



Stemtree Technology Workouts After School Program Coding with Fun

It is important to note that children who attended our previous Stemtree camps or our after school program(s) will have different activities and continue learning new science and engineering concepts based on their prior work with us. Students will have new assessments and a customized learning plan in each of our programs.

⚙️ Why Coding for the Kids?

Today most children use computers and manipulate media, but few of them know how to create the media or software they are using. We teach students how to create and develop computer programs (games, stories, etc.) instead of playing them. Students will learn the computer programming concepts in a fun and interactive way. They will combine media elements to create and share their own interactive stories, animations, games, music, and art.

Students will learn basic reasoning and problem solving skills. They will have an opportunity to think creatively, communicate clearly, use technologies fluently, and collaborate effectively. They will also create their own computer programs to implement computer games and combine multiple topics (math, science, teamwork).

⚙️ Content Focus:

- Use of computer, learn programming language, develop computer games and apply basic science
- Students will be assessed in case they already have Scratch programming experience.

⚙️ Grades Level:

- Your child does not need previous computer programming experience
- **Grades 1 - 6**

⚙️ Materials:

- Software, Binder setup, UBS drives provided.

⚙️ Tuition/Fees:

- Call for Info

⚙️ Date:

- To be determined by school

⚙️ Refund Policy:

- As classes will run the full length of each session, there will be no make-up classes unless deemed necessary by the instructor. An individual class may be canceled due to weather or unforeseen circumstances. Cancellations will be brought to the attention of all participants as soon as possible.
- No refunds will be granted for requests made after the start of the program.
- No make-up class for any missed class