



# GeekyKids Up&Comin' Geeks Class

<b>Course Name:</b>	Up&Comin' Geeks
<b>Prerequisites</b>	None
<b>Age Group:</b>	6 - 14 years
<b>Price</b>	£186

This class covers basic **Computer Science** principles and **Programming** constructs in detail. We focus on **problem solving** alone and in pairs. This helps foster **communication skills** and also helps children to improve significantly on their **logical reasoning**.

We do most of the practical exercises using computers, but we also do **un-plugged programming** sessions. This normally involves solving a particular problem on a white board or piece of paper. These un-plugged programming sessions sometimes involve working as a team, where for instance, one child is the programmer and the other child is the computer.

Programming is done mainly using **Scratch**, however we also use **other tools** to supplement what we learn with Scratch. This helps the children see that there are many ways in which computers can be programmed.

Some of the topics covered include (this just a guide and may change slightly from term to term):

- Algorithms, Programs & Drawing (un-plugged programming)
- Sequencing (Other tools)
- Introduction to Programming with Scratch (Scratch)
- Scratch Input / Output & Drawing (Scratch)
- Let's have fun & let lose (here we let the children experiment with Scratch and write a program of their own, programming can be very expressive)
- Conditionals (Scratch)
- Loops (Scratch + Other tools)
- Events (Scratch)
- Simple Game Programming (Scratch)

By the end of the class the children will build a simple game.