

## 2025 Global Vision Residential Camp



Session 1: June 29 – July 8, 2025 (10 days)

Session 2: July 13 – July 22, 2025 (10 days)

The content of the two sessions is different. Consecutive enrollment is available

Age: 9-15 years old (Year 4-8)

Class Size: up to 20 students/class

Schedule: Core subjects + CCAs+

Evening group activities

✓ Venue: Songjiang Campus, YK Pao School, Shanghai

Price: RMB 23,800 per session

10% discount for Pao School students, and RMB 2,200 off for Pao families and referral/returning students. (\*Note: Offers are not stackable.)



The programme offers students a deep dive into Pao School's unique culture of 'Compassion, Integrity, Balance' with full immersion in boarding life, guided by Pao School teachers and seniors (assistant). This year's theme has been completely upgraded to reflect current trends and innovations, emphasizing the key qualities needed for 21st-century talent. Students can choose from six themes, including branding and innovation, business leadership, music and drama, game design and artificial intelligence, and more.

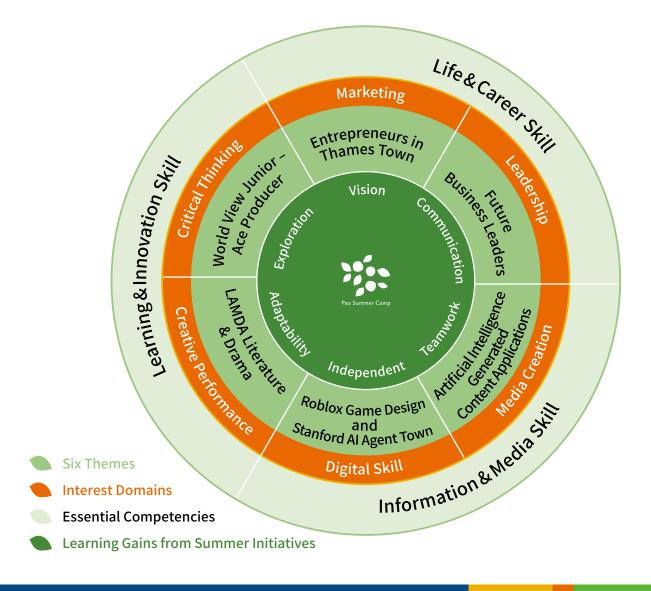
The programme also features a variety of co-curricular activities, including swimming, cooking and arts, and more, as well as exciting evening group activities, ensuring a dynamic and rewarding experience throughout the day.



## **Six Themes for Residential Camp**

Listed in no particular order; students who enroll in both sessions can choose different themes for each session.

Six Themes Overview				
Thematic Section	Programme	Language	Year Group	Class Size
Economics and Business	Entrepreneurs in Thames Town	Bilingual	Y 4 - 8	
Economics and Business	Future Business Leaders	Bilingual	Y 4 - 8	
STEM	Artificial Intelligence Generated Content Applications	Chinese	Y 4 - 8	Up to 20 students per
STEM	Roblox Game Design and Stanford AI Agent Town	Chinese	Y 4 - 8	class
Language and Cultural Literacy	LAMDA Literature & Drama	English	Y 4 - 8	
Language and Cultural Literacy	World View Junior – Ace Producer	English	Y 5 - 8	



# **Daily Schedule**





DAY 1	DAY 2-9	DAY 10
Arrival & Orientation	Core Subjects (morning) CCAs (afternoon) Evening Group Activities	Time to Shine & Closing Ceremony

SAMPLE DAILY SCHEDULE			
TIME	ACTIVITY	TIME	ACTIVITY
07:30	Get up and Breakfast	17:10	Change Over
08:30	Morning Assembly	17:30	Dinner and Break
09:00	Core Subjects (with breaks)	18:30	Study Hall / Evening Assembly
12:30	Lunch	19:00	Student Club / Evening Activities
13:10	Self-Study Time	20:30	Dorm, Wash-up, Quiet Reading, Family Time
14:00	CCAs (with breaks)	21:45	Bed Time

<sup>\*</sup> The above schedule is for reference only and will be subject to change.







This course integrates business knowledge, Al technology, and new media thinking. Students will take on the role of brand creators, exploring entrepreneurial strategies through a variety of case studies, field research, Al-driven poster and video production, and marketing promotion activities. The programme is designed to spark the creativity needed to infuse brands with innovative energy.

- Year Level: Year 4-8
- Language of Instruction: Bilingual (Chinese and English)
- Output: 1. New product sales commercial bazaar
  - 2. Al generated video ads and posters
  - 3. Presentation
- Admissions Requirements: N/A

- Explore cutting-edge trends: business + AI + new media, specially invited guests share their latest experience and keep up with the industry trend;
- Stimulate creative practice: based on real business situations, experience the whole process of new product development and challenge the limits of creativity;
- Comprehensive literacy enhancement: strengthen logical thinking and teamwork, improve expression, communication and leadership skills.

Days	Course Outline
Day 1	Orientation and programme introduction
Day 2	<ul> <li>Planning production and market insight</li> <li>Strategic trading and teamwork</li> <li>Learn what business is and how it can be a positive force in society and the environment</li> </ul>
Day 3	<ul> <li>Learn how to gain insights into the market and customers' preferences through interviews and questionnaires</li> <li>Carefully craft your research tools to delve deeply into the minds of your customers</li> </ul>
Day 4	<ul> <li>Search for hidden business inspirations in every corner of Thames Town</li> <li>Research recap</li> </ul>
Day 5	<ul> <li>Case studies</li> <li>Transform research findings into ingenious ideas through brainstorming, creating unique and beneficial commercial product concepts for stores</li> </ul>
Day 6 - 7	<ul> <li>Students will be divided into Product Development Department and Brand Promotion Department to collaborate on tasks</li> </ul>
Day 8	<ul> <li>Learn how to incorporate compelling arguments and engaging narratives into product sales pitch</li> <li>Record videos required for new media promotions</li> </ul>
Day 9	<ul> <li>Presentation performance, final evaluation &amp; award ceremony within the camp</li> <li>Prepare for the final day's market fair and roadshow</li> </ul>
Day 10	Roadshow, market & completion ceremony

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Starting with self-awareness and financial literacy, students will explore the skills and mindset essential to a successful business leader. The programme combines rigorous training in business operations and regulations with hands-on experiences such as courtroom simulations and business strategy exercises, preparing participants to step into the role of a future CEO or CFO.

- Year Level: Year 4-8
- Language of Instruction: Bilingual (Chinese and English)
- Output: Present team's entrepreneurial project
- Admissions Requirements: N/A

- The instructors have commercial experience and extensive teaching experience, and the teaching content with actual cases will be more interesting.
- Arrange partners from international law firm to teach and guide in court simulation, and issue certificates.
- Students work in teams to discuss, plan, design, and present their entrepreneurial projects, thereby jointly improving their comprehensive abilities.

Days	Course Outline
Day 1	Orientation and programme introduction
Day 2	<ul><li>Learn self-awareness and definition of leadership</li><li>How leadership applies in daily life</li></ul>
Day 3	<ul> <li>Comprehensive view of wealth</li> <li>Life cycle of wealth</li> <li>Three dimensions of wealth</li> </ul>
Day 4	<ul> <li>Learn how to establish a company</li> <li>Legal requirements and procedure</li> <li>Financial considerations, organization and governance</li> </ul>
Day 5	<ul><li>Learn how to run a company, market &amp; demands</li><li>Marketing, channels, profit and crisis resolution</li></ul>
Day 6	<ul><li>Financial reports &amp; managing reports taxation</li></ul>
Day 7	<ul> <li>Understand the court process</li> </ul>
Day 8	<ul><li>Understand the roles and ruling of a market</li><li>Economic cycles</li></ul>
Day 9	<ul> <li>Team role play as manufactory/channel/retailer for commercial competition</li> </ul>
Day 10	Roadshow and completion ceremony

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Learn to use mainstream AI tools (DeepSeek, ChatGPT, Kimi, Doubao, Midjourney, etc.), deeply analyze their performance comparisons, model principles, and development trends, and teach practical command formulas and prompt techniques. Through handson case studies, students will efficiently utilize AI tools, leveraging well-designed prompts to inspire the computer to produce high-quality creativity, turning data into art.

- Year Level: Year 4-8
- Language of Instruction: Chinese
- Output: Personal website (including Excel spreadsheets, PowerPoint presentations, emojis, picture books with music, videos, audio, and more)
- Admissions Requirements: Having experience with computer usage is sufficient.

- Creative Explosion Through engaging scenarios, train AI tools to spark students' creative thinking.
- Personal Creative Exploration Each student completes an individual project during the course, fostering independent creativity and practical skills.
- Innovation Showcase A creative display of students' individual projects, encouraging sharing, collaboration, and inspiration.

Days	Course Outline
Day 1	Orientation and programme introduction
Day 2	Al Tools Overview and Fundamentals  Project goals and learning schedule  In-depth exploration of deepseek, chatgpt, kimi, and doubao: background and application scenarios  Comparative analysis of ai tools: strengths and selection guide Fundamental principles and development trends of ai tools
Day 3 - 4	<ul> <li>AIGC Art and Design</li> <li>Sticker pack and picture book creation</li> <li>Color, lens, and lighting art</li> <li>Exploring design innovation with examples from product design, architectural design, and icon design</li> </ul>
Day 5 - 6	AIGC and PPT  • PPT framework organization and optimization  • PPT layout and aesthetic enhancement
Day 7-8	AIGC and Video Creation  Script breakdown  Image generation  Music arrangement  Storyboarding  Dynamic scenes  Voice acting  Composition
Day 9	Create Personal Website
Day 10	Roadshow and completion ceremony

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Break free from the traditional player role and learn game programming and development to create your own obstacle course game, which can be published on a global player platform. Through the course, students will acquire multiple skills, including storytelling, game design and development, programming (LUA coding language), and character/environment modeling. Additionally, participants will explore the simulated scenarios of Stanford's AI Town, discovering how different personas interact within specific environments under programmed settings.

- Year Level: Year 4-8
- Language of Instruction: Chinese
- Output: Original OBBY game and custom Stanford AI town agent simulation game
- Admissions Requirements: Interested in gaming or game design; Has a solid understanding of basic computer operations

#### Course Highlights:

By designing a complete exclusive Roblox game, engaging in mutual testing PK with other campers, and communicating, you can gain a huge sense of achievement, and know that you have contributed creative content to this amazing global community! At the same time, the experience of the AI Agent game mode can also help you observe the autonomous interaction of created characters from both the creator's and player's perspectives, experiencing new AI technologies.

Days	Course Outline
Day 1	Orientation and programme introduction
Day 2 - 3	<ul> <li>What is Roblox and logic behind game design</li> <li>What is a good OBBY game and example</li> <li>Personalized OBBY game framework and model design</li> </ul>
Day 4 - 6	<ul><li>Practice key functions of Roblox</li><li>Program with LUA</li></ul>
Day 7	Personalized OBBY project production and PK round
Day 8 - 9	<ul> <li>Stanford AI town AI agent experience</li> <li>Scene/character setting</li> <li>Programming</li> <li>Recording of running and interaction results</li> </ul>
Day 10	Project improvement, roadshow and completion ceremony

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In an immersive English environment, students will learn drama performance skills through engagement with British drama teaching methods. The course uses materials from LAMDA (London Academy of Music and Dramatic Art) youth programmes, and incorporates a variety of workshops that include prop-making, scriptwriting, and the integration of musical theater elements. Ultimately, students will perform in classic plays, displaying their acting talents.

- Year Level: Year 4-8
- Language of Instruction: English
- Output: All students will participate in the closing performance. The course content can be connected to the LAMDA Drama International Level Examination.
- Admissions Requirements: Be interested in English drama performance courses or hopes to try such courses, with a good foundation in English communication.

- International curriculum, synchronized with British school students.
- Experienced drama teaching team.
- Students will explore materials of various styles and difficulty levels, and present a final group performance at the end of the camp.
- Interactive and engaging British drama teaching methods are used in the program.
- Preparation for LAMDA (London Academy of Music & Dramatic Art) international graded exams.

Days	Course Outline
Day 1	Orientation and programme introduction
Day 2	<ul> <li>Orientation and course introduction</li> <li>Icebreaker activities and group drama games</li> </ul>
Day 3	<ul> <li>Group improvisation activities</li> <li>A brief introduction of drama history and development</li> <li>Workshop – design and make your own theatre</li> </ul>
Day 4 - 5	<ul> <li>Learn a select range of different LAMDA literature and drama pieces</li> <li>Demonstrate an understanding of the situation and place in which the characters live and the characters' moods and thoughts</li> </ul>
Day 6	• Learn how to use vocal skills to engage the listener, such as effective modulation in response to the text and speak with clarity of diction
Day 7	<ul> <li>Communicate with physically of characters through appropriate movement, gestures and facial expression.</li> <li>Movement &amp; Dance workshop</li> </ul>
Day 8	• Practice group performances, teachers provide personalized comments and learning support
Day 9	<ul> <li>Further practice and improvement</li> <li>Understand working stage in theatre, and how to use props</li> </ul>
Day 10	Final group performances and completion ceremony

<sup>\*</sup> The above outline is for reference only and will be subject to change.



Students will learn how to create their own podcast station by mastering the skills of topic selection, scriptwriting, and presentation. The course covers the entire podcast production process, from topic planning and scriptwriting, to recording, editing, and speech techniques. Through this process, students will enhance their creativity and communication abilities while learning to use professional recording equipment and software to produce high-quality podcasts, mastering the abilities needed to become popular broadcasters.

- Year Level: Year 5 8
- Language of Instruction: English
- Output: Students will present 1-3 minute podcast clips, sharing their creative process and insights. They will receive peer feedback and instructor input through a brief Q&A, motivating them for future projects.
- Admissions Requirements: Students should have a certain level of proficiency in English, enabling them to comprehend content in both everyday and instructional contexts, and to articulate their thoughts and opinions on familiar topics with ease.

- Learn podcasting basics, topic selection, and scriptwriting skills
- Experience the full podcast production process, improving organization and creativity
- Record and publish your own podcast, applying classroom knowledge to real-world skills

Days	Course Outline
Day 1	Orientation and programme introduction Introduction to podcasting — definition, types, and trends How to choose a podcast topic and define your target audience Develop your initial podcast concept and structure
Day 2 - 6	<ul> <li>Learn how to write engaging podcast scripts and develop effective presentation skills</li> <li>How to craft engaging, conversational podcast scripts</li> <li>Mastering voice control, pacing, and emotional delivery</li> <li>Apply techniques to present podcast segments and improve delivery through peer feedback and instructor input</li> </ul>
Day 7-9	Learn recording, editing, and post-production techniques to finalize your podcast episode  Introduction to recording equipment and software, followed by recording practice  Learn how to edit audio, improve sound quality, remove background noise, and add effects  Use editing software to add music, sound effects, and transitions to enhance your podcast  Hands-on editing practice with peer and instructor feedback  Introduction to podcast platforms and upload procedures, making final tweaks before release
Day 10	Roadshow and completion ceremony

<sup>\*</sup> The above outline is for reference only and will be subject to change.



The residential camp features diverse co-curricular activities like swimming, cooking, and art, along with engaging evening group events, ensuring a balanced and fun-filled summer for students.













<sup>\*</sup>The detailed course schedule is subject to adjustments depending on practical situations.



Students will experience the warmth of British-style boarding life in the school's comfortable dormitories, equipped with private bathrooms, three meals a day, and 24-hour medical support. During the camp, the students will be accompanied and managed by experienced dormitory staff and outstanding alumni/senior students to ensure a safe and enriching experience.









"My child enjoyed the dorm life very much. It's good to see his self-care ability has improved."

— from Y5 Tim's mom

"Time passed in our thinking, rehearsing and playing time. There were lots of fun things happening. I will definitely be part of the programme again next year!"

programme were lovely, humorous and conversant with children. She also learned a lot in class and had an understanding of drama. The interesting thing is that the campus life director told her he liked steamed stuffed bun. She thought it might be really delicious, and found that all the teachers liked steamed stuffed bun for breakfast. It was a great

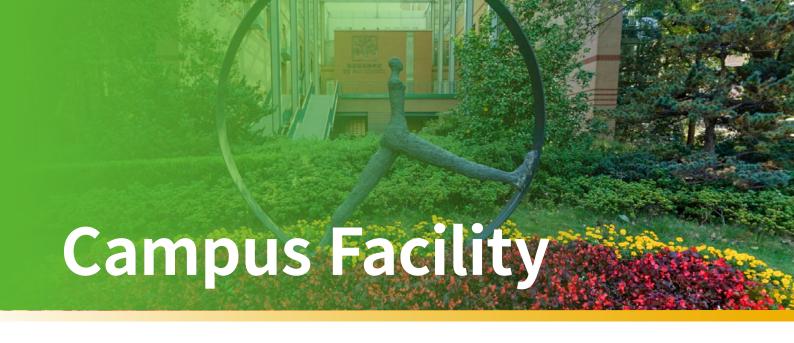
"My child said the teachers of the summer

experience, thank you!"
——from Y4 Dora's mom

—— from Y7 Emily









**Auditorium** 



Cafeteria



Library



Pitch



Gym



**Swimming Pool** 





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Scan the mini-program to sign up for the summer camp

<sup>\*</sup> This summer programme is operated and managed by Shanghai YKPS Education Technology Co., Ltd.