY CAMP SCHEDULE

8:00 AM – 6:00 PM | Monday–Friday

8:00 – 8:30 AM | Arrival & Morning Check-In

Drop-off & attendance  
Free play / social time

8:30 – 9:00 AM | Morning Meeting

9:00 – 11:00 AM | SPORTS TRAINING BLOCK

11:00 – 12:30 PM | Lunch

Social interaction & relaxation



12:30 – 2:00 PM | STEM / TECHNOLOGY BLOCK

2:30 – 4:30 PM | POOL and Outdoor Play

5:00 PM -6:00 PM |  
EXTENDED CARE / PICK-UP WINDOW



## WHAT TO BRING TO CAMP

Please make sure your child comes prepared each day to stay active, comfortable, and ready to learn.

### Clothing & Gear

Comfortable athletic clothing (t-shirts, shorts, leggings)

Closed-toe athletic shoes (required daily)

Extra change of clothes (for younger campers recommended)

Light jacket or hoodie (for indoor/outdoor transitions)

### Daily Essentials

Refillable water bottle (labeled with child's name)

Healthy packed lunch

2–3 snacks (nut-free preferred)

### Optional Items

Sunscreen (applied before arrival)

Hat or cap for outdoor activities

Sweat towel

## IMPORTANT NOTES

Please label all personal belongings

No electronics unless requested for specific activities

Campers should arrive ready for both sports + STEM learning every day

Staff will provide guidance for all technology activities

# CAMP RULES & DISCIPLINE POLICY

All campers are expected to:

- Show respect to staff, coaches, and other campers
- Follow directions the first time they are given
- Participate fully in all activities (sports + STEM)
- Use positive language and behavior
- Take care of camp equipment and facilities
- Stay with their assigned group at all times
- Keep hands, feet, and objects to themselves



## Discipline Policy

We use a **\*\*positive behavior approach\*\*** with clear expectations and consistent structure:

### Step 1: Verbal Warning

Campers receive a reminder of expectations.

### Step 2: Time-Out / Reflection

Short break from activity to reset and reflect on behavior.

### Step 3: Parent Notification

If behavior continues, parents will be contacted.

### Step 4: Removal from Program

Repeated or serious behavior issues (including aggression, disrespect, or safety violations) may result in dismissal from camp without ref

**Week 1 (June 1 – June 5)**

**Sport: Soccer**

**Tech Focus Week 1 – Course A introduces a computer science curriculum designed for early readers, including Kindergarten students. Students will learn foundational programming concepts such as loops and events. Throughout the course, they will also develop important skills like collaboration, problem-solving, and perseverance when facing challenges. In addition, students will be introduced to basic internet safety practices.**



# Week 2 (June 8 – June 12)

Sport: Boxing

Tech Focus: Sequencing and commands Students build logical thinking by learning step-by-step instructions and structured problem solving.



Field Trip

Monday Museum Of Technology and Art

Campers will be provided lunch. (\$10)

Bus leaves campus at 10:00 am and arrives back on campus at 4:00pm

**Week 3 (June 15 – June 19)**

**Sport: Volleyball**

**Tech Focus: Loops and repeating actions**

**Campers explore patterns and repetition through coding loops and movement-based games.**

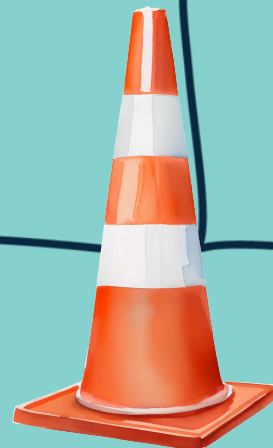


**Field Trip**

**Monday Pettit Creek Farms**

**Campers will be provided lunch. (\$10)**

**Bus leaves campus at 10:00 am and arrives back on campus at 4:00pm**



Week 4 (June 22 – June 26)

Sport: Tennis

Tech Focus: Animation &  
storytelling



Students create digital stories and animations while learning how sequences bring ideas to life.



**Field Trip**

**Monday Fernbank Science Center**

**Campers will be provided lunch. (\$10)**

**Bus leaves campus at 10:00 am and arrives back on campus at 4:00pm**



**Week 5 (June 29 – July 3)**  
**Sport: Track and Field**

**Tech Focus: Timers and variables**  
**Campers track performance, measure progress, and explore how data changes outcomes.**

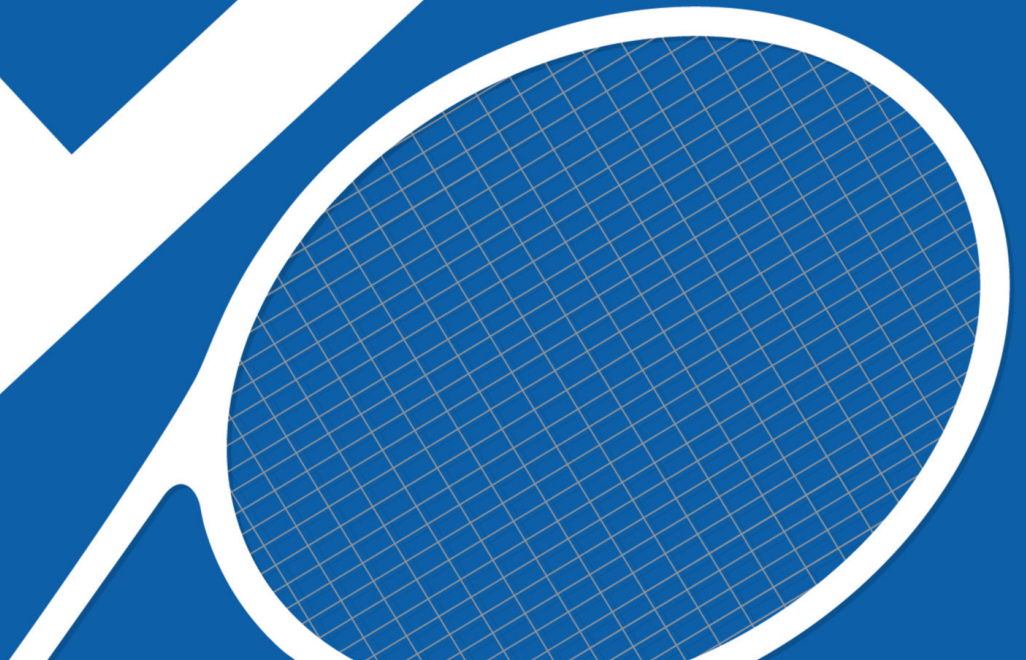
Week 6 (July 6 – July 10)

Sport: Tennis

Tech Focus: Beginner  
game development



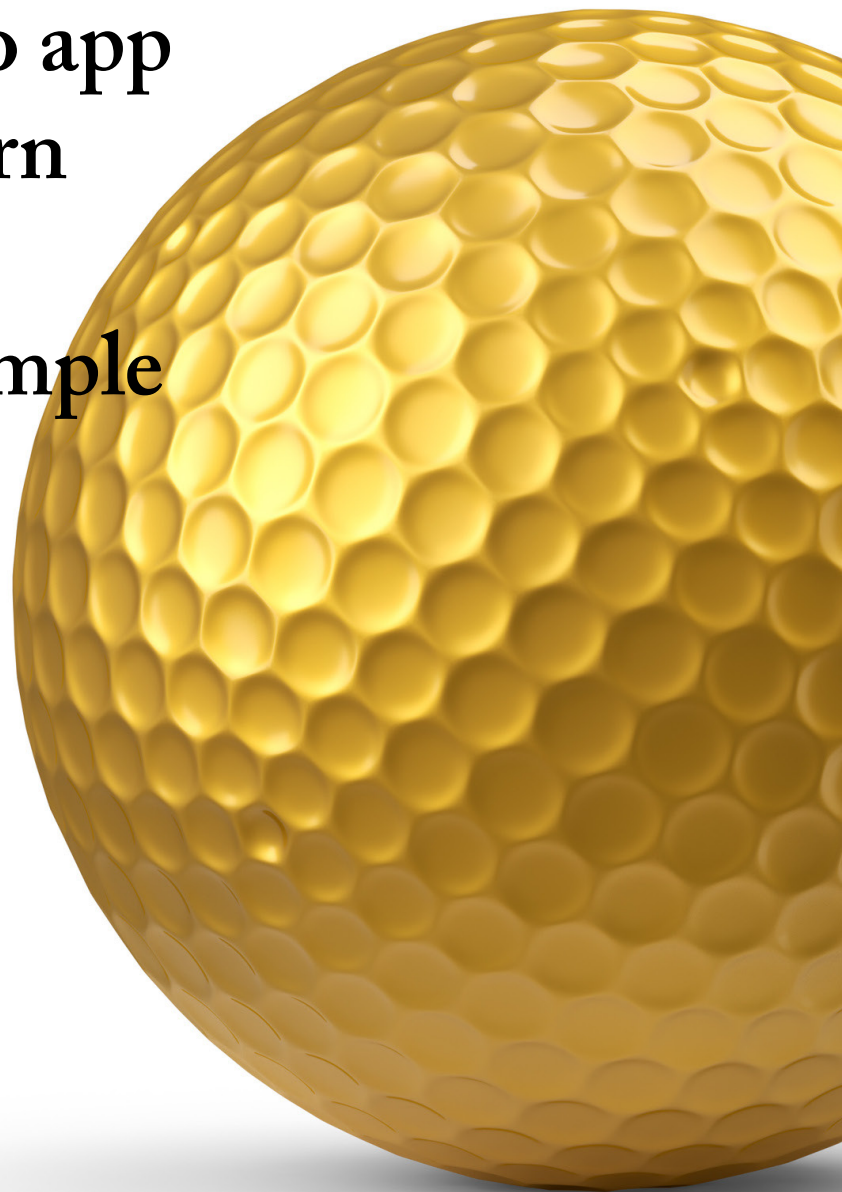
Students begin  
designing simple  
interactive games while  
improving coordination  
and strategy.



**Week 7 (July 13 – July 17)**

**Sport: Golf**

**Tech Focus: Intro to app design Campers learn basic user interface design and create simple app layouts.**



**Week 8 (July 20 – July 24)**

**Sport: Soccer Skills  
Development**

**Tech Focus: Problem solving & debugging  
Advanced drills combine with coding challenges where campers fix “bugs” and improve systems.**



Week 9 (July 27 – July 31)

Sport: Boxing

Week Tech Focus:

Interactive game  
creation Campers

combine fitness training  
with building games that  
respond to user input.

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Sport: Boxing

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