

HACKHIGHSCHOOL

Code for Fun in an effort to provide equity of access to computer science and digital literacy for the 21st Century offers HackHighSchool to all High School students.

HackHighSchool (aka H2S) is a free, 8-month long coding course where students are also prepared for the AP Computer Science Principles (APCSP) exam.

HACKING THE CURRICULUM

- Intro to Python
- Object Oriented Programming & Data Structures in Python
- Game Design in Python - text based and graphical games
- Python Data Mining and Analysis
- Web Development with HTML, CSS, jQuery and PHP
- C and C++ programming
- AP Computer Science Principles with Javascript Game Programming
- AP Java - Self Study
- Independent Study

300+ iMacs available

WHERE LEARNING IS LIBERATED

Accessible education & learning what you love



No Experience necessary



Project-based & fun



Free & accessible

Register at
codeforfun.com/h2s

Location

42 Silicon Valley
6600 Dumbarton Circle
Fremont, CA 94555



@codeforfunusa



@codeforfun2

HACKHIGHSCHOOL

Contact

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In partnership with



Code for fun admits students of any race, color, religion, gender, gender expression, gender identity, gender transition status, sexual orientation and national or ethnic origin to all the rights, privileges, programs and activities generally accorded or made available to students at Code for fun.



H2S



**FREE CODING
PROGRAM
HACKHIGHSCHOOL
FOR HIGH SCHOOL
STUDENTS**



PROGRAM DESCRIPTION

For High School students

Flexible program from 3 & up to 5 hours
Every Saturday
Come between 11:00am and 4:00pm
September 29, 2018 to May 18, 2019

Students have options to work through the HackHighSchool project tree or can propose their own programming challenges

Bonus: Code for fun Coaches led preparation for APCSP Exam

The mentors in our program are 42 students who help but first ask: "Have you Googled the question? Does your friend on your left know about it? Your friend to the right?" In this way, students learn to be resourceful and that, even when learning on their own, they can reach an answer. All for that treasured moment of "YES! I did it - look, my code works!"

REAL-WORLD LEARNING

HackHighSchool is a program that is not bound by time: each student advances at his or her own pace and actively take ownership of their learning. The program is designed to be completed in as little as one year or as long as three years. Since HackHighSchool is not based on courses or classes, students have the freedom to complete projects as quickly as they wish and in a manner that reflects their personal learning needs. Students can spend the time they need on a topic in order to truly master it without disrupting the progress or learning of other students

Register @
codeforfun.com/h2s

HACKHIGHSCHOOL FOCUSES ON

- Programming concepts
- Collaborative work
- Self-learning habits
- Ethical coding practice
- Algorithms
- Data structures
- Preparation for APCSP exam

OUR APPROACH TO INSTRUCTION

HackHighSchool uses a hands-on approach to learning and curriculum. We're big fans of active learning rather than passive learning. Students learn by doing in a fail-safe environment, but also learn real-world skills through collaboration, peer-learning, and peer-correcting. HackHighSchool is based on



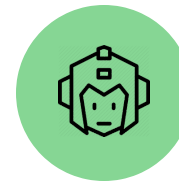
Project-based Learning

Learning comes through structured projects and challenges



Peer-to-peer Correction

Students learn from each other, debate and analyze other's code.



Gamification

Our curriculum has levels, points and a build-in motivation system.

