

Agenda

In this talk...

- Code Club 101
- Recent initiatives
- Volunteering...not just teaching code





About me







Code Club









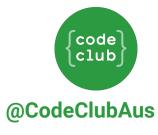
New Website



Who We Are

Code Club is a nationwide network of volunteer-led coding clubs with a mission to #getkidscoding! We are a charity with the aim of giving every child the skill, confidence and opportunity to shape their world. All Code Clubs are free to join, and are supported by volunteers, parents, educators and our partners.





Projects







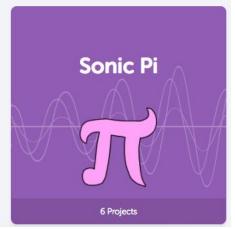


codeable computer that allows you to get

creative.











Teacher Training

Glenorchy, TAS 10th April

Glenorchy LINC 4 Terry Street Glenorchy, TAS 7010

Register

Canberra, ACT 11th April

Telopea Park School 25 New South Wales Cres Barton, ACT 2600

Register

Goulburn, NSW 12th April

Goulburn Mulwaree Library 184/194 Bourke St Goulburn, NSW 2580

Register

Thomastown, VIC 2nd May

Thomastown library 52 Main Street Thomastown, VIC 3074

Register

Bendigo, VIC 3rd May

Discovery Science & Technology Centre 7 Railway Place Bendigo, VIC 3550

Register

Burnie, TAS 8th May

TBC Burnie, TAS 7320

Register

Launceston (TAS) 10th May

TBC. Launceston, TAS 7250

Register

Rockhampton, WA 11th May

Capricornia School of Distance Education 241-259 Farm Street Kawana, QLD 4701

Register

Armidale, NSW 23rd May

University of New England Armidale, NSW 2351

Register

[Advanced Course] Sydney, NSW 24th May

Customs House library 31 Alfred street Circular Quay, NSW 2000

Register

Don't see a workshop near you?

Notify me when there is a workshop nearby

My venue can host a future workshop!





Volunteering... not just teaching code





Computational Thinking: The Farmer's Riddle



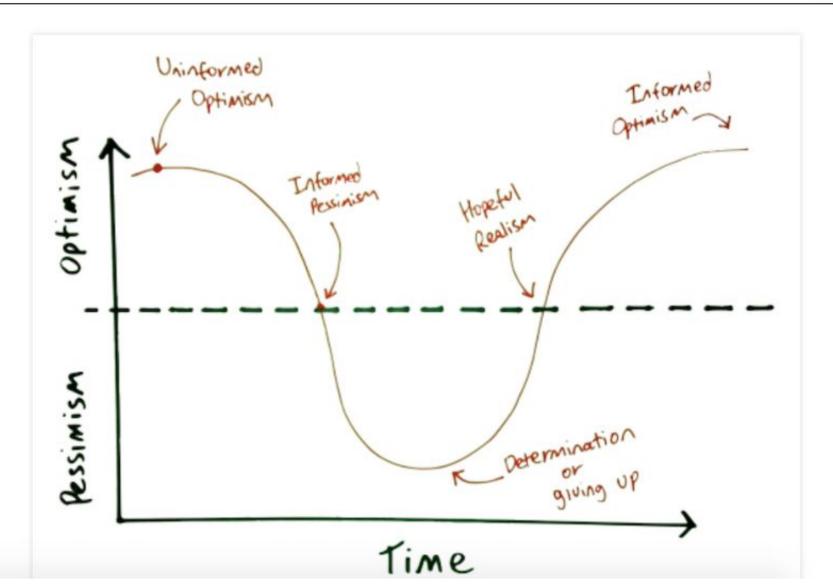
http://www.web-puzzles.net/2015/06/the-farmers-problem.html





EMOTIONAL LEARNING CURVE





The Computational Thinkers

concepts



Logic
Predicting & analysing



Evaluation Making judgements



Algorithms Making steps & rules



Patterns
Spotting & using similarities



Decomposition
Breaking down into parts



Abstraction Removing unnecessary detail



approaches



Tinkering

Changing things to see what happens



Creating

Designing & making



Debugging

Finding & fixing errors



Persevering

Keeping going



Collaborating

Working together

https://barefootcas.org.uk/barefoot-primary-computing-resources/concepts/computational-thinking/









code

club

Computational Thinking: Unplugged

Who is Smarter? A human or a robot







Computational Thinking: Unplugged



Activity

Before class place two pieces of paper at the back of the room.

- Have a student (human) retrieve the first piece of paper and bring it to the front of the room
- Tell the students "I am a robot" provide me with directions to do the same.

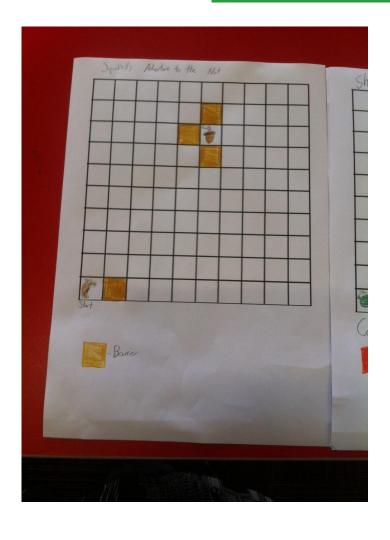




In the Classroom

Problem solving and storytelling activities











Paired Programming



Two roles:

- Driver: Types on the keyboard
- Navigator: Tells the driver what to do





What does your Code Club look like? Ideas

Scrum

Resident Experts

Video Tutorials



Start each class with:

- -- What did you do last time?
- -- What are you planning to do this time?
- -- What do you need to learn to accomplish this?









What are your needs?







Final Conversations

- Future Events
- Facebook Group: Code Club Clubhouse



