

Class Descriptions

Class 1: Fun With Robots

Come join us in an exciting robotics course where students will get to work with and play with Ozobot. Ozobot is a small programmable robot that can be coded offline using color codes or online using OzoBlockly. This course will teach basic programming concepts to students using these two methods of coding!

Week 1: Introduction to Ozobot - Getting to Know Our Robot

Week 2: Color Coding

Week 3: Advanced Color Coding - Directions

Week 4: The Great Ozobot Race

Week 5: Ozobot Programming - Shape Tracer

Week 6: Ozobot Programming - OzoTown

Class 2: Scratch

Interested in learning to code? This course will help students do just that by teaching the basics of Scratch! Scratch is a "drag and drop" programming language where students can program and share interactive media such as stories, games, and animations with people from all over the world. As students create with Scratch, they learn to think creatively, work collaboratively, and reason systematically.

Week 1: Introduction to Scratch - Scratch's Interface

Week 2: Scratch Basics

Week 3: Creating a Story with Scratch

Week 4: Creating a Game With Scratch

Week 5: Creating a Game With Scratch Part 2

Week 6: Final Project Presentations