PassCode
Computer Programming Class

STEM
SCIENCE - TECHNOLOGY - ENGINEERING - MATH

CODE

PassCODE is an educational and fun class that introduces kids to Computer Science and the wonderful world of **CODING**.

WHAT IS CODING?

CODING (also called programming) is telling a computer, app, phone or website what you want it to do.

CONNECTED

According to Connected Kids report, _children and teens between ages eight and 18 spend an average of seven hours and 38 minutes daily_ scrolling social media pages and downloading stuff via computers and cell phones, playing video games, and watching TV.

Coding is FUN!

"Don't just play on your phone, program it"

"Don't Merely Dream, But Create!"

FACT

Kids generally love technology and quickly learn how to use it, but the **PROBLEM** is they rarely learn how it works.

PassCODE can be the catalyst to inspire youth to go from logging countless hours a week on YouTube, Facebook or playing video games into exploring the creative side and learning how it all works!

In addition to hands-on computer scientist training and the development of Computational Thinking Practices, students in **PassCODE** will develop great personal skills, such as:

Creative Thinking, Team Work, Persistence, Communication and Problem-Solving.

WHY SHOULD KIDS LEARN HOW TO CODE?

1. Ideas become reality.

2. Code is one of the world's most used languages.

3. Kids learn faster when they are young.

4. Coding encourages critical thinking and problem solving.

5. Open your child to possibilities.

www.educents.com

PassCode

PassCODE
After School STEM
Dream Explore Create
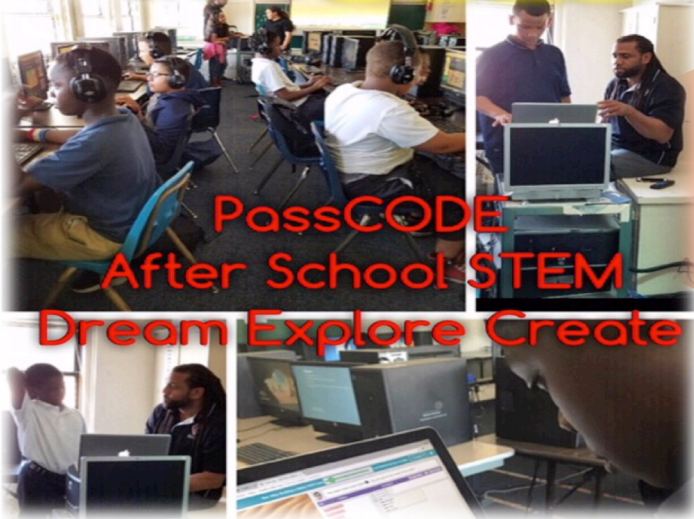
WHO IS THIS FOR?

Kids grades K-5 and 6-8!

Of course, no prior computer science knowledge is needed. The only requirement is CURIOSITY and enthusiasm for some educational FUN!

CURRICULUM?

Code.org partnered with Thinkersmith and Common Sense Media to develop an exciting and engaging curriculum that allows students to explore the limitless world of technology, beginning in elementary. Code.org's curriculum aligns to **CSTA Computer Science Standards** and **ISTE** standards, while some lessons also integrate national **Math, English Language Arts,** and **Science** standards.

Grades K-5:
- Course 1: Beginners, early-readers (ages 4-6)
- Course 2: Beginners, readers (ages 6+)

Grades 6-8:
- Course 3: (Code.org) and Ruby Programming Language

INSTRUCTIONAL METHOD?
- Hands-on Lab
- Videos
- Team Activities
- Lecture/Demonstration
- Collaborative Learning

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