



International School
Ho Chi Minh City

SUMMER CAMP

2027

HUMAN SKILLS FOR AN AI WORLD

Think for yourself.

21 June – 23 July 2027 | Ages 4–15 | Open to children from all schools

WEEK 1
ONE OF A KIND

WEEK 2
BOT OR NOT?

WEEK 3
UNPLUGGED

WEEK 4
PLAN B

WEEK 5
BOSS MODE

9.0M VND

Early-bird fees from 9.0M VND a week

Register and pay in full by 15 March 2027

Registration opens January 2027

inspireeducamps.org



Powered by



ISHCMC Secondary Campus
1 Xuan Thuy, Thao Dien, Ho Chi Minh City
info@inspireeducamps.org



— WELCOME · WHY INSPIRE

Not a classroom. Not a screen. Real life.

Our children are growing up in a world that AI is changing fast. Answers are everywhere. What is harder to find is the confidence to think for yourself, and the discipline to switch off.

So at camp, when a child asks a question, we often answer with one of our own: **“What do you think?”** In a fun, relaxed setting, children make decisions, own the results, learn from mistakes and back themselves, in English, alongside friends from many countries.

We are not a school, and we do not try to be one. We are an experienced, professional camp team with one focus: the mindset and life skills that help children stand on their own two feet.

Every Inspire Educamps programme is an international English-immersion camp. Native speakers and English learners from many nationalities work in mixed teams on hands-on projects.



Steve Lanning
Founder and Managing Director

Ex Royal Navy. EAL teacher, then Administration and Programmes Manager at the Australian International School, leading experiential learning, school camps and summer camps. Running summer camps in Ho Chi Minh City since 2007; founded Inspire Educamps in 2016; ISHCMC partner since 2018. Business owner and father of two teenage sons.

“How we think is EVERYTHING!”

It is what we believe, and it shapes every week at camp.

“What do you think?”

We ask before we tell. Children work things out, then explain their thinking.

Own it

Every child has a job in their team. Promises kept, mistakes fixed, no excuses.

Real world, not textbook

Budgets, plans, cooking, selling, presenting: skills used in real life.

Screens with purpose

Devices for making, not scrolling. Phones: minimal, responsible use, guided by staff.

Five weeks. Five big questions.

Each week has its own theme, its own questions and its own real-world project. Every age group works on the same theme, at its own level. Each week stands alone, so join for 2 to 5 weeks.

The 5Q Human Advantage

Five human skills no app or AI can build for a child. One each week.

EQ · Emotional
Confidence, self-awareness, empathy

CQ · Creative
Curiosity, design thinking, making

SQ · Social
Teamwork, listening, communication

AQ · Adaptability
Resilience, growth mindset

HQ · Leadership
Initiative, integrity, purpose



WEEK 1 · 21–25 JUNE **EQ** Emotional intelligence

One of a Kind

“What makes me one of a kind?”

What makes me light up? · What am I proud of?

EXPLORERS · 4–6

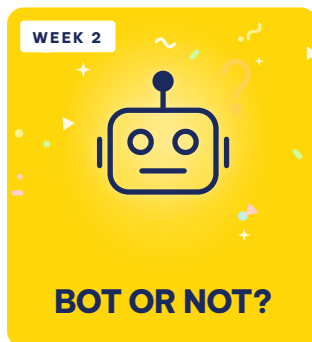
All About Me: a picture book of what I love, what I am good at and what makes me light up.

CREATORS · 7–10

Design your own personal logo, then stand up and tell the group what makes you, you.

ACADEMY · 11–15

Build your personal brand: a profile, a logo and a 60-second “This is me” talk.



WEEK 2 · 28 JUNE – 2 JULY **CQ** Creative intelligence

Bot or Not?

“Can a robot have a real idea?”

What can I do that AI can't? · Where do my best ideas come from?

EXPLORERS · 4–6

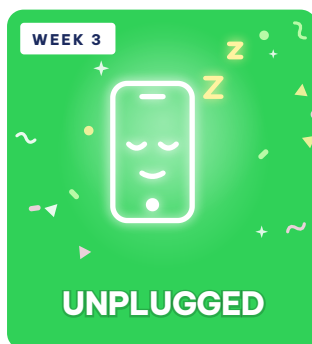
Build a junk robot from recycled materials, then give it a name, a job and a voice.

CREATORS · 7–10

Spot a real problem, invent a fix and build a prototype. Then go head to head with AI: whose idea wins?

ACADEMY · 11–15

Fact-check AI on a real issue, then debate it: should AI do your homework?



WEEK 3 · 5–9 JULY **SQ** Social intelligence

Unplugged

“Is my screen my friend?”

Could I last a day without one? · What makes a real friend?

EXPLORERS · 4–6

Old-school playground games, then make puppets and put on a show about being a good friend.

CREATORS · 7–10

Invent an unplugged game and teach it to another group. Then record a podcast: life with and without screens.

ACADEMY · 11–15

Track your own screen time, then script and record a podcast: is my phone making me smarter?

Fix it. Run it. Show it off.



WEEK 4 · 12–16 JULY **AQ** Adaptability

Plan B

“What if it all goes wrong?”

Is a mistake a bad thing? · How many tries does it take?

EXPLORERS · 4–6

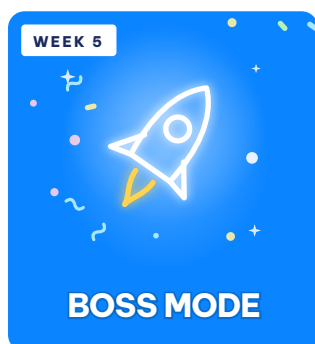
Oops moments: a spilt drink, a lost toy, losing a race. Act them out and find a Plan B together.

CREATORS · 7–10

Real-life curveballs: losing a match, falling out with a friend, a bad test score. Make a Plan B comic book of comebacks.

ACADEMY · 11–15

Teen curveballs: a failed exam, a group chat gone wrong. Plan the comeback and present it.



WEEK 5 · 19–23 JULY **HQ** Human leadership

Boss Mode

“Could I run my own business?”

What would I make and sell? · What kind of boss would I be?

EXPLORERS · 4–6

Little Market: make a product, design a shop sign, then sell it and count the takings in play money.

CREATORS · 7–10

Run a Market Day stall with a set budget: plan it, price it, pitch it and own the result.

ACADEMY · 11–15

Start-up week: a business plan with a set budget, pitched at the Big Exhibition.



23
JULY
1:30pm

THE FINALE · FRIDAY 23 JULY · ALL FAMILIES WELCOME

The Big Exhibition

The whole camp opens its doors. Parents, grandparents and siblings welcome.

Open classrooms

Walk through every group's room and see the whole summer's work.

Children present

Your child shows their projects and explains their thinking, in English.

Join in

Try the activities and games with your child and their Group Leader.

Taste and celebrate

Tasting samples and drinks from our cooking team.

When creations come home. Arts and crafts go home every Friday. Weekly projects go home on your child's last Friday at camp. Week 5 campers keep projects at camp for the Big Exhibition, then take everything home. Every child receives a Certificate of Completion on their last Friday at camp.



— MONDAY TO FRIDAY · 8:30AM – 3:00PM

A week at camp

An example week for Creators (ages 7–10). Every day mixes the week's project with sport, life skills, arts and cooking, all in English.

	MON	TUE	WED	THU	FRI
8:00 – 8:30	Arrival. Drop-off and time with friends until groups start at 8:30.				
8:30 – 9:30	Games	Weekly Project	Weekly Project	Weekly Project	Weekly Project
9:30 – 10:00	Morning snack and break				
10:00 – 11:00	Weekly Project	Sports & Team Building	Sports & Team Building	Digital Lab	Sports & Team Building
11:00 – 12:00	Sports & Team Building	Digital Lab	Life Skills	Sports & Team Building	Weekly Project
12:00 – 12:45	Lunch (provided)				
12:45 – 1:45	Cooking	Weekly Project	Cooking	Activities	Weekly Project
1:45 – 2:00	Afternoon snack and break				
2:00 – 3:00	Life Skills	Activities	Weekly Project	Weekly Project	Friday Showcase

SHARE OF THE WEEK · 25 SESSIONS



Weekly Project · 10
Sports & Team Building · 5
Games · 1
Life Skills · 2
Activities · 2
Cooking · 2
Digital Lab · 2
Friday Showcase · 1

Inspire Academy (11–15) follows its own timetable.

Weekly Project

The week's big question becomes a real project: planned, made, tested and presented.

Sports & Team Building

Coached games, team sports and challenges that build movement skills and teamwork.

Games

Every Monday starts with get-to-know-you games, as new children join each week.

Life Skills

Money, planning, looking after yourself and others, and being a good team member.

Activities

Arts and crafts linked to the week's theme. Creations go home every Friday.

Cooking

Sweet and savoury dishes, and how to work safely in a kitchen.

Digital Lab

Staff-led sessions on school devices, for making, not scrolling.

Friday Showcase

Each group shows the week's work, explains its thinking and celebrates.

The right challenge at every age

Inspire Studios is our programme for ages 4–10. Inspire Academy is for ages 11–15. Every age group works on the same weekly theme, at its own level.

INSPIRE STUDIOS

Ages 4–10



AGES 4–6

Explorers

Making, stories, songs and movement. Small choices every day build confidence: choosing, trying, sharing, tidying up. English through play, with extra adult support in every group.



AGES 7–10

Creators

The full studio programme. Children plan, build, present and improve their own work, take a job in their team and speak up for their ideas, in English.

INSPIRE ACADEMY

Ages 11–15



Inspire Academy

MORNINGS · SPEAK UP

Debate, presenting and persuasive writing in English. Say what you think, and back it up.

AFTERNOONS · REAL-WORLD PROJECTS

Leadership, money, enterprise and using AI with your own brain in charge, on the same five weekly themes, pitched up a level.

What every child takes home

- ✓ A portfolio of their work
- ✓ A Certificate of Completion on their last Friday
- ✓ Projects on show at the Big Exhibition (week 5)
- ✓ A written end-of-camp report (5-week students)

Every child is welcome

Children of all English levels are welcome. Our team supports every child to take part from the first morning.

Teams mix native speakers and English learners. Native speakers take on leadership roles, present and collaborate across languages, while every child works on the same projects.



— SAFETY AND OUR TEAM

Safe, well run and in good hands

Our team combines experienced international-school educators and trained activity leaders, chosen first for their character, judgement and ability to connect with children.

Qualified Group Leaders

Expat Group Leaders hold a degree plus an ESL certificate, with an assistant in every group. Our youngest groups have two assistants.

Background-checked

All staff are background-checked through AVVANZ and trained in safeguarding at orientation every year.

Safeguarding lead on site

An on-site camp manager is the designated safeguarding lead, reporting to Founder Steve Lanning.

Specialist teams

Sport has 4 coaches; cooking and activities have 2 staff each, working alongside each group's own leaders.

Medical care

SOS International on site every day of camp.

Safe arrival and pick-up

Children are released only to a named parent or guardian.

Insurance

Students from Cognita schools, including ISHCMC, are covered by their school's insurance. All other campers are covered by camp insurance arranged by Inspire Educamps. Insurance details are provided at registration.

Each morning

Drop-off from 8:00am, when children have time with friends until groups start at 8:30am. Pick-up from 3:00pm. Drop-off and pick-up are both at the front gate (1 Xuan Thuy): parents do not enter campus, and Group Leaders greet every child.

What to bring

A hat or cap, water bottle and a change of clothes. Casual clothes or sportswear are best. Lunch and morning and afternoon snacks are provided.

Choose 2 to 5 weeks

The more weeks your child joins, the better the value. The same fees apply to Explorers, Creators and Inspire Academy. Early-bird fees from 9.0M VND a week.

2 WEEKS	3 WEEKS	4 WEEKS	5 WEEKS FULL SUMMER
EARLY BIRD 22,940,000 11.5M a week	EARLY BIRD 33,740,000 11.2M a week	EARLY BIRD 40,490,000 10.1M a week	EARLY BIRD 44,990,000 9.0M a week
STANDARD 25,490,000	STANDARD 37,490,000	STANDARD 44,990,000	STANDARD 49,990,000

Early bird: 10% off camp fees when you register and pay in full by **15 March 2027**.

A week added later: 12,690,000, subject to availability.

Included in every week

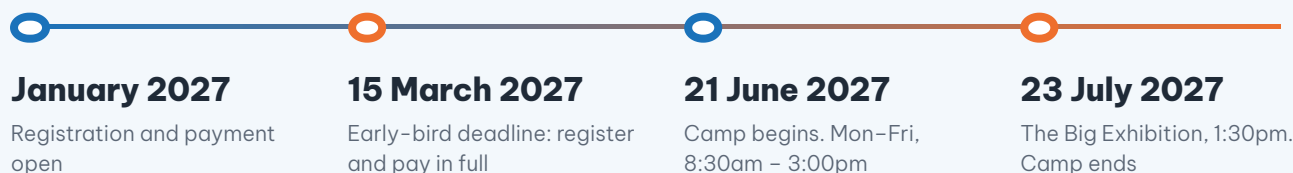
- ✓ Lunch and morning and afternoon snacks
- ✓ All materials and creations
- ✓ Certificate of Completion
- ✓ Weekly newsletter with a link to all the week's photos
- ✓ SOS International on site
- ✓ Insurance (see page 7)

Full Summer · 5 weeks

- ✓ All five weeks, with projects on show at the Big Exhibition
- ✓ A written end-of-camp report from your child's Group Leader
- ✓ The lowest price per week

VAT invoices can be issued to parents or to a company.
School bus is optional, at extra cost (see page 9).

KEY DATES



One of a Kind

Week 1 · 21–25 Jun

Bot or Not?

Week 2 · 28 Jun – 2 Jul

Unplugged

Week 3 · 5–9 Jul

Plan B

Week 4 · 12–16 Jul

Boss Mode

Week 5 · 19–23 Jul



— HOW TO REGISTER
REGISTRATION OPENS

January 2027

Online at inspireeducamps.org

Three simple steps

1

Choose your weeks

2 to 5 weeks. Inspire Studios (4–10) or Inspire Academy (11–15).

2

Enter your child's details

Medical, bus and VAT invoice details.

3

Pay in full to confirm

Pay in full by 15 March 2027 for the early-bird fee. You will receive a confirmation email with your registration number and next steps.

Not ready yet? Email info@inspireeducamps.org and we will let you know when registration opens.

School bus 2027

Optional, at extra cost, by Saigon School Bus. Tick the bus option when you register.

Bus fees and routes are confirmed at registration.

Bus fees are paid separately from camp fees.

Saigon School Bus will contact you to confirm your route and fee.

Refunds and changes

Camps are fully prepaid and non-refundable. Week changes are free if requested at least 10 days before the start date, subject to availability, within the same season.

Photo consent

We use camp photos and videos for promotion. Tell us at booking if you do not consent to your child's image being used.

Terms and conditions

Booking confirms agreement to our Summer Camp Terms and Conditions, available at inspireeducamps.org.

Every summer has its own story

Founder-led summer camps in Ho Chi Minh City since 2007, and a long-term partnership with ISHCMC since 2018.

4,000+

campers since 2007
founder-led camps in
HCMC

2,000+

campers since 2018
at ISHCMC

2016

**Inspire Educamps
founded**

45+

nationalities

Our story

- 2007-2014** Steve designs and runs the summer camps at the Australian International School, across multiple campuses
- 2015** Summer camp for Vietnam Australia International School
- 2016** Inspire Educamps founded; summer camp for Wellspring Bilingual School
- 2017** Summer camp for the European International School
- 2018** Long-term partnership with ISHCMC begins
- 2023-2024** Also at Canadian International School
- 2027** Inspire Studios and Inspire Academy at ISHCMC



Past camps



**ISHCMC Summer
Camp**
2018



Eco-Kids
2019



Think Big
2020



Think Future
2022



Mindset
2023



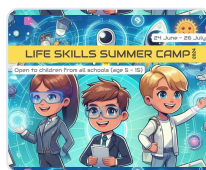
**STEM English:
Mission to Mars**
2023



QUEST English
2023



Power-up Mindset
2023 · CIS



Life Skills
2024



Eco-Tech
2024 · CIS



**Life Skills: Think,
learn, act**
2025



Future Minds
2026

What parents say

“

My daughter is shy, and the teachers gave her the space to try. On the final Friday she presented in front of everyone. We were so proud.

Con gái tôi vốn nhút nhát, nhưng các thầy cô đã cho con không gian để thử sức. Vào thứ Sáu cuối cùng, con đã thuyết trình trước mọi người. Cả nhà rất tự hào về con.

Parent of an 8-year-old

ISHCMC Life Skills Summer Camp 2025



“

My son learned things he doesn't learn at school: how to plan a project, work in a team and present it to parents. He grew up a lot in five weeks.

Con trai tôi học được những điều ở trường không dạy: lập kế hoạch cho một dự án, làm việc nhóm và thuyết trình trước phụ huynh. Chỉ sau năm tuần, con trưởng thành hơn hẳn.

Parent of a 12-year-old

ISHCMC Future Minds Summer Camp 2026

“

My daughter came home every Friday wanting to show us what she had made. By the end of camp she was speaking English with so much more confidence.

Mỗi thứ Sáu, con gái tôi về nhà và háo hức khoe với cả nhà những gì con đã làm. Đến cuối trại, con nói tiếng Anh tự tin hơn rất nhiều.

Parent of a 7-year-old

ISHCMC Life Skills Summer Camp 2025

“

It's more than fun. My son started thinking for himself, solving problems instead of asking an adult straight away.

Không chỉ là vui chơi. Con trai tôi bắt đầu biết tự suy nghĩ, tự giải quyết vấn đề thay vì hỏi người lớn ngay.

Parent of a 10-year-old

ISHCMC Think Future Summer Camp 2022

“

Safe, well organised and professional, from registration to the last day. We always knew what our daughter was doing each week.

An toàn, bài bản và chuyên nghiệp từ lúc đăng ký đến ngày cuối cùng. Chúng tôi luôn biết rõ con gái mình làm gì mỗi tuần.

Parent of a 6-year-old

ISHCMC Mindset Summer Camp 2023





SUMMER CAMP 2027 AT ISHCMC

See you this summer.

WHEN

21 June – 23 July 2027
Monday to Friday
8:30am – 3:00pm

WHO

Ages 4–15
Studios (4–10) · Academy (11–15)
Open to children from all schools

WHERE

ISHCMC Secondary Campus
1 Xuan Thuy, Thao Dien
Ho Chi Minh City

GET IN TOUCH

info@inspireeducamps.org
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INSPIRE
EDUCAMPS