

SUMMER 2025 iCode Glen Ellyn Schedule

June 02 - 06 2025

Minecraft Modding Adventure	Age 7-12
VEX Battle of the Bots	Age 7-12
Drone Code w/Python	Age 9-14
Creative Lab: 3D Printing & Design	Age 9-14

June 09 – 13 2025

Jr. Robotics – Programming with VEX	Age 6-10
Fortnite Designer: Game Developer	Age 9-15
VEX Battle of the Bots	Age 7-12
Game Builder w/Construct 3	Age 8-12

June 16 – 20 2025

Robot Squads: Engineering Team	Age 7-10
YouTube Creator: Learn Production	Age 7-12
Artist Studio: 2D & 3D Design	Age 6-10
Roblox Design: Capture the Flag	Age 7-12

June 23 – 27 2025

Roblox Editor: Create your own world	Age 7-12
Minecraft Survival: Code Building Block	Age 6-9
Jr Programmer: 2D Game Dev w/Scratch	Age 6-10
Unreal Designer: 3D Game Dev w/UE5	Age 9-14

June 30 – July 03 2025

Minecraft Modding Adventure	Age 7-12
Roblox Editor: Create your own world	Age 7-12
Drone Code w/Python	Age 9-14
VEX Battle of the Bots	Age 7-12

July 07 – 11 2025

YouTube Creator: Learn Production	Age 6-12
VEX Battle of the Bots	Age 7-12
Unreal Designer: 3D Game Dev w/UE5	Age 9-14
Shark Tank: Create & Sell Product!	Age 7-12

July 21 – 25 2025

Roblox Editor: Create your own world	Age 7-12
Game Builder with Construct 3	Age 7-12
Fortnite Designer: Game Development	Age 9-14
Robot Squads: Engineering Team	Age 9-14

July 28 – Aug 01 2025

Artist Studio: 2D & 3D Design	Age 6-10
Shark Tank: Create & Sell Product!	Age 7-12
YouTube Creator: Learn Production	Age 7-12
Creative Lab: 3D Printing & Design	Age 9-14

August 03 – 09 2025

Jr. Robotics – Programming with VEX	Age 6-10
Fortnite Designer: Game Development	Age 7-12
Shark Tank: Create & Sell Product!	Age 7-12
Minecraft Redstone: Escape Room	Age 7-12

August 11 – 15 2025

Roblox Editor: Create your own world	Age 7-12
Minecraft Modding Adventure	Age 7-12
Creative Lab: 3D Printing & Design	Age 9-14
Artist Studio: 2D & 3D Design	Age 7-12



FULL DAY CAMPS TIMINGS: M-F 9AM – 3PM
HALF DAY CAMP TIMINGS: M-F 9AM-12PM and 12:30PM TO 3:30PM

WEEKLY CLASSES

At iCode's Belt Program, students gain a comprehensive technical foundation as well as skills in logical thinking, creativity, teamwork, and computational thinking which are vital in preparing kids for tomorrow's tech-driven workforce.



STEM Jr. Belt

STEM Fundamentals

Ages: 5-7

Key Concepts: STEM Basics • Engineering • Arts • Science • Mathematics



Yellow Belt

Mobile App Development

Ages: 9-12

Key Concepts: Mobile App Development • Storyboarding • Mobile App Design • Entrepreneurship • Visual Studio



Foundation Belt

Basic Game Development

Ages: 6-8

Key Concepts: Computer Basics • Programming Fundamentals • Agile Methodologies • Scratch Programming



Green Belt

Python, Drones, and ChatGPT

Ages: 10-13

Key Concepts: Python Programming • Data Science • Machine Learning • Arduinos • Electrical Engineering • Intro to OOP • Visual Studio



White Belt

Robotics

Ages: 8-11

Key Concepts: Engineering • Robotics with VEX • Electricity • 3D Modeling • 3D Printing • Art of Design



Red Belt

Game Development with Unreal Engine 5

Ages: 11-15

Key Concepts: Game Development • Artistic Game Design • Audio and Video Generation • Long-Term Dev Project • Visual Studio



Gray Belt

Minecraft & Roblox Programming

Ages: 8-11

Key Concepts: Digital Citizenship • Algorithmic Thinking • Text-based Programming • Testing and debugging • Game Mechanics and Physics • Asset creation



Blue Belt

Networking and Cybersecurity

Ages: 11-15

Key Concepts: UNIX/Linux • Networking • Information Security • Internet of Things (IoT) • System Architecture • Visual Studio



Orange Belt

Website Development

Ages: 8-11

Key Concepts: Web Development and Design • Intro to Text Based Coding • JavaScript • Graphic Design • PHP & MySQL • Photography • Visual Studio



Black Belt

Web App Development with Java

Ages: 13+

Key Concepts: Java Programming • Object Oriented Programming • REST API • Development with ChatGPT • Software Deployment • Software Monitoring and Support • Database Development (SQL) • Visual Studio

Our "Belt" Weekly Classes Feature



- Proprietary STEAM Curriculum
- Fully-Equipped Labs
- Project-Based Learning
- Low Student/Teacher Ratios
- Focused on Building Soft Skills
- Gamified Learning

