

ONLINE SUMMER PROGRAMS





ONLINE SUMMER PROGRAMS IVY LEAGUE



WHO IS THIS PROGRAM FOR?

If you are looking to understand the exciting variety of undergraduate options available in the US, this program is the one for you. Hands on practice for entrance exams, confidence training and practical paperwork knowledge will give you the edge needed to obtain admission to a top university. Come and join us this summer to start your journey to your dream school!.

LEARN FROM PROFESSIONALS

Highly experienced exam preparation teachers and college counselors at CATS Boston will deliver the academic content and extracurricular counseling required for successful application to the best colleges in the USA

WHAT YOU WILL ACHIEVE?

- TOEFL: Improve your speaking, writing, listening and reading skills, as well as your grammar and vocabulary.
- TOP UNIVERSITIES AND COLLEGES: Explore top US universities and colleges through online virtual tours
- COUNSELING SESSIONS: Speak with university admissions departments and college counsellors to gain an understanding of the admission process.
- ${\bf SATs}.$ Gain an understanding of SATs and what it takes to achieve a top score.
- FINANCIAL PLANNING: Explore the scholarship options available at US colleges and universities and learn how to plan your finances.

CLASS SIZE:	Maximum of 10			
START DATE:	13 July 2020			
COURSE TIMETABLE:	Mon - Fri / 3 hrs per day			
TIMES:	10:00 – 13:00 Eastern Standard Time			
ACTIVITIES:	Three activity sessions per week (quizzes, virtual tours and team games)			
AGE RANGE:	14 - 17			
FEES:	\$500			

More dates and times may be made available subject to demand

WHAT'S INCLUDED



TUITION 3 hours of tuition per day



ACTIVITY
Three activity
sessions per week



WORKSHOPS
Take part in online
university and
college counseling
workshops with top
university admissions
departments



VIDEO
Visit top campuses
through guided
online virtual tours
and videos



SELF STUDY
Learn new study
skills and take part in
practice TOEFL tests
to gain confidence in
your studies.



CERTIFICATE
On completion of the program, you will receive a printable PDF certificate.

SAMPLE TIMETABLE

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
10:00 - 11:45	Orientation and introduction to the TOEFL Exam	TOEFL speaking and writing	TOEFL listening and reading	TOEFL grammar and vocabulary	TOEFL practice test with tailored feedback
12:00 - 13:00	Choosing your path: your college/university and your test scores	College Counseling with CATS counsellors	Guided Harvard virtual tour	Study skills: applying confidence and competence in academic environments	University counseling session with top University Admissions departments
13:15- 14:00	Activity	Activity		Activity	



ONLINE SUMMER PROGRAMS

STEM PROGRAMME



WHO IS THIS PROGRAMME FOR?

For students who are interested in how science, technology, engineering and mathematics can be used creatively to solve problems. Take part in coding challenges, and team science competitions. Work with professionals in teams and individually to develop the skills you need to be a world class STEM professional.

WHAT YOU WILL ACHIEVE?

You will

- · understand how STEM subjects solve real-life problems
- · develop practical skills in and outside of the lab
- · demonstrate your skills in a supportive environment

CLASS SIZE:	Maximum 10		
LANGUAGE LEVEL:	Intermediate B1 level recommended		
START DATES:	21 July		
COURSE TIMETABLE:	Mon - Fri / 5 hrs per day		
TIMES:	08:00 - 1300		
	Eastern Standard Time		
ACTIVITIES:	3 hours extra curricular activities		
ACTIVITIES: AGE RANGE:	3 hours extra curricular activities		

More dates and times may be made available subject to demand

WHAT'S INCLUDED



TUITION

Light, quick content tuition to facilitate workshops and projects



ACTIVITY

Social fun activities to get to know your classmates better and use your English outside the classroom



WORKSHOPS

Working in groups to apply theory



PROJECT

Delivery of final presentation on "Space"



CERTIFICAT

Receive a certificate of completion at the end of the course

SAMPLE TIMETABLE

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
08:00 - 08:30 (Reflection/ introduction)	Introduction with the team. Discuss learning objectives of the week	Interactive activity Making parachute	Interactive activity on Kitchen Chemistry	Interactive activity on building tower	Students working on presentation about "Space"
08:30 - 09:30	Introducing the Chemistry Project (Aspirin Making)	Practical work on Aspirin synthesis and follow up	Learning about purification techniques for Organic compounds	Study experience in Cambridge	Presenting their presentation on Space session 1
09.45 - 10.45	Introducing the Biology Project future of Genetic engineering	Practical work on extracting DNA and follow up	Interactive lecture on COVID-19	Raspberry pi challenge introduction	Presentation session 2
11.00 - 12.00	Interactive Physics workshop 'Projectile'	Physics Project on 'Future Power'	Student will finalise on how best to make our own electricity without destroying the planet	Raspberry pi challenge coding the sense	Presentation s session 3
12:00 - 13:00	Activity Virtual City Tour	Activity Kahoot Quiz	Activity International Knowledge Exchange		





ONLINE SUMMER PROGRAMS

COMIC BOOK ILLUSTRATION

WHO IS THIS PROGRAM FOR?

For students who want to apply their drawing talents to the art of comic book storytelling. Learn about the many influences comics, and their characters, have had on society. You will gain an understanding of effective visual storytelling techniques as well as best practices for the comic creation process.

LEARN FROM PROFESSIONALS

Our Comic Book Illustration course is taught by Kent Archer. Kent has taught art courses at the School of the Museum of Fine Arts in Boston, Sacred Heart High School in Kingston Massachusetts and numerous local art centers. He has worked in the field of comic books since 2005 when he colaunched the popular webcomic – Dr McNinja. His work has been published by Archie Comics, IDW Publishing, Dark Horse Comics, and Topps Trading Cards.

WHAT YOU WILL ACHIEVE?

- SCRIPTWRITING: How to put your vision into words and write a detailed, professionally formatted script.
- DEVELOPING CHARACTERS: How to write multidimensional characters so they are relatable and believable.
- COMIC VOCABULARY: The terminology in the universal language of comics.
- PAGE LAYOUT AND COMPOSITION: How to create a visually enticing comic page to
 effectively tell the story and capture the reader.
- PERSPECTIVE: The ability to draw characters and environments in perspective to create the illusion of depth and a believable three-dimensional world on the comic page.
- THE BUSINESS OF COMICS/ SELF-PUBLISHING AND WEB COMICS: How to break into the
 mainstream business and work for the largest publishers as well as self-publishing.

CLASS SIZE:	Maximum of 10			
START DATE:	13 July 2020			
COURSE TIMETABLE:	Mon - Fri / 3 hrs per day			
TIMES:	10:00 – 13:00 Eastern Standard Time			
ACTIVITIES:	Three activity sessions per week (quizzes, virtual tours and team games)			
AGE RANGE:	14 - 17			

More dates and times may be made available subject to demand

FEES: \$500

WHAT'S INCLUDED



TUITION

Three hours of tuition per day



ACTIVITY
Three activity sessions
per week



WORKSHOPS
Take part in online
workshops and group
discussions on how to
improve your comics



PORTFOLIO
Develop a short comic
to be included in your
portfolio



CERTIFICATE
On completion of the program, you will receive a printable PDF certificate

TIMETABLE

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
10:00 - 11:30	Learning the comic vocabulary, discussions on what makes good storytelling, how to develop characters, and scriptwriting	Comic page layout and composition. Learn about juxtaposition and storyflow.	Learn about the rules of comics (shots, angles, time, and movement)	How to draw the human figure with life.	Business of mainstream comics and self-publishing Color in comics. Limited palette
11:30 - 12:30	Drawing from a comic script and thumbnail sketches	Drawing from comic script	Drawing from comic script	Perspective for panel backgrounds and convincing settings.	Color in comics. Limited palette
12:30 - 13:00	How to search for and use reference.	Critique	Critique	Drawing from comic script	Final Critique
13:15- 14:00	Activity	Activity		Activity	