

Fairmont STEAM Camp

December 21- 25, 2026

Robotics



3D Design



Filmmaking



Coding



Sign up now



A Winter of
Hands-On Discovery



REGISTRATION OPENS NOW!

We would love to hear from our families!

FISV is planning an exciting STEAM Camp this **December**, featuring hands-on activities in Robotics, Coding, 3D Design, and Filmmaking for students **aged 8–15**.

Kindly note that the registration deadline is **30 October 2026**, with an **Early Bird** deadline of **15 November 2026**



The graphic features a dark blue background with a network of white dots and lines. At the top center is the Fairmont International School Vietnam logo, and to its right is the iSP International Schools Partnership logo. Below these is the main title 'Fairmont STEAM Camp' in large white font, with a gear icon replacing the 'o' in 'Fairmont'. To the right of the title is a yellow circle with 'Ages 8–15'. Below the title is an orange banner with the dates 'December 21- 25, 2026'. Five circular images show students engaged in activities: Robotics (three students working on a project), Coding (a student at a computer), 3D Design (a student holding a green 3D printed object), and Filmmaking (three students with a camera on a tripod). A purple telescope is on the bottom left, and a colorful rocket is on the bottom right. The text 'A Winter of Hands-On Discovery' is at the bottom center. A 'Sign up now' button with a QR code is at the bottom left.

FAIRMONT
INTERNATIONAL SCHOOL
VIETNAM

iSP
International
Schools
Partnership

**Ages
8–15**

**Fairmont STEAM
Camp**

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Scan the QR code or Click here 

1. Daily Schedule

Time	Activity
9:00–9:15 AM	Arrival
9:15–10:15 AM	STEAM Session 1
10:15–10:40 AM	Snack
10:40–11:40 AM	STEAM Session 2
11:40 AM–12:15 PM	Lunch Break
12:15–1:15 PM	STEAM Session 3
1:15–2:15 PM	STEAM Session 4
2:15–2:30 PM	Snack & Dismissal

**Note: All participants must bring their own iPad or laptop to the camp.*

2. Camp Groupings

Group	Age	Maximum	Focus
Group 1	8–9	20	Exploration, creativity, basic coding and making
Group 2	10–11	20	Coding, robotics, design and problem-solving
Group 3	12–15	20	Advanced coding, robotics, 3D design and digital production

3. Pricing

Rate	Fee (VND)	Payment Deadline
Early Bird Rate	13,200,000	Before November 15, 2026
Regular Rate	16,500,000	After November 15, 2026

Subject Overview

Filmmaking & Digital Storytelling

Students explore creative communication through media production and storytelling.

Topics may include: storyboarding, camera operation, cinematography, script writing, video editing, pitch creation.

Advanced Robotics & Coding

Students develop computational thinking and engineering skills through robot construction, programming, and challenges.

Topics may include: Robot construction, motion control, sensors and automation, programming logic, game programming, challenge-based competitions.

Graphic Design & Digital Creativity

Students learn how to communicate ideas visually using industry-standard design principles.

Topics may include: Design principles, typography, color theory, poster design, digital illustration, branding and marketing assets.

3D Design & Printing

Students learn how ideas become real products through digital design and rapid prototyping.

Topics may include: CAD modeling, Product design thinking, 3D scanning, Prototyping, 3D printing workflow.



Final Student Project

STEAM Innovation Showcase

Team Projects	Individual Projects
Robotics challenge	Digital artwork
Short film production	3D design project

The camp concludes with a student exhibition where participants present their work to parents and the Fairmont community.

Showcase highlights include:

- Robotics demonstrations
- 3D-printed prototypes
- Graphic design gallery
- Student film screenings
- Innovation presentations and pitches