



SCEP 2026 TRACK DESCRIPTIONS

ANIMATION

An introductory program that provides students with hands-on training on how to manipulate figures to create 2-D and 3-D images, incorporate visual effects and music using scratch.mit.edu/ and unity.com/unity-hub.

APP DEVELOPMENT/GAMING

Students will learn the foundational principles of using computing as a tool in app development, game design, comic book creation, and animation. They will learn how to design, build, and launch mobile apps.

CHESS

A chess immersion program that helps students link strategy and planning to the game of chess. Students will learn the basic fundamentals of chess, how to properly set up a chess board, the value of movement of pieces, board positioning, and setting up teams.

CYBER SECURITY

An introductory training that exposes students to a core set of competencies in cyber to include understanding networks and security, data privacy, working with viruses, hacking, & staying safe online. They also gain knowledge of cyber security problem solving while competing with other students remotely.



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DRONES

A program that exposes students to drone safety and operations, FAA Rules, drone controls and emergency procedures. Students will also learn how to install drone software, capture aerial images, recordings & video, and learn the history of aviation.

MEDIA ARTS

This track emphasizes confidence and competence building strategies to train students on digital tools, video techniques, pre-production planning, scripting, and story organization. They will also learn how set-up a Podcast, camera operation and interviewing techniques.

PRESENTATION DESIGN

A program that exposes students to different forms of presentation design while learning how to gather content, work with images, incorporate sound, and use different layouts in Canva and Powerpoint.

ROBOTICS

This program provides hands-on experiences to immerse youth in the exciting world of robotics. They will learn the basic concepts of mechanics, engineering, and computer programming, and explore topics such as building sturdy structures, working with gears, and programming robots. And, through working on teams, they are able to build a robot.