Session and Program Wrap-up Coding & STEAM 2019

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Week 8: Coding and Mathematics Part 2

19th September 2019

Recap: Unit 4 - Games

— We completed the fourth Unit: **Games**

— New **Computational Concepts:** Conditionals, Operators and Data

— Focus was on the use of Scratch for Game Design

— Activities were linked to outcomes in Mathematics, particularly Numbers & Algebra

Mathematics Part 2:

— Two activities from the Guide:

    — Debug It!

    — Interactions

— When working through your activities you may have learned about some new blocks

— For example, blocks from the Sensing category

Homework Tasks

— Every week we will ask you to complete Homework

— Contributes towards your NESA accreditation hours (each week is 2 hour, for a total of 16 hours)

— The tasks and links to complete this homework will always be available on the session page, under the Homework heading

Week 8 Task: Solve some more Puzzles

— Create a project for each of these Puzzles

— Puzzle #4: When the sprite touches something blue, it plays a high note. When the sprite touches something red, it plays a low note.

— Puzzle #5: Whenever two sprites collide, one of them says: "Excuse me."

— Puzzle #6: Whenever the cat sprite gets near the dog sprite, the dog turns and runs from the cat.

Week 8 Homework: If you get stuck

— Try another Puzzle and see if you can use ideas from that Puzzle to solve the previous one

— Have a look at projects that others have added to the "STEAM Week 8 Homework Puzzles" Class Studio

— Take a look at projects in the more public "Interactions" Studio

— Send me an email and I will send some notes or a project for you to remix

Week 8 Homework

— Try to solve all three of the Puzzles

— Identify where you have applied different Computational Concepts

— The task also involves completing the Week 8 Homework Form

— **Completing that form will send me an email automatically - don't worry about sending me an email about the task as well**

Homework & Accreditation

— If you have completed all of the tasks and attended/ caught up all of the sessions, I will ask the office staff to process your accreditation hours asap

— I would like to finalise the hours and accreditation by the end of the school holidays (October 11th)

— We will send out certificates around October 11th as well, please let me know if you need the certificate before then

Thank You for Being Involved

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— Good luck and keep in touch!

— We are running some workshops later in the year: newcastle.edu.au/cs4s

— We hope to run programs similar to Coding & STEAM in the future

— We also have a mailing list

Feedback

— If you would like to give us any feedback (e.g: concepts you found tricky or pace of session) please complete the feedback form

— Responses can be anonymous

— Link to Feedback Form is on session page, under Links heading

— Or go to hckmd.com/steam-feedback