

Computer Programming Club

In a world where technology touches every aspect of our lives, it is crucial that our children understand how it works. To accomplish this objective, there is an exciting **Computer Programming** club running at the school.

The aim of the club is to provide students with exposure to the fundamentals of computer science concepts. Run by external consultants from Digimaker, this program will:

- Build games, animations, stories utilizing pupil's creative thinking
- Develop logical thinking and problem-solving skills
- Express ideas & boost confidence working in a collaborative environment
- Enable the grasp of computational thinking which combines math and logic

For details on the course, visit <http://www.digimaker.com.au/courses/>

The club will run for 8 to 10 weeks each term (depending on the length of the term) and is charged on a per-term basis. Students work on school laptop during the session.

Program for Term 3 2019 is as follows:

Room : Computer Lab / Library
Year : 3 to 6
Fee : \$171

<u>Batch 1 – After School</u>	
Day	Tuesday's 16 th Jul to 10 th Sep (09 weeks)
Time	03:40pm – 04:40pm

Weeden Heights Primary School

*If you are interested in your child being considered for the programming club, please *fill the form online @ www.digimaker.com.au/contactus/ latest by Thursday 27th June 2019. Digimaker will confirm your child's spot via **email.*

*Existing students need not fill the form

**All important emails from Digimaker will be sent from info@digimaker.com.au Please ensure this address is whitelisted in your Junk Email filters or added as a Trusted contact.