

What's in this session?









Competitions



How to join?



Volunteer/ Coaching opportunities

Goals

Inspire

•Get students interested in computer science

Learn

• Programming, Computational thinking, Computer Science concepts

Build

Projects based on interest

Participate

Coding competitions

Current registrations

Students registered: 39

• Beginners: 24

Advanced: 15

Parent volunteers: 5

• Please note: There is a \$10 fee to join the coding club.

```
mirror object to mirror
mirror_object
peration == "MIRROR_X":
mirror_mod.use_x = True
irror_mod.use_y = False
irror_mod.use_z = False
 operation == "MIRROR_Y"
irror_mod.use_x = False
rror_mod.use_y = True
lrror_mod.use_z = False
 _operation == "MIRROR_Z";
  rror_mod.use_x = False
 lrror_mod.use_y = False
 lrror_mod.use_z = True
 melection at the end -add
   ob.select= 1
   er_ob.select=1
   ntext.scene.objects.action
  "Selected" + str(modifier
   irror ob.select = 0
  bpy.context.selected_obje
  mata.objects[one.name].se
 int("please select exactle
  -- OPERATOR CLASSES ----
   vpes.Operator):
X mirror to the selected
   ject.mirror_mirror_x"
 ext.active_object is not
```

Beginners Group

Example topics that will be covered

- Language syntax
- Comments
- Variables
- Data Types
- If...Else statements
- For Loops
- While Loops
- Lists
- Tuples
- Sets
- Dictionaries



Advanced Group

Example topics that will be covered

- Functions
- Arrays
- Classes/Objects
- Inheritance
- Iterators
- Modules
- File Handling
- Pygame
- Numpy
- Intro to machine learning

Club Activities - 1

Introduction to Computational Thinking

- Various stages of computational thinking
- Decomposition, Pattern recognition, Abstraction and Algorithm

Programming Concepts (Python used as a primary language)

- Variables
- Control Structures
- Data Structures
- Syntax
- Tools

Club Activities - 2

- Project based learning (https://projects.raspberrypi.org/en/projects)
 - What a typical club meeting will look like?
 - 10 min Project background
 - 35 min Coding
 - 10 min Sharing
 - 5 min Reflection
- Example projects:
 - Create your own rock, paper, scissor game (Introduces variables and conditional statements)
 - Secret Messages (Encryption program that introduces iteration (looping) over text string)
 - Fetching the weather (HTTP requests, RESTful APIs)
 - Password generator and many more

Competitions

- American Computer Science League (ACSL)
 - Junior / Intermediate Division Each contest consists of an online 30-minute, 5-question short answer test and an online programming problem to solve in 72 hours.
 - There are four contests during the regular season. The window during which each contest can be accessed on HackerRank is as follows.
 - Contest #1: available Oct. 31, 2022; closes Sunday January 15, 2023 @ 11:59pm EST
 - Contest #2: av ailable Dec. 26, 2022; closes Sunday March 5, 2023 @ 11:59pm EST
 - o Contest #3: available Jan. 30, 2023; closes Sunday April 9, 2023 @ 11:59pm EDT
 - Contest #4: av ailable March 6, 2023; closes Sunday May 14, 2023 @ 11:59pm EDT
 - Based on the scores during the regular season, top students in all divisions will be invited to participate in an online Finals competition:
 - Invitations E-mailed: May 1, 2023 through May 16, 2023
 - Invitational Finals: Saturday, May 27, 2023 (Memorial Day weekend in the United States)

Competitions

- **Bebras Computing Challenge** (First round: November 7 23, 2022)
 - The Bebras challenge is designed to help students explorer their talents and passion for informatics and computational thinking with engaging challenges.
 - Benjamins (age 10-12) / Cadets (age 12-14) Each group will get 3 sets of 5 tasks. The 3 sets each have a level of difficulty: easy, medium or hard. They will have 45 minutes to complete the tasks.

Congressional App Challenge

• Students create and submit their original apps for a chance to win

Hackathons

Code day (https://www.codeday.org/)

Things to note!

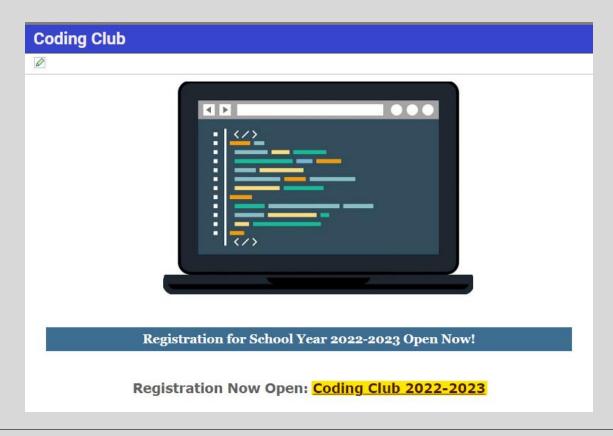
Students need to use their own device (separate from school computer).

Club meetings will be virtual for now.

Club meetings will be weekly. Every Wednesday 6:00pm – 7:00pm.

How to register?

Go to the EMS PTSA website: https://evergreenptsa.org/Page/Enrichment/CodingClub



Coaches and Volunteers

Thanks to all who put their name for volunteering!

Coaches' jobs:

- Teach a programming concept
- Lead a project
- Guide students to participate in competitions

Other Volunteer jobs:

- Help kids with their technical issues
- Help with checking kids work
- Administrative work (register teams for competitions etc.)
- Others as needed

Club chairs

Club Co-chairs:

- Raina Lodha (raina@evergreenptsa.org)
- Dustin Green (<u>dustin@evergreenptsa.org</u>)

