

Getting Started with Computational Thinking, Coding & Scratch in your Classroom



PRESENTED BY



FEE \$20.00

QUESTIONS?

Contact Us: crc.info@aplc.ca 403-291-0967

REGISTER ONLINE

Visit our website to register: <u>crcpd.ab.ca</u>

Learning Opportunity

Target Audience: Grades 1-6 Teachers, pre service teachers, and educational assistants

Computational Thinking involves logic, abstraction, algorithms, pattern recognition and decomposition. Our students may already have some of these skills, but how can we teach these more explicitly, and where do we start? This session has two parts.

First, we will explore some basics of computational thinking and practical tools for bringing it into the classroom. Then, get started with Scratch, an online coding program which utilises 'block coding' to program stories, games and interactive experiences. Participants will be able to use the Scratch program right away and get ideas of how to introduce and engage their students in the classroom.

Presenters

Sue Mylde

Sue Mylde (she/her) is an educator with several years' experience in aspects of communication, STEM and education. She is most excited about spaces where technology meets pedagogy and is an advocate for balance in today's increasingly digital world. In the classroom, Sue has been both Ed-Tech specialist and subject teacher. She is currently the Curriculum lead for Computer Science as well as leading the Innovation, Design, Entrepreneurship and Skills (IDEAS) Program at Rundle College. A lifelong learner, Sue enjoys being curious and facilitating knowledge sharing for teachers and students around the areas of digital citizenship, computer science, and the importance of technology in education, especially within the context of our globalised world. In 2018, Sue presented at TEDxYYC on the "Forgotten Power of Hands On Learning." Sue was born in Singapore, lived in Europe and has enjoyed being a Calgarian since 2011.

Registration Notes

Please make sure your device has Google Chrome downloaded to it for optimal running of Scratch.



Providing Quality Professional Learning Opportunities to K-12 Education Staff