CODE CLUB 9

In Code Club, kids have fun while learning the fundamentals of computer science. We focus on the creative and problem solving aspects of computer science, and using the tools of computing to understand the world around us. Kids practice the design process and design thinking as they plan, code and test their own interactive stories, mini-games, and multimedia productions. Using Scratch, MIT's visual programming language, your child will master the core skills of computer programming which they can take to text based languages (like Java, Python, or Haskell) as their skills develop. All skill levels are supported and instruction will be tailored to meet your child where they are.

How it Works

Each week in the Club, meetings we will focus on a core idea of computer science and kids will be challenged to integrate these ideas into their projects. Because Scratch is web based software, they will be able to show and share their work at home and continue working outside of the Club, if they want to. Each week the Club facilitators will post goals for the week, a summary of our meeting, and optional extension activities that can be done at home.

About Code Club 9

Code Club is a PACC after school enrichment program at PS 9. Students will be picked up from their classroom and then join us in the computer lab for a 90-minute session. Code Club meets on Wednesdays from 4pm-5:30pm, for the 10-week winter session.

About the Facilitators

Matt Curinga is Assistant Professor of Educational Technology at Adelphi University where he teaches courses in instructional design, media studies, and computer science. Among other projects, he studies how to teach computer science and is the developer of PyTutor, an interactive platform where beginners can study computer science together online.

Loreto Dumitrescu is an occupational therapist and tinkerer with a driven interest in unlocking the ways technology can help bring out the best in each student. She is a recent graduate in from Adelphi University with a Masters in Educational Technology. Her practice focus is in assistive technology and Universal Design for Learning.