

BEYOND IMAGINATION, WHERE CREATIVITY TAKES ROOT.

✉ creativecamp@ykpaoschool.cn

☎ +86 21 61671999 Ext. 8305



Scan the
QR code to
register for
the summer
programme.

* This summer programme is managed
and operated by Shanghai YKPS
Education Technology Co., Ltd.



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2026 CREATIVE DAY CAMP



PAO BEYOND

This summer, unleash your child's boundless creativity and embark on a one-of-a-kind journey of artistic discovery!

- **Cross-Disciplinary Integration**
- **Customizable Schedules**
- **Systematic Project-Based Learning**



Session 1:
June 29 – July 10, 2026

Session 2:
July 13 – July 24, 2026
(Excluding weekends, each session runs for 10 days. Participants may choose to enrol in two consecutive sessions with different themes.)

Ages:
8–13

Class Size:
Maximum 20 students per class

Daily Schedule:
8:50 AM – 4:10 PM, thematic courses + comprehensive activities; one meal and two snacks are included

Location:
Hongqiao Campus, YK Pao School, Shanghai

Tuition:
RMB 18,980 per session

EXPLORE 8 CREATIVE THEMES

THEMES	LANGUAGE OF INSTRUCTION	CLASS SIZE	AGE REQUIREMENT
Woodworking	Chinese	Up to 16 students	Y3-Y7
Pottery	Bilingual	Up to 16 students	Y2-Y7
Creative Architecture & 3D Printing	Bilingual	Up to 16 students	Y2-Y7
Animation Creation	Bilingual	Up to 16 students	Y2-Y7
Interactive Art	Bilingual	Up to 16 students	Y2-Y7
Fashion Design	Bilingual	Up to 16 students	Y2-Y7
Music Composition	Chinese	Up to 12 students	Y2-Y7
Creative Writing	Bilingual	Up to 14 students	Y3-Y5
		Up to 18 students	Y6-Y8

*Among the 8 thematic courses, each participant may choose 3 different themes per session. Those interested in more themes can enrol in two consecutive sessions with different selections.

SAMPLE WEEKLY SCHEDULE

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	
WEEK 1	Morning	Opening Ceremony	Thematic Course 3	Thematic Course 2	Thematic Course 1	Thematic Course 3
		Thematic Course 1	Comprehensive Course	Comprehensive Course	Comprehensive Course	Comprehensive Course
WEEK 1	Afternoon	Thematic Course 2	Thematic Course 1	Thematic Course 3	Thematic Course 2	Thematic Course 1
		Comprehensive Course				
WEEK 2	Morning	Thematic Course 2	Thematic Course 1	Thematic Course 3	Thematic Course 2	Setup & Rehearsal
		Comprehensive Course	Comprehensive Course	Comprehensive Course	Comprehensive Course	
WEEK 2	Afternoon	Thematic Course 3	Thematic Course 2	Thematic Course 1	Thematic Course 3	Presentation & Showcase
		Comprehensive Course	Comprehensive Course	Comprehensive Course	Comprehensive Course	

*Comprehensive Courses include General Art, Academy Activities and Sports.

SAMPLE DAILY SCHEDULE

8:40-8:50	Student arrival
8:50-9:50	Thematic course 1
9:50-10:05	Morning break & snack
10:05-11:05	Thematic course 1
11:05-11:15	Break
11:15-12:00	Comprehensive course
12:00-13:00	Lunch break
13:00-14:00	Thematic course 2
14:00-14:10	Break
14:10-15:10	Thematic course 2
15:10-15:25	Afternoon break & snack
15:25-16:10	Comprehensive course
16:10-16:20	End of school day

*This schedule is for reference only and may be adjusted to accommodate programme needs.



THEME 1. WOODWORKING

From raw wood to finished piece, experience the fusion of traditional mortise-tenon wisdom and modern aesthetics. Learn design, cutting, sanding, and assembly—turning ideas into reality through focus and creativity. Every cut and chisel is a dialogue with the material.



Year Level: 3-7
Language of Instruction: Chinese
Final Outcomes: Creative pen holder/phone stand, Luban lock ornament, solid wood stool
Admissions Requirements: A passion for hands-on creation and focus on every step

COURSE OUTLINE

1. Design pen holder, use scroll saw to cut and assemble
2. Use files and sandpaper to refine shape, draw patterns, complete pen holder
3. Explore mortise-tenon principles, make Luban lock base, cut joints
4. Learn to shape square into round, form cylinders, sand to complete Luban lock
5. Understand wedge structure, sand legs, assemble and install wedges
6. Use plane to shape curved backrest, drill and install, sand and oil to finish

THEME 2. POTTERY

Experience the magic of earth and fire through hand-building and coil construction. From conception to glazing and firing, cultivate patience and creativity in the joy of playing with clay. Let your hands speak through creation, and let your clay tell its own story.

Year Level: 2-7
Language of Instruction: Bilingual
Final Outcomes: Hand-built sculptures, coil-built vessels
Admissions Requirements: Interest in ceramics and hands-on creation; no experience needed

COURSE OUTLINE

1. Learn coil building principles, roll coils to create pen holder
2. Design amusement park, hand-build with slab and detailing techniques



3. Learn to sand bisque ware, master underglaze techniques
4. Explore glazes, learn brushing techniques, apply glaze
5. Experiment with blue-and-white graded wash, slip decoration
6. Unload kiln, write artist statements, co-create exhibition display

THEME 3. CREATIVE ARCHITECTURE & 3D PRINTING

From digital blueprint to physical model—learn MagicaVoxel, WorldEdit, and 3D printing. Students will work in teams to plan and construct their own "PAO Digital Town," exploring spatial design and engineering thinking. Bring virtual dreams into reality.

Year Level: 2-7
Language of Instruction: Bilingual
Final Outcomes: Team modeling video, 3D-printed models of original designs
Admissions Requirements: Interest in programming and 3D printing; basic computer skills

COURSE OUTLINE

1. PAO Digital Town Intro, learn MagicaVoxel/Blockbench basic modeling



2. Create buildings, residents, or props for the town
3. Explore WorldEdit mod and building commands
4. Build with Minecraft and Python coding
5. Team project: collaborative design and construction (Part 1)
6. Team project: collaborative design and construction (Part 2), complete Digital Town

THEME 4. ANIMATION CREATION

"Time Travel" themed—blend hand-drawing with AI to create characters and scenes. From traditional costumes to 3D storytelling stages, discover traditional culture as your coolest inspiration. Bring ancient figures to life in your comic universe.

Year Level: 2-7
Language of Instruction: Bilingual
Final Outcomes: Hand-drawn & AI artworks, team 3D storytelling scenes
Admissions Requirements: Interest in anime, drawing, or traditional culture; no experience needed

COURSE OUTLINE

1. Learn traditional costume features, draw cute cartoon ancient characters
2. Brainstorm funny time-travel plots, use AI to generate character and scene concepts



3. Choose time-travel scenes in groups, collaborate on AI composition and character poses
4. Refine scenes by hand, integrate characters and backgrounds, complete color illustrations
5. Transform drawings into 3D scene models, add handmade props and details
6. Finalize 3D creations, create AI story posters, group presentation and storytelling

THEME 5. INTERACTIVE ART

Create art that winks and responds to your voice. Explore holograms, 3D mapping, programming, and smart sensors—empowering art with technology for the digital age. This isn't magic—it's the future of art.

Year Level: 2-7

Language of Instruction: Bilingual

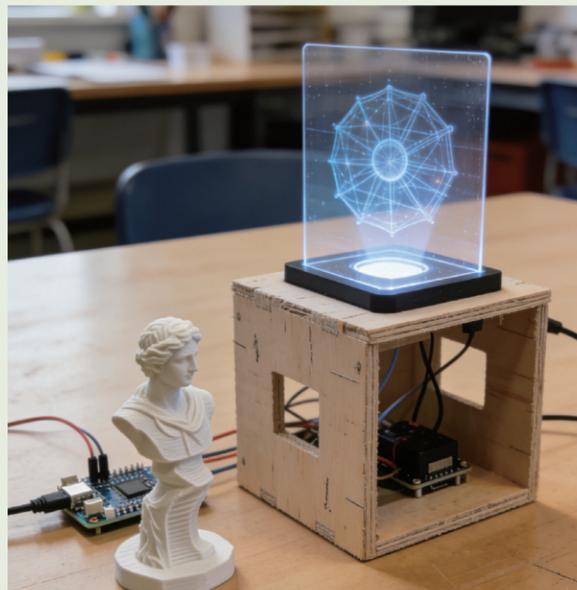
Final Outcomes: Dynamic images, holographic signs, interactive installations

Admissions Requirements: Curiosity for digital art and hands-on creation; no programming experience needed

COURSE OUTLINE

1. Explore digital art, create dynamic images
2. Learn TouchDesigner for 3D Mapping projection on folding fans
3. Learn basic programming logic, explore Arduino hardware

4. Program hardware controls, create blow-activated interactive device
5. Explore light-based visual technologies, design and build light painting
6. Design holographic patterns, learn advanced sensors, test interactive installation



Year Level: 2-7

Language of Instruction: Bilingual

Final Outcomes: Color archives, weaving samples, badges, inspiration boards

Admissions Requirements: Passion for fashion design and original characters; no experience needed

COURSE OUTLINE

1. Explore color trends, create color schemes for your OC (Original Characters)
2. Learn fabric fibers and weaving techniques, create woven piece for OC
3. Explore anime culture and accessory styles, design and craft badge for OC
4. Master needle felting and color blending, create felt brooch for OC
5. Brainstorm creative ideas for OC, gather materials, complete inspiration board
6. Learn draping techniques, create mini garment on mannequin based on mood board



THEME 6. FASHION DESIGN

Create a fashion collection for your original character. From mood boards to mini mannequin draping—explore color, fabric, accessories, and bring fantasy characters to life. Craft badges and brooches by hand.

THEME 7. MUSIC COMPOSITION

Transform from listener to creator. Build rapport through ensemble and choir, use AI for inspiration, and experience the journey from collective to individual expression. Let the world hear your voice.

Year Level: 2-7

Language of Instruction: Chinese

Final Outcomes: Individual/group original compositions, digital portfolio (audio/video, lyric posters, creative journals)

Admissions Requirements:

At least one of the following: instrumental/ensemble experience, choir experience, or dance/art training with a strong interest in music



COURSE OUTLINE

1. Music icebreakers, first ensemble/choir experience to build team rapport
2. Analyze classic pieces, decide group creation theme, begin lyric brainstorming
3. Group work on melody and arrangement, use AI to generate variations
4. Guided Individual Creative Projects; Analysis & Simulation of Classic Scenes
5. Refinement & Coaching of Performances; Integrated Rehearsal (Instruments, Sound, and Stage Blocking)
6. Final Concert Rehearsal & Performance; Showcase & Feedback Session

THEME 8. CREATIVE WRITING

Create parallel worlds for readers to explore. Design maps, characters, and branching plots from scratch—craft interactive stories in Chinese and English. Every choice leads to a different ending. Share your unique universe at the showcase.

Year Level: Grades 3-5, Grades 6-8

Language of Instruction: Bilingual

Final Outcomes: A complete interactive story (including setting, main plot, and character development)

Admissions Requirements:

Age-appropriate English proficiency (basic for G3-5, functional for G6-8) with ability to understand and express core story concepts

COURSE OUTLINE (G3-5 / G6-8 DIFFERENTIATED LEARNING)

G3-5

1. Explore story types and structure (beginning-middle-end)
2. Learn simple branching, intro to story flowcharts
3. Design character traits, goals, motivations; create profiles
4. Play sample stories, begin writing a two-path story
5. Add plot twists, develop characters through events
6. Peer feedback and sharing, present to parents and classmates

G6-8

1. Explore story purpose, audience, and narrative logic
2. Learn branching logic and multi-path flowchart design
3. Design character traits and arcs; explore how choices drive plot
4. Analyze sample story design, draft structured plan with branching paths
5. Design logical twists, refine thematic depth and structure
6. Structured peer critique, present and share stories

