Code to Design 2020 – Level 4 (Unity 3D)

Summary of the Program

Coding is so much more than making apps or websites. Steve Jobs, Apple's co-founder said, "I think everybody in this country should learn how to program a computer because it teaches you how to think." We agree for many reasons. Firstly, coding teaches us how to break problems down and how to then find ways to solve them. It also allows us to test our ideas allowing us to readily apply what we learn in robotics, maths, science and technology. It is also a valuable life skill for the 21st Century, with the knowledge of one programming language being transferable to many programming languages.

Code to Design (Level 4) will further advance students' computer programming skills in a fun and creative way, with the help of an expert guide who is experienced in training girls to code. Students will be introduced to Unity 3D, a programming platform used in professional virtual reality, animation and game design. Students will learn advanced text-based programming in a 3D environment. Students are introduced to Unity3D platform, learn C# programming language and the core concepts of 3D design and development. They will be able to personalise each of their projects and develop their creative skills.

Program Information

Last Revised	7 November 2019 – Updated for 2020 information
Registration Advice	This is a SEMESTERLY program. We require a semester commitment to allow for skill development. Registration is required toward the end of the term prior to the semester of participation and is only valid for one semester (two terms). Placement will be on a first come, first served basis.
Charging Advice	This program will be charged in termly instalments at the end of each term during your registration.
Program Manager	Alison Gestier agestier@pymblelc.nsw.edu.au
Coaching Director	N/A
Instructor/Teacher	Andrew Diggans from CODE4FUN Sydney Programming School
Administration	ccsa@pymblelc.nsw.edu.au
Term/s	Term 1 and 2 (Semester 1) Term 3 and 4 (Semester 2)
Years	Years 7 to 12
Eligibility Requirements	Students need some experience in text-based coding languages like Java, Python or C to access this course. Completing a semester of Level 3 – Introduction to JAVA before starting this course, or equivalent external course, is recommended.
Days/Times	Wednesday 3.30pm to 5.00pm
Program Cost (and itemised inclusions)	Semester 1 (19 weeks) - $522.50 (termly instalments of $261.25) Semester 2 (17 weeks) - $467.50 (termly instalments of $233.75)
Program Extras and Additional Costs	N/A

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Minimum	10 students
Maximum	22 students
Program Dates (Start/End)	Term 1: Wednesday 5 February to Wednesday 8 April Term 2: Wednesday 29 April to Wednesday 24 June Term 3: Wednesday 22 July to Wednesday 23 September Term 4: Wednesday 14 October to Wednesday 25 November
Venues/Rooms/Locations	Middle School Learning Studio (Top floor of DK Building)
Uniform	N/A
Equipment	Students need to bring their own laptop to this course.
Associated Programs	N/A
Further Information	N/A

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