SCRATCH, KERBAL SPACE AND CODING

CODING FOR BEGINNERS—FOR STUDENTS EXITING GRADES 3 AND UP

Learning to code enables students to learn computer science in a fun interactive way. Coding also teaches us essential life lessons: you shouldn't fear mistakes or failure and persistence pays off!! When students engage in coding, they must take responsible risks and learn by trial and error. Students will participate in a variety of coding programs throughout the week. To be successful in these programs, students should be able to read. By the end of the week, students complete modules that will have expanded their creativity and possibly, with just a computer, kids can use their programming skills to build things that could change the world! **Limited to 15 Students.**

KERBAL SPACE PROGRAM—FOR STUDENTS EXITING GRADES 4 AND UP

Kerbal Edu is a computer simulation game in which players create and manage their own space program. "Players assist the lovable-but-hapless Kerbals as they build rockets and carry out orbital missions. Students master real-world physics and engineering skills as their understanding of STEM concepts blast off!" In addition to practicing math, physics and engineering, students will learn astronomy in this fun computer simulation game. As they attempt to complete their "missions" students will learn that mistakes can lead to greater learning and failure is not a weakness but an obstacle to overcome. **Limited to 15 Students.**

SCRATCH 2.0—FOR STUDENTS EXITING GRADES 3 AND UP

Scratch 2.0 is a computer programming tool created by the Lifelong Kindergarten group at the MIT Media Lab. Students participating in this Scratch Summer short will be introduced to the basic elements of computer programming. According to MIT Media Labs, "Scratch is designed to help young people develop 21st century learning skills. As they create Scratch projects, young people learn important mathematical and computational ideas, while also gaining a deeper understand of the process of design." By the end of the week, participants will create an interactive video game or animation and will have the opportunity to post their creation to the Scratch website. **Limited to 15 Students.**

Instructor: Suzanne Hurley

Suzanne Hurley is a School Media Specialist at Middle Gate School and has worked in the Newtown Public School System for 11 years. Suzanne co-teaches computer literacy and science skills.

REGISTRATION FORM—SCRATCH, KERBAL SPACE AND CODING

_____ _____

Student Name **Parent Name**

_____ _____ _____ _____

Home Phone **Work Phone** **Cell Phone** **E-Mail Address**

_____

Street Address **City** **State** **Zip**

_____ _____

Exiting Grade **Current School**

Coding For Beginners: Fee $99
Date: July 3-7, 2916 (4 days)
Time: 9:00 a.m. to Noon
Location: Reed Intermediate School

Kerbal.Space Program: Fee $124
Session I: July 10-14, 2017 (circle one)
Session II: July 24-28, 2017 (circle one)
Time: 9:00 a.m. to Noon
Location Reed Intermediate School

Scratch: Fee $124
Date: July 17-21, 2017
Time: 9:00 a.m. to Noon
Location: Reed Intermediate School

Circle Program Choice (s):

Payment Type: (circle one) Check Master Card Visa Discover

Charge #:_____ Exp. Date:_____ 3-Digit Security Code:____

Note: Mail your registration form and check to Newtown Continuing Education, 12 Berkshire Road, Sandy Hook, CT 06482 or fax it with your credit card information to Newtown Continuing Education, Fax No. (203) 426-1787

www.summersmartcampct.org