



Programming with Scratch I



Thursdays

Grades 1-3 2:35-3:35 pm

Grades 4-5 3:00-4:00 pm

Learn the fundamentals of coding by starting from Scratch. Scratch is MIT's engaging, easy-to-use, drag-and-drop programming language that introduces programming to young coders. From brainstorming to play-testing, students make interactive programs that incorporate a variety of foundational coding concepts. Draw characters and worlds on a digital canvas and make them come to life in interactive programs, animations, music videos, and more--all while building a foundation of basic coding concepts on which to grow in future classes. (This class is the prerequisite to Programming with Scratch II).

Class dates: Sept 5, 12, 19, 26, Oct 3, 10, 17, 31, Nov 7, 14



**For more information and online registration,
visit growingoutdoors.com**