

CODING CLASSES

at Hoboken Catholic Academy

offered by AlphaMinds Academy

<p>Group A: Scratch Beginners I (Gr. 2-6) for students new to Scratch coding</p> <p style="text-align: center;">Thursdays, 3:00-4:00 pm 01/19 – 03/30 (no classes 02/16) 10 classes Fee: \$320</p>	<p>Group B: Game Design with JavaScript I (Gr. 5-8) for students new to JavaScript coding</p> <p style="text-align: center;">Thursdays, 3:00-4:00 pm 01/19 – 03/30 (no classes 02/16) 10 classes Fee: \$320</p>
<p>Group C: Scratch Beginners II (Gr. 2-6) for students continuing from Fall 2022 session or with prior Scratch experience</p> <p style="text-align: center;">Mondays, 3:00-4:00 pm 01/23 – 03/27 (no classes 02/20) 9 classes Fee: \$288</p>	<p>Group D: Game Design with JavaScript II (Gr. 5-8) for students continuing from Fall 2022 session or with prior JavaScript experience</p> <p style="text-align: center;">Mondays, 3:00-4:00 pm 01/23 – 03/27 (no classes 02/20) 9 classes Fee: \$288</p>

To register, please complete and return this form to the main office

***Tuition is non-refundable or prorated**

*** All checks made payable to Hoboken Catholic Academy**

Student's Name: _____

Student's Grade: _____

Contact Email: _____

Preferred Group: Group A | Group B | Group C | Group D



SCRATCH (Beginners I & II)

These classes are built around **Scratch**, a project of the MIT Media Lab, which is a simple, yet powerful programming language developed at MIT that uses color-coded blocks that appeal to young students. **Scratch** is the most popular language for young programmers, with millions of users around the world.

Students ease into object-oriented programming concepts with Scratch, creating stories and interactive adventures with stackable code blocks! Students master the intuitive user interface of Scratch and learn the functions of the most important blocks, which beneath their friendly appearance represent important computer programming functions!

JAVASCRIPT I

Animation

Students will learn how to program animations and interactive art using a block-based JavaScript platform. Animation skills include mapping sprites on a grid, sprites, shapes, and sound commands. Coding concepts include variables, conditions, and keyboard/mouse inputs. Throughout the semester students will create various projects such as a sticker interactive card, and a final animated/interactive scene.

JAVASCRIPT II

Game Design

In the second half of the year, students will use their skillset from animations to learn to build games. Game skills include physics, collision detection, and game design techniques. New coding concepts include functions, state variables, and building your own complex programs. Projects during the semester will be to make a side scroller, flyer game, platformer game, and students creating their own final game.

