STEM Class - March 2020
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Kindergarten: In Kindergarten we are learning how to navigate the internet independently. This means learning how to use bookmarks to keep our place, and use the forward and back buttons to go between places we've been. We're also spending a little time each period getting familiar with the letters on the keyboard by using the typing challenges on ABCYA. That way when we start writing on the computer we'll know where everything is:)

1st Grade: In 1st Grade we're using Kid Pix to learn how to write on the computer. We're learning important skills like Delete, Caps Lock, and Highlighting to change text size and font. Pretty soon we'll be expert computer writers!

2nd Grade: In 2nd Grade we're using code to make a came where the player has to collect all of the coins in the game before an enemy catches them. We're using variables to make it so that the enemy knows where the hero is, and is always chasing them. Our variables also help us keep track of our score every time we collect a coin, and how many lives we have left every time the enemy catches us!

3rd Grade: In 3rd Grade we are practicing using coding to make elements in our game interact with each other. We're using IF Statements and animation together to make a house that we can explore by going from room to room. Each room will have interactive objects in it. It's a great way for the students to practice coding and inject their creativity into their work!

4th Grade/5th Grade: In 4th and 5th Grade we are learning how to make buttons in our apps. Each student has designed a character, and the character does different things every time the user presses a different button. The students decided what buttons they wanted to have in their game, as well as did all of the coding and artwork!