



Become a SCICIII

As a SciGirl®, you will do hands-on computer science and coding projects, meet female STEM Role Models, and learn how computer science can solve problems, achieve goals, and help others.

NO CODING EXPERIENCE NEEDED!

Just bring your imagination, your curiosity, and your sense of humor!

Girls participating in this SciGirls coding program will experience these fabulous and fun activities while making new friends!

Mobile Application Development - Learn to design and program your very own app to solve a problem, entertain others or gather information. Imagine this control at your fingertips!. The possibilities are as endless as your imagination. You will dip your toes into the coding world with an Hour of Code® activity from code.org and continue on your coding adventures learning how to create mobile apps for Android® using a software development environment called Thunkable®. After you learn the basics, you will work together to create an app from your own imagination during the mobile makeathon.

Robotics - You will explore the world of robotics with Sphero®, an all-in-one bot that you can program on a mobile device. The little Spero® Ball is at your command! Learn how to make it do tricks, navigate through an obstacle course, and even swim! You are in control! You will also explore robotics by building and coding your own bots using the Hummingbird® platform, recycled materials and craft supplies. Working in teams, you will create a large-scale project using all that you have learned and showcase it at the robotics makeathon.

E-Textiles - Program your shirt or hat to light up and make a statement! Electronic textiles will teach you how to sew circuits into your clothing and express yourself in a whole new light. You will engage in a variety of activities including making a storage book for your sewing needles, a light-up bracelet, and a piece of flashy fashion. In the final group makeathon project, your team will design a unique costume showcasing all of your design and coding skills.





October 2017 through June 2018





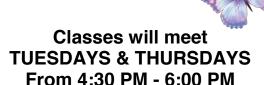
Special After-School Coding Grant Program

Space is limited!

Only 10 girls will be accepted into the program.

Mobile Application Development Robotics
E-Textiles

For Girls Grades in 6th, 7th & 8th for the 2017-2018 academic year. Cost: Only a One-Time, \$25 Material Fee



Start Date: 10/3/17

Several Sunday Workshops Dates & Times TBD



If you are interested in this program, please complete the application form below, and either fax 845-369-3523 or mail it to the Town of Ramapo Challenger Center, 225 Route 59, Airmont, NY 10901.

You will be contacted if your daughter has been chosen to participate in this program.



If you have any questions, call John Huibregtse, at 845-357-3416.

in a few sentences below, nave your daughter explain why she would like to participate in this program.	
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Girl's name:	DOB:
Parent/Guardian:	Home phone with area code:
Street:	E-mail Address:
City: State:	Zip:
Parent/Guardian Cell phone:	Work Phone:
Emergency name and contact number:	
Please tell us about any issues we should be aware of regarding your child such as Allergies/Medications/Behavioral:	
I understand that the TOWN OF RAMAPO does not offer accident insurar	ce and that my personal insurance bears primary responsibility in case of
accident. I authorize the use of photos for promotional purposes. A \$15 f	ee is imposed for any checks returned from a bank for any reason.
Parent Signature:	
How did you hear about us?	
NewspaperMagazineFriendBrochureFlye	rInternetOther (Explain)



