



DIGIMAKER

Programming for young Makers

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 after school club to teach **Computer Programming** starting at the school in Term 2 this year 2017.

The aim of the club is to provide students with exposure to the fundamentals of computer science concepts.

Run by third party provider 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

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 to bring their own laptop during lessons.

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

Program for Term2 is as follows:

Term 2 : Every Thursday, 20th Apr to 22nd June (10 weeks)
Time : 3:40pm – 4:40pm
Room : School Class Room (TBD)
Grades : 3 to 6
Fee : \$190

If you are interested in your child being considered for the programming club, please fill in the form at the bottom of this letter and **return it to Office by Friday 24th March 2017**. Once we have all the forms we will contact Digimaker, who will then provide further details to parents.

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Please do not send payment with this form

I am interested in my child (full name)..... starting the course in Term 2, 2017.

Class: Parent:

Contact No.: Email Id:

Date: Signed: