

APS Let's Code!



Scan QR code to register

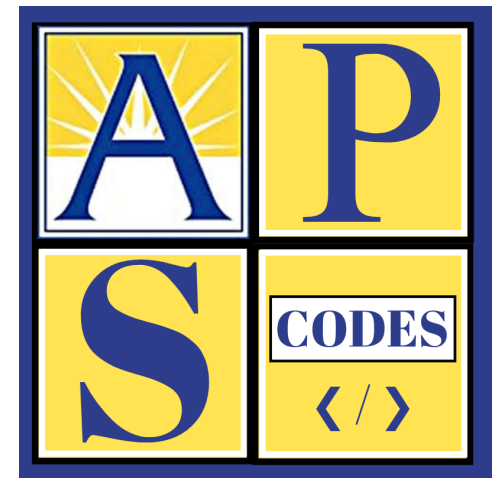


APS Let's Code! Hour of Code Event

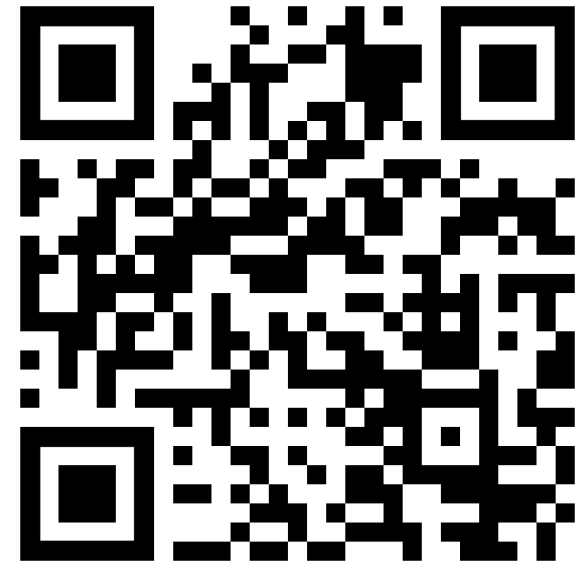
@APS_STEM
@APS_CTE



Scan QR code for event program



Scan QR code to complete event survey



Webb: Unfolding the Universe

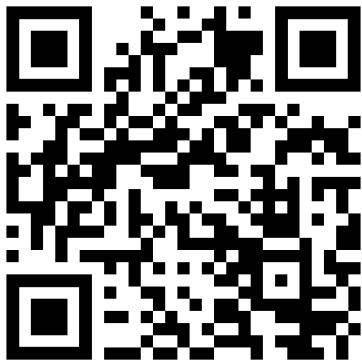
NASA's James Webb
Space Telescope

Informational
Session

Room: Library
6:00p.m.-6:35p.m.

Audience: 9th-12th
Grade, Parents, and
Teachers

Scan QR code to
complete survey



Guest Speaker:

Mrs. Sandra Alba

Cauffman, Astrophysics

Division Deputy Director

Scan QR code to
learn more about
Mrs. Cauffman



Webb Virtual Reality Experience

Experience Webb Virtual Reality

Interactive Session

Facilitator: Dr. Quyen Hart, Project Scientist at STScI

Room: 213
6:40p.m.-7:30p.m.

Audience: PK-12th, Parents, and Teachers

Scan QR code to complete survey



Explore the universe like never before in the fully immersive Webb Virtual Reality (WebbVR) experience. The James Webb Space Telescope and its infrared-light perception of the cosmos are simulated using NASA data, along with bonus information and interactive learning experiences. Fly up-close to Webb's beautiful golden mirrors, and look out from its perspective on the universe. Fly through Saturn's rings or join Jupiter's moons in orbit around the gas giant. You may also leave the Solar System behind and visit the stunning Orion Nebula, where a swirling disk of gas and dust is beginning to form planets, or fly through the star fields of a simulated galaxy. Explore our newest environment and point the telescope at targets that Webb has recently observed and see the images in this unique VR environment.



Callisto Space Tour Interactive Amazon Experience

Interactive Session

Facilitators:
Amazon

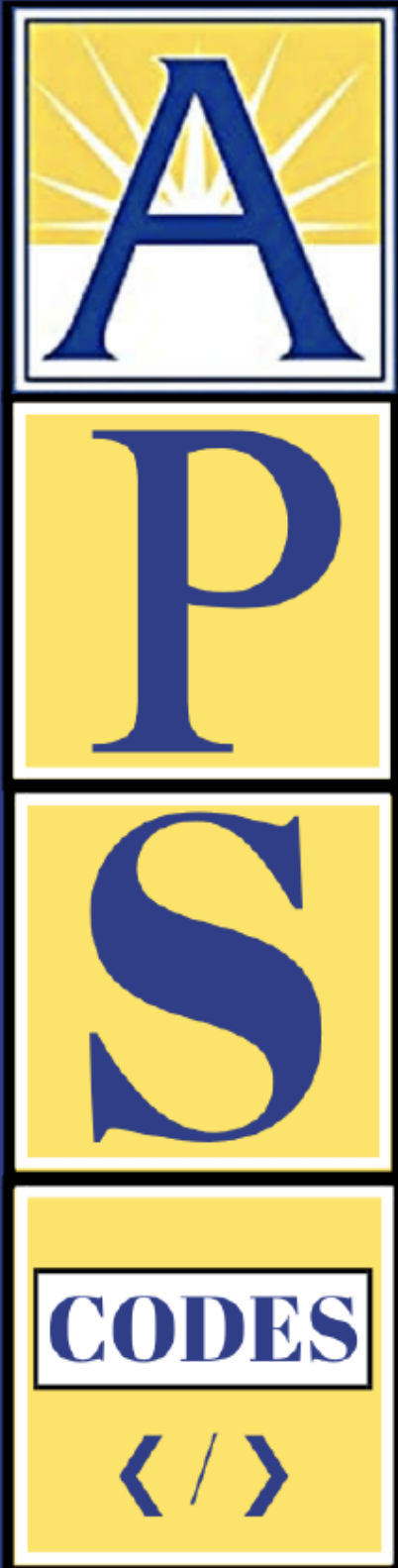
Room: 261
6:15p.m.-6:45p.m.
7:00p.m.-7:30p.m.

Audience: 4th-10th
Grade, Parents, and
Teachers

**Scan QR code to
complete survey**



Come along with Amazon on an out of this world mission - We will go behind-the-scenes of NASA's Orion spacecraft to discover how voice artificial intelligence (AI) and other experimental technology is heading to the moon as part of Artemis I. Test your knowledge of AI, space travel and more and get some cool Amazon swag while you blast off. (laptop or device required to play)



Explore Robotics with Bee Bots and Ozobots

Interactive Session

Facilitators: Cathy
Wague and Rosa
Navas

Room: 294

6:15p.m.-6:45p.m.

7:00p.m.-7:30p.m.

Audience: PK-8th
Grade, Parents, and
Teachers

Scan QR code to
complete survey



Young children will learn to communicate a programming code using directional vocabulary and get to try it out on bee looking robots called Bee Bots. Children in upper elementary or Middle School will use programming basics to program a small robot to act as a bowling ball to push down pins. There will be other challenges ready for anyone who wants to push their exploration further.



Learn to Code Unplugged with Humpty Dumpty Who Always had a Great Fall

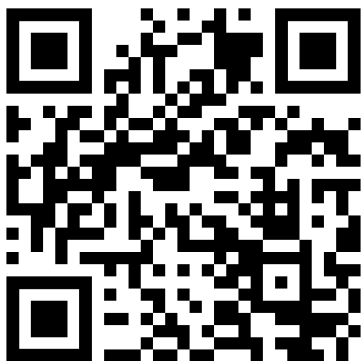
Interactive Session

Facilitator:
Dr. Sharon Gaston

Room: 291
6:30p.m.-7:30p.m.

Audience: PK-2nd
Grade, Parents, and
Teachers

Scan QR code to
complete survey



Participants will listen to a read-aloud of Humpty Dumpty Always Had a Great Fall written by Dr. Sharon Gaston. Next, they will play an unplugged, coding game to get Humpty Dumpty to Grandma's farm.



Binary Code Wearables - The Language of Computers

Interactive Session

Facilitators:
Rosie Riveters

Room: 287
6:30p.m.-7:30p.m.

Audience: 1st-5th
Grade

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complete survey**



Learn about binary, the two “bit” system that forms the basis of computing. Use a binary decoder to translate your initials into binary and use beads to represent them on a bracelet or keychain!



Sphero Robot Challenges

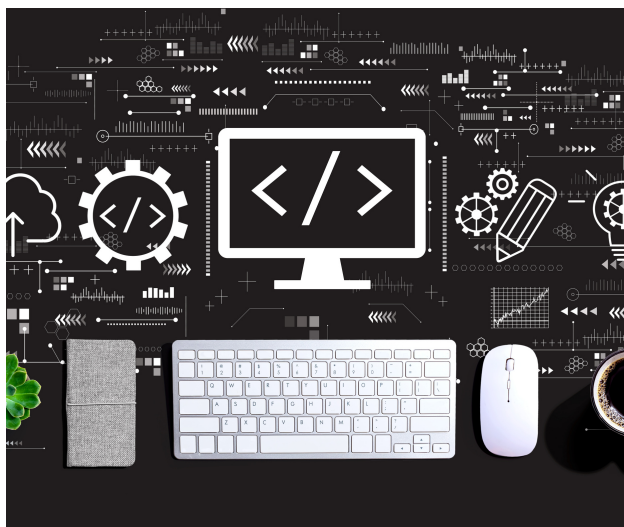
Interactive Session

Facilitator:
Jacqueline Firster

Room: 289
6:15p.m.-6:45p.m.
7:00p.m.-7:30p.m.

Audience: 3rd-12th
Grade, Parents, and
Teachers

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Sphero is a fun baseball-sized, spherical robot. This is a drop-in session where participants can code Sphero through a series of challenges or just play around with the different features. Programmers of all age levels are welcome. Sphero can be coded in Draw, Block Coding, and Python.



ACC Team Culinary

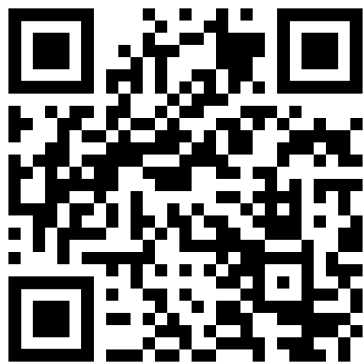
Interactive Session

Facilitators: ACC
Team Culinary

Room: 260
6:30p.m.-7:30p.m.

Audience: PK-12th
Grade, Parents, and
Teachers

Scan QR code to
complete survey



The ACC Team
Culinary
are going to do their
dessert parfait demo.
Learn about the
similarities between
Coding and
Cooking!



Intro to C.S. with Micro:Bit

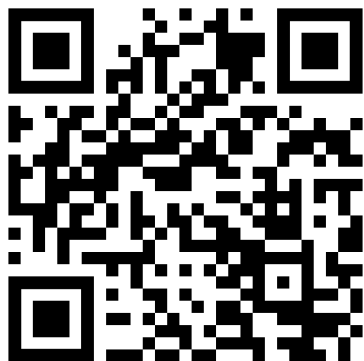
Interactive Session

Facilitators:
NOVA SySTEMic

Room: 202
6:30p.m.-7:30p.m.

Audience: 4th-12th
Grade, Parents, and
Teachers

**Scan QR code to
complete survey**



In this 45 min session the participant will learn about the pocket size microelectronic created by the BBC and Microsoft that brings software and hardware to life. To create fun filled activities with coding skills for all using LED's, Sensors, and much more all presented by NOVA SySTEMic.



Coding in Spanish

Interactive Session

Facilitators:
Wilfredo Padilla

Room: 251
6:30p.m.-7:30p.m.

Audience: K-3rd
Grade, Parents, and
Teachers

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¡Las actividades de codificación desconectadas son una excelente manera de presentar la codificación a los estudiantes antes de que aprendan a codificar usando tecnología!



theCoderSchool McLean



Interactive Session

Facilitators:
theCoderschool
McLean

Room: 290
6:15p.m.-6:45p.m.
7:00p.m.-7:30p.m.

Audience: 1st-10th
Grade, Parents, and
Teachers

Scan QR code to
complete survey



Let's learn to code!
Join a Code Coach from
theCoderSchool for an
interactive coding
lesson.
- Game Development in
Scratch (30 mins)
Or
- Intro to Python (30
mins)



Coding and Robotics for Early Learners



Robo Wunderkind is on a mission to bring the WOW back into the classroom and empowering students with 21st century skills. Students will use developmentally appropriate, color logic, block modules to build and code their own robots. We will introduce administrators, teachers, and students to this STEAM program that helps teachers integrate coding and robotics into the core curriculum and offers students the opportunity to engage in the engineering process, coding, and robotics as early as the age of 5.

Booth Session-
Interactive

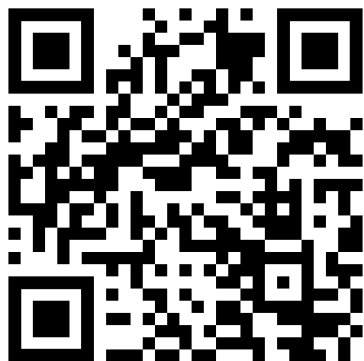
Facilitators: Robo
Wunderkind

Second Floor
Hallway

6:00p.m.-7:30p.m.

Audience: PK-12th
Grade, Parents, and
Teachers

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Literacy & STEM

Booth Session

Facilitator:
Dr. Sharon Gaston

Second Floor
Hallway
6:00p.m.-6:30p.m.

Audience: PK-12th
Grade, Parents, and
Teachers

**Scan QR code to
complete survey**



Dr. Sharon Gaston understands the power of literacy and its effects on all that we do. She has been an educator for thirty years and has written and illustrated her own alphabet books, plays and a series of character education fables such as Clean Your Own House, Misery Loves Company and Brenda Bee Wannabe, which were inspired by stories her mother used to tell her when she was a child. Dr. Gaston believes that learning through the arts is a fun and interactive way for children of all ages to understand and remember new concepts that are presented to them.



Luki Lab Toys

Booth Session-
Interactive

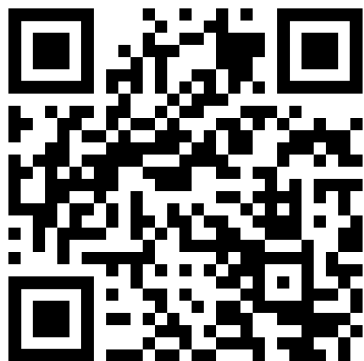
Facilitators:
ACC Students

Second Floor
Hallway

6:00p.m.-7:30p.m.

Audience: K-8th
Grade, Parents, and
Teachers

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Luki Lab is an innovative toy company based in Southern California. Our diverse team of artists, designers, and inventors are dedicated to creating unique play experiences designed to expand a child's world.

Pinxies and Dexor : With a STEM authentication, kids will learn to expand their imagination, play creatively, solve problems, and hone early construction skills.

Treasure Diver and Submarings: These fun games work by using a very cool principle of science called "Bernoulli's Principle," which is related to fluid dynamics, or the movement of fluid. In the case of these games, the fluid used is water.



MyPy Coding: Computer Science For Kids By Kids



MyPy Coding

Python For Kids By Kids

Booth Session-
Informational

Facilitators:
MyPy Coding

Second Floor
Hallway

6:00p.m.-7:30p.m.

Audience: 2-8th
Grade, Parents, and
Teachers

**Scan QR code to
complete survey**



MyPy Coding provides free, one-on-one, online weekly coding lessons to students in grades 2-8. We offer comprehensive lessons in Scratch, Python, and Web Development and equip students with a fundamental skillset of Computer Science skills, which will serve them well after their time in school.



Amazon Future Engineer

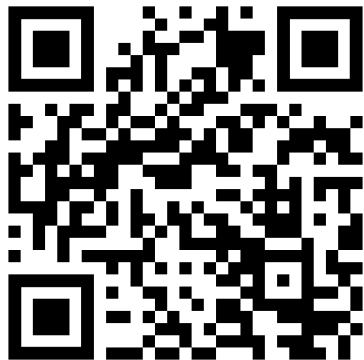
Booth Session

Facilitators:
Amazon

Second Floor
Hallway
6:00p.m.-7:30p.m.

Audience: K-12th
Grade, Parents, and
Teachers

**Scan QR code to
complete survey**



Come visit the Amazon Future Engineer Booth and discover their STEM programs and free virtual learning experiences that are helping millions of students discover careers of the future.



VR/AR

Booth
Session-Interactive

Facilitator:
Charles Randolph

Room: 258
6:00p.m.-7:30p.m.

Audience: K-12th
Grade, Parents, and
Teachers

**Scan QR code to
complete survey**



Virtual Reality (VR) and
Augmented Reality (AR)!
These groundbreaking
technologies have burst into
the world of
education. This “Hour of
Code” session will show you
basic skills and
understandings of VR/AR
and how the technology can
be used in your classrooms.



CTAE Office

Booth
Session-Interactive

Facilitator: CTAE
Staff

Second Floor
Hallway

6:00p.m.-7:30p.m.

Audience: PK-12th
Grade, Parents, and
Teachers

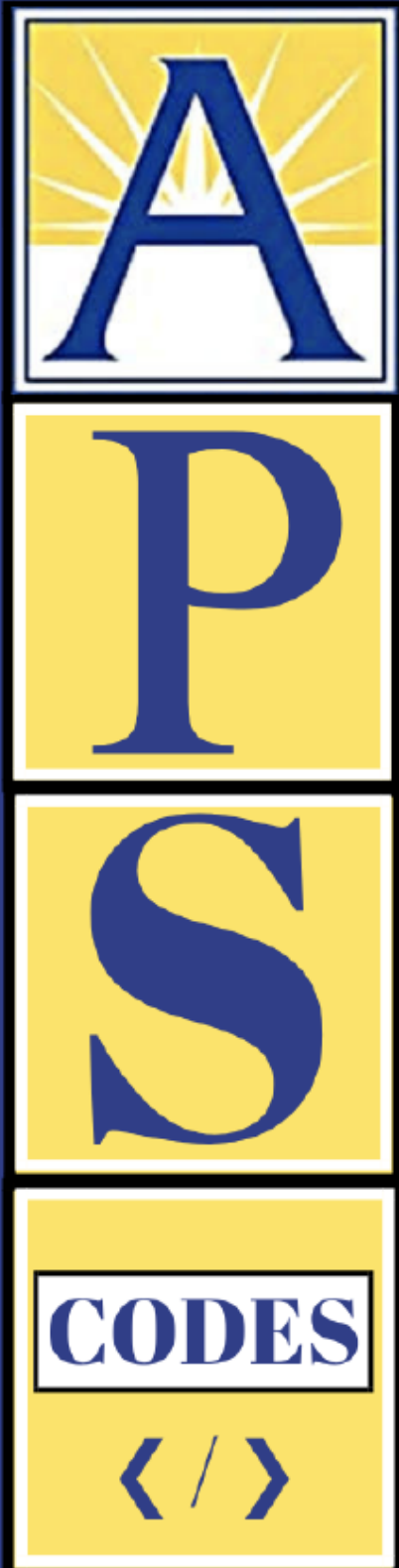
**Scan QR code to
complete survey**



Career and Technical Education

Come visit the Career and
Technical Education Booth and
discover their programs!

For more information:
<https://www.apsva.us/ctae/>



Entrepreneur of the Year

Booth
Session-Interactive

Facilitator:
Tiffany Norwood

Second Floor Hallway
6:00p.m.-7:30p.m.

Audience: PK-12th
Grade, Parents, and
Teachers

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complete survey**



Tiffany Norwood is a long time tech entrepreneur who licensed her first code 30 years ago. Tiffany will bring her code and story. She will share her experience in the computer science world as a founder of several tech companies.



Challenge Island Greater Alexandria

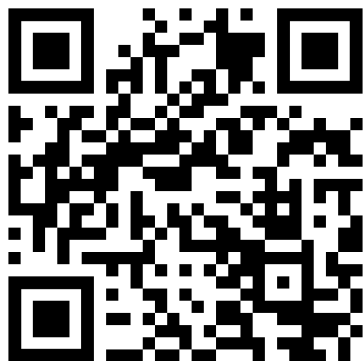
Booth
Session-Interactive

Facilitator:Challenge
Island Greater
Alexandria

Second Floor Hallway
6:00p.m.-7:30p.m.

Audience: PK-12th
Grade, Parents, and
Teachers

**Scan QR code to
complete survey**



Challenge Island Greater
Alexandria - Where
Engineering Meets Imagination
Challenge Island is a hands-on,
project based STEAM program.
Home of the official STEAM
TEAMS® and STEAM Building®



Door Prizes

We will issue raffle tickets at the beginning of the event and draw the winning ticket at the end of the event.

Library
7:35 p.m.

Audience: PK-12th
Grade, Parents, and
Teachers

**Scan QR code to
complete survey**



Career and Technical Education

Random Drawing:

Door Prizes

(attendees must be
present to win)

at 7:35p.m. in the
library.

