



Create with Code 2020 – Level 2 (Scratch Advanced)

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.

Creating with Code (Level 2 – Scratch Advanced) 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. Still using block coding in Scratch, girls will work on projects and challenges to further develop their coding and algorithmic skills through projects, such as coding a self-driving car or making a virtual kaleidoscope. They will be able to personalise each of their projects and develop their creative skills.

Program Information

Last Revised	13 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	Grigory Purnanov 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 4 to 6
Eligibility Requirements	Year 4 (Year 4 students can take part in this course if they have completed a full semester of the Level 1 course OR the mentor feels they will be confident enough to move up.) Year 5 (no prerequisite required) Year 6 (no prerequisite required)
Days/Times	Wednesday 3.15pm to 4.15pm
Program Cost (and itemised inclusions)	Semester 1 (19 weeks) - \$418.00 (termly instalments of \$209.00) Semester 2 (17 weeks) - \$374.00 (termly instalments of \$187.00)



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Program Extras and Additional Costs	N/A
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	DK09, DK10 (bottom level), Secondary School
Uniform	N/A
Equipment	Laptops are available for students who do not have one. Students are encouraged to bring their own laptop if they have one.
Associated Programs	There will be two optional challenges that students may be able to enter each year; the Winter Coding Challenge and the Christmas Coding Challenge. Parents will be required to complete a Skoolbag eForm to provide permission for their daughter to attend any excursions/competitions. Further details will be provided throughout the year.
Further Information	N/A

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