



JERSEYSTEM

Intro to Coding

SCAN HERE
Learn more about
our programs!



Syllabus Details

- Lesson 1: Introduction to computer science and Scratch - Animate your name
- Lesson 2: Learn to think like a computer scientist - Move through the design process, explore loops, and make music
- Lesson 3: Animation with Scratch - Learn how to tell a story and animate it, discover conditionals
- Lesson 4: UX Design - Explore user experience and learn about wireframing, design your own app! Learn about augmented reality, and video sensing and design your own interactive game.
- Lesson 5: Apply learning - Design your own pong game
- Lesson 6: Pitch your concept: Final project
- Lesson 7-9: Work on your final project
- Lesson 10: Presentations of final project



Program Structure (2hrs)


15 Min	Introduce concept and procedures
45 Min	Experimentation
15 Min	Discussion
30 Min	Follow up experimentation and demonstration
15 Min	Presentation (SEL) and wrap up


NJ Computer Science Standards

- 8.1.8.AP.1: Design and illustrate algorithms that solve complex problems using flowcharts and/or pseudocode.
- 8.1.8.AP.3: Design and iteratively develop programs that combine control structures, including nested loops and compound conditionals.
- 8.1.8.AP.6: Refine a solution that meets users' needs by incorporating feedback from team members and users

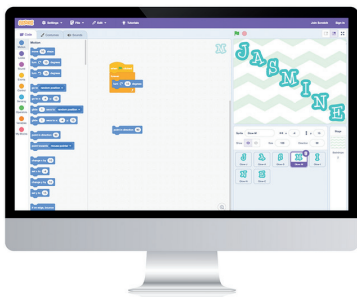
LET'S TALK!

 jerseystem.org/contact-us

 [company/jerseystem](https://www.linkedin.com/company/jerseystem)

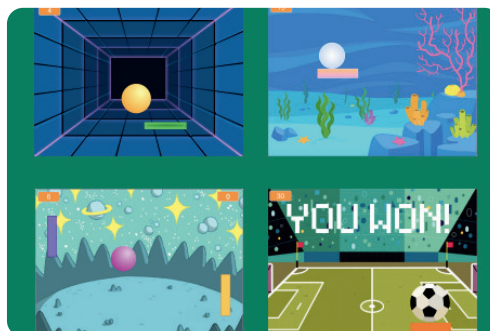
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 JerseySTEM  [jerseystem](https://www.instagram.com/jerseystem)



12-20 Students

1:4 Instructor to Student Ratio



Code Video Games



Industry Speaker