

FIRST Australia Robocamps and Junior Science Academy Coding Classes - April 2019

One-day classes Monday 15 April to Thursday 18 April for children in years 1-2 at school.

Note: Learning activities will go until 4.00pm only. Care is available until 5.30pm and children will play inside and outside from 4.00pm - 5.30pm. You can collect your child anytime from 4.00pm - 5.30pm.

FIRST RoboCamps is an exciting and engaging series of robotics-based robotics activity program. Beginner camps, our RoboCamps utilize LEGO Mindstorms EV3 technology. FIRST RoboCamps will start you on your robotics journey.

RoboCamps are partnership of FIRST Australia - an organisation that works to support robotics programs for students all over Australia & the world – students will use LEGO Education Wedo 2.0 bots to code and program. Students will design, make, solve problems and complete challenges appropriate for their age and skill level. They should bring their giggles, imagination, and be ready to work with a new friend.

Two-day classes Monday 15 – Tuesday 16 April and Wednesday 17 - Thursday 18 April for children in years 3-4 at school.

Robocamps are a unique and innovative way to engage children in STEM. Classes are run in conjunction with FIRST Australia and part of the largest robotics for sport organisation in the world. The camps are run professionally with fun and education at the core of each class.

Students will design, make, solve problems and complete challenges appropriate for their age and skill level. They should bring their giggles, imagination, and be ready to work with a new friend.

Drive, Sense, Engineer, Follow, and Challenge in Medieval Mayhem (2-day class)

Cross the moat	Build Riley Rover Knights	Go on a Quest
Compete in a target tournament	Robot Roomba	Breaching Defences
Beacon Building	Taking the Castle	

Junior Science Academy Coding Classes

Monday 15 April	Tuesday 16 April	Wednesday 17 April	Thursday 18 April
Coding with Processing – Years 4-6	Scratch Me If You Can- Years 2-3	Programming Electronics with the Micro:bit Years 5-6	Programming Electronics with the Micro:bit Years 3-4
Learn to code using Processing (Java language). Processing is a visual programming language designed for creative people incorporating digital multi-media. Processing is based on Java so you learn Java coding. Learn to draw shapes in different colours and	Communicate in binary activity. Follow the sequence with motion blocks. Instructions for a human vs Instructions for a computer. Setting Up Scratch. Using maths in coding.	Learn to think like a Computer Scientist! Discover the hardware and software concepts behind everyday objects like TV's, microwaves and traffic lights. Create 'new technologies' and solve problems using hardware and software.	Learn to think like a Computer Scientist! Discover the hardware and software concepts behind everyday objects like TV's, microwaves and traffic lights. Create 'new technologies' and solve problems using hardware and software.

<p>move them around the screen so you can create your own avatar</p> <p>Interact with your creations.</p> <p>Check out processing.org for more information!</p>	<p>Make a simple animation on Scratch guided coding activity.</p> <p>Let's code a game!</p>	<p>Learn to program electronics with the Micro:bit!</p>	<p>Learn to program electronics with the Micro:bit!</p>
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