K-12 Computing Education Seminar
Projects and Events

This quarter, you will work with a small team (up to 4) to create resources related to K-12 Computing Education. The primary goal is to get you thinking about ways to present computing to younger learners and to gain familiarity with tools commonly used in K-12. The secondary goal is to produce usable resources. Deliverables will vary between projects but you will all be expected to share what you create on the DawgBytes wiki. Below are some ideas but feel free to design your own projects!

- Create self-paced Processing (https://processing.org/) materials for workshops
- Create self-paced Scratch (http://scratch.mit.edu) materials for workshops
- Create AppInventor (http://appinventor.mit.edu) projects or lessons
- Create Lilypad Arduino, Arduino, MaKey MaKey or .NET Gadgeteer workshop materials
- Create CS Unplugged-type mini-sessions for open house and/or school visits (e.g. binary, discrete math card tricks)
- Create mini lessons on how the Internet works, how a computer works, etc
- Create materials for Scribbler-based robotics programming (especially for discovery days)
- Create a hands-on activity for middle or high school girls who took summer camp (in Processing)
- Partner with a local high school (your alma mater?) to create a computer science club
- Invite students from a local high school (your alma mater?) for a field trip

Events

- April 24th - April 25th: Discovery Days
- May 15th middle school visit
- AP review day (May 2nd)
- To Be Updated