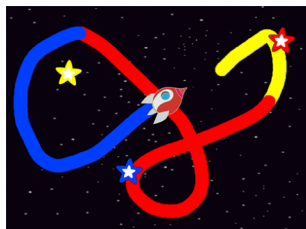




Give your child an opportunity to learn how to create their own cool programs! Coding with Kids portfolio of classes is updated with NEW PROJECTS EACH SESSION, so that your student can continue to climb the Coder's Ladder from very beginnings to high school AP courses. We teach kids real programming skills in a very fun way. Below are classes conveniently available at your school.

LITTLE CODERS



Grades K-2
Tue, 3:00 PM-4:00 PM
Jan 9 - Mar 20
no class on Feb 20
10-week session
\$199

Jump start your child's STEAM education with Coding with Kids' Little Coders class! Students will develop their computational thinking skills and build their own creative programs. Our curriculum combines a blend of fun activities - both "on-screen" and "off-screen" - to keep students engaged and excited about coding. This class will give students a strong foundation on coding basics, such as loops and conditionals, that can be built upon in our other classes. Kids will be introduced to these programming fundamentals in a variety of ways appropriate for this age group, from coding puzzles and board games to hands-on programming using online drag-and-drop tools, such as Scratch (scratch.mit.edu).

REGISTRATIONS

www.codingwithkids.com/session/3970

GAME DEVELOPMENT / INTERMEDIATE



Grades 2-5
Tue, 3:00 PM-4:00 PM
Jan 9 - Mar 20
no class on Feb 20
10-week session
\$199

Students will build on their current knowledge and move on to more advanced concepts, such as nested conditionals and functions, which will allow them to build more involved projects in Scratch, such as cool multi-level mazes or platformer games! Scratch (scratch.mit.edu) provides lots of creative outlets, such as backgrounds, characters, sounds and colors, which makes coding even more fun! The Intermediate club is recommended for kids who have already completed at least one Coding with Kids session or have been attending other Scratch coding classes (min. 15 hours of classes completed).

REGISTRATIONS

www.codingwithkids.com/session/3971