



Programming with Scratch I

Mondays

Grades 1-5 2:55-3:55 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.

Class dates: February 24; March 2, 9, 16, 23, 30; April 6
(No Class: February 17)

Kinder Tech: Exploring Coding

Mondays

Kindergarten 1:50-2:45 pm

In a world where it's never too early to learn programming, KinderTech: Exploring Coding is designed to foster a 'create-over-consume' mindset. Students receive repetitive, early exposure to the principles of programming through a variety of fun, easy to use, visual programming tools. This class consists of a multi-session series that provides young students with well-rounded exposure to a variety of technologies they will use to develop throughout their educational careers. Students can benefit from building skills throughout the series, or take them à la carte.

Class dates: February 24; March 2, 9, 16, 23, 30; April 6
(No Class: February 17)



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