



**BROMSGROVE  
INTERNATIONAL  
SCHOOL THAILAND**



**18-22  
Dec**

# Formula 1 Camp

by F1 in Schools Thailand

**FOR STUDENTS AGED 13-14**

**EDUCATE / MOTIVATE / INSPIRE**

**F1 in Schools Calling all aspiring engineers, innovators, and racing enthusiasts!**

**Join us for a thrilling adventure into the world of STEM, racing and innovation.**

Developed to introduce students to STEM subjects in the most engaging way possible. Offering a chance to experience the thrill of the competition while developing fundamental STEM skills. With simplified car designs and modified regulations, it provides a stepping stone for aspiring engineers and introduces them to the world of F1 in Schools.

Let your kids dive into a world where creativity meets the future of racing with our electrifying programmes. Immersing your child in a magical learning experience. This programme sets students on the fast track to STEM success; and provides a lot of fun on the way there.



**FREE 3 SETS  
OF RACING KITS**

WORTH THB 3,000

- 1 MINI PROJECT PAPER CAR WITH SET WHEELS
- 1 F1 TEAM DESIGN PAPER CAR WITH SET WHEELS
- 1 HAND SHAPED CAR KIT = 1 BLOCK & 1 SET WHEELS

## Programs include

- Explore Different Design Ideas for your F1 in Schools Paper Car.
- Make your own F1 in Schools hand-shaped cars
- Dive into F1 in Schools Mini Projects that Spark the Spirit of Racing.
- F1 eSports
- Unleash Your Creativity with Autodesk Tinker
- CAD Designs
- Silhouette Cameo

**EARLY BIRD (by 30 Nov 2023)**

**12,500 THB**

**13,500 THB**



**Scan QR code to register**



More information, please contact  
Admissions@bromsgrove.ac.th  
**+66 2821 6886**



After the course, F1 in Schools invites students to compete in the largest and most exciting STEM Challenge in the world. Let's make innovation your reality. Join the F1 in Schools competition and accelerate towards your dream.

Step into a realm where innovation converges with the future of motorsport through our fun and exciting programs, join Bromsgrove's F1 in Schools Winter STEM programme.

## PROGRAMME OUTLINE

### DAY 1

8:30-9:30 AM	F1 in Schools Introduction. The students will be learning about what F1 in Schools is, what they will be learning, and what to expect for the next couple of days. Students will learn about the 12 Basic steps of F1 in Schools like, Forming a Team, Design, Make, Test, Race and Verbal Presentation.
9:30-11:30 AM	F1 in Schools Paper Car (TEAM NETS) Manufacturing. Car chassis and car body will be manually cut.
11:30-12:30 PM	LUNCH BREAK
12:30-1:30 PM	TinkerCAD account creation and tutorial. The students will learn how to use tinkercad, learn about the different tools and their uses.
1:30-2:30 PM	TinkerCAD Challenge: Car of the Future, the students need to sketch their plan first on a piece of paper, make it colorful and recreate the drawing but in TinkerCAD and make it 3D.(Halloween Design)
2:30-3:30 PM	Presentation: Students present their car of the future in front of the class. They must explain and elaborate their designs and how it fits in the futuristic scenario.

### DAY 2

8:30-9:30 AM	Mini Project: The students will learn about different job roles and what best suits each member, afterwards, they will assign job roles among one another. The students will also begin brainstorming for ideas for Team Names by using a mindmap method.
9:30-11:30 AM	Mini Project: Students form teams and create team identities, F1 in Schools will be showing multiple examples of logos of past teams. Logos must have a Team Name, Logo Design and official color. The team name should have a backstory and meaning behind it. (Halloween Design)
11:30-12:30 PM	LUNCH BREAK
12:30-1:30 PM	"Mini Project: Teams need to use their Mini Project (page 15-16) by creating a realistic and a fantasy car design which will prepare them for the next activity, digitally designing their team paper car using Sketchbook. (Halloween Design) Mini Project: The teams will do some research about uniforms of F1 Teams and will have the opportunity to sketch and design their own team shirts. Each student will have a different rendition of what they think the team's uniform should look like. (Halloween Design)"
1:30-2:30 PM	Sketchbook: Teams are given a Ferrari F1 Template and are tasked to recreate it according to their team official colors, including their team name and logo into the paper car design. Afterwards, the students will manufacture and build the car.
2:30-3:30 PM	Manufacturing: Teams prepare a new car chassis for their custom Digitally-designed car body which will be printed and delivered the next day.

### DAY 3

8:30-9:30 AM	Hand-shaped Car Introduction: Students are each given a pre-formed block which has the distinctive features of an F1 in Schools car, which are: the car body, sidepods, rear and front wings and holes for the wheel system and co2 chamber. They are tasked to sketch their design on a piece of paper and start to hand-shape the blocks into their desired designs.
9:30-11:30 AM	Students continue to manufacture and design their car, but importantly, the student should start to put the first layer of paint onto their car in time for it to dry til the afternoon.
11:30-12:30 PM	LUNCH BREAK
12:30-1:30 PM	TinkerCAD Challenge: F1 Paper Car 3D Model, the students will be given a chassis with a set of wheels, axles and bushes in TinkerCAD and are tasked to create the car body.
1:30-2:30 PM	"Students are given their cars back with the first layer of primer paint dry, they continue to sand their cars for a smoother finish. Students start to clean up and afterwards will be sent to try the simulators out."
2:30-3:30 PM	Manufacturing: Teams are given the custom Digitally-designed car bodies that F1 in Schools printed and are cut and assembled into their pre-made car chassis from the previous day.

### DAY 4

8:30-9:30 AM	Students are given their primed and sanded cars, they get to choose their paint color and plan the design of the car livery.
9:30-11:30 AM	Mini Project: Team are given a presentation about sponsorship and enterprise for them to understand more on what F1 in Schools. They will decide the logos they want their cars to have, and prepare to manufacture the car decals.
11:30-12:30 PM	LUNCH BREAK
12:30-1:30 PM	TinkerCAD Challenge: F1 Pit Garage, the students will be show a video tour of an F1 garage from Red Bull Racing, they then need to design their own F1 garage in TinkerCAD.
1:30-2:30 PM	Car Decals: Teams choose, download and print their car decals into a software called Silhouette Studio. This will provide customization options for their hand-shaped cars.
2:30-3:30 PM	Teams are given the painted car with the color of their choice, they now need to apply the decals they printed and cut out previously. And apply a layer of top glossy clear coat of paint.

### DAY 5

8:30-9:30 AM	Final hand-shaped car construction and assembly. The students must assemble their cars and prepare them for racing. Both the team paper car and hand-shaped cars.
9:30-11:30 AM	Presentation of work in front of the whole class. Each student must share what they liked the most from the camp and what they have learned throughout the process.
11:30-12:30 PM	LUNCH BREAK
12:30-1:30 PM	Hand-shaped car racing using the elevated racetrack powered by co2 cartridges. Each student will have the chance to race and race times and reaction times will be recorded.
1:30-2:30 PM	Awarding of Certificates. Picture-taking.
2:30-3:30 PM	Free time for the F1 Driving SIMulators.

