CAP at Home - Workshop Schedule

Photography #4 (Scavenger Hunt) Web Development #3 Build a Temporary Structure #1 Web Development #1 Boats & Buoyancy Basics Introduction Introduction to Music Notation and Rhythm #2 Photography #2 (Composition) Build a Temporary Structure #2 Photography #4 (Scavenger Hunt) Boats & Buoyancy Basics Introduction PO 513 - Time Management #1 SCOP Module 1 (PCOC) #7	Development #3 graphy #3 (Story and Techniques) on to Music Notation and Rhythm #2 ics, Making Tough Choices #1 Puzzles
Photography #4 (Scavenger Hunt) Web Development #3 Survivor: Desert Island Build a Temporary Structure #2 Build a Temporary Structure #1 Web Development #1 Boats & Buoyancy Basics Introduction Icebreakers PO 513 - Team Building #1 Stress Management #1 Instructional Techniques Human Synergistics PO 513 - Time Management #1 SCOP Module 1 (PCOC) #7	raphy #3 (Story and Techniques) on to Music Notation and Rhythm #2 ics, Making Tough Choices #1
Web Development #3 Build a Temporary Structure #2 Build a Temporary Structure #1 Web Development #1 Boats & Buoyancy Basics Introduction PO 513 - Team Building #1 Stress Management #1 Instructional Techniques Human Synergistics PO 513 - Time Management #1 SCOP Module 1 (PCOC) #7	Techniques) on to Music Notation and Rhythm #2 ics, Making Tough Choices #1
Welcome / Introductions Description Des	Rhythm #2 ics, Making Tough Choices #1
Instructional Techniques Human Synergistics PO 513 - Team Building #1 Stress Management #1	#1
SCOP Module 1 (PCOC) #7	Puzzles
Duran los	Rockets #1
Puzzles Prock Prock	
1000-1030 Break Break Break Break Break Break	Break
Techniques)	Development #4
Photography)	hy #4 (Scavenger Hunt)
Photography)	emporary Structure #1
1030-1130 Icebreakers Op PALACI (ALL COHORTS) Op PALACI (ALL COHORTS) PO 513 - Team Building #2 Stress Management #2	ics, Making Tough Choices #2
Puzzles PO 513 - Time Management #2 Instruc	ictional Techniques
SCOP Module 1 (PCOC) #8	Rockets #2
Human Synergistics	
1130-1300 Lunch Lunch Lunch	Lunch
Rockets #2 Web Development #4 Photography #4 (Scavenger Hunt) Build a Ter	emporary Structure #2
	& Buoyancy Basics
Rhythm #1	ivor: Desert Island
1300-1400 PO 513 - Personality & Group Dynamics #1 Stress Management #1 SCOP Module 1 (PCOC) #5 CALL COHORTS) SCOP Module 1 (PCOC) #5 (ALL COHORTS)	odule 1 (PCOC) Exam
SCOP Module 1 (PCOC) #1 SCOP Module 1 (PCOC) #3 Icebreakers	Icebreakers
Instructional Techniques Puzzles Instuctional Techniques Hun	man Synergistics
Human Synergistics 1400-1430 Break Break Break Break Break	Break
Photography #3 (Story and Techniques) Introduction to Music Notation and Rhythm #2 Web Development #4 Web Development #4 Web Development #2	
Introduction to Music Notation and	
Web Development #2 Boats & Buoyancy Basics Introduction to Music Notation and Rhythm #1 Photography #2 (Composition)	
Web Development #2 Boats & Buovancy Basics Photography #2 (Composition)	
Web Development #2 Boats & Buoyancy Basics Rhythm #1 Photography #2 (Composition) Survivor: Desert Island Photography #1 (Principles of Photography) Build a Temporary Structure #1 PO 513 - Personality & Group	losing / Admin
Web Development #2 Boats & Buoyancy Basics Rhythm #1 Photography #2 (Composition) Photography #1 (Principles of Photography) Build a Temporary Structure #1 PO 513 - Personality & Group Stress Management #2 SCOP Module 1 (PCOC) #6 Introduction to Music Notation and Rhythm #1	losing / Admin
Web Development #2 Boats & Buoyancy Basics Rhythm #1 Photography #2 (Composition) Photography #2 (Composition) Photography #2 (Composition) Build a Temporary Structure #1 PO 513 - Personality & Group Dynamics #2 Stress Management #2 SCOP Module 1 (PCOC) #6 Icebreakers Cl	losing / Admin