

APS Let's Code!



Please bring your device (iPad/laptop).



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<https://bit.ly/APSLETSCODE>



Kenmore Middle School
200 S Carlin Springs Rd
Arlington, VA 22204



APS Let's Code! Hour of Code Event

@APS_STEM
@APS_CTE

**Scan for
the event
programme**



Event Information

December 8, 2022

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

No Preregistration

Required

All Levels!

PK-12th Grade



Webb: Unfolding the Universe

NASA's James Webb
Space Telescope

Informational
Session

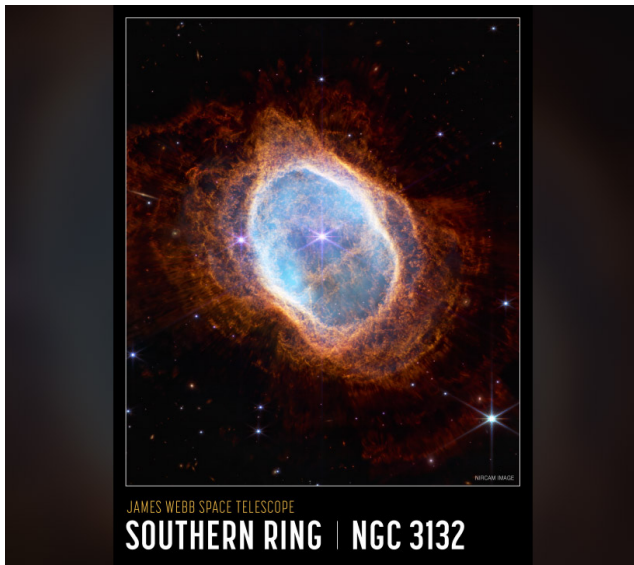
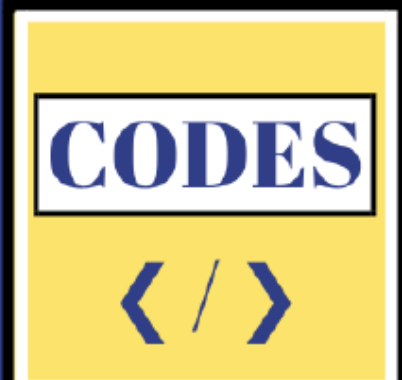
Room: Library
6:00p.m.-6:35p.m.

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



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

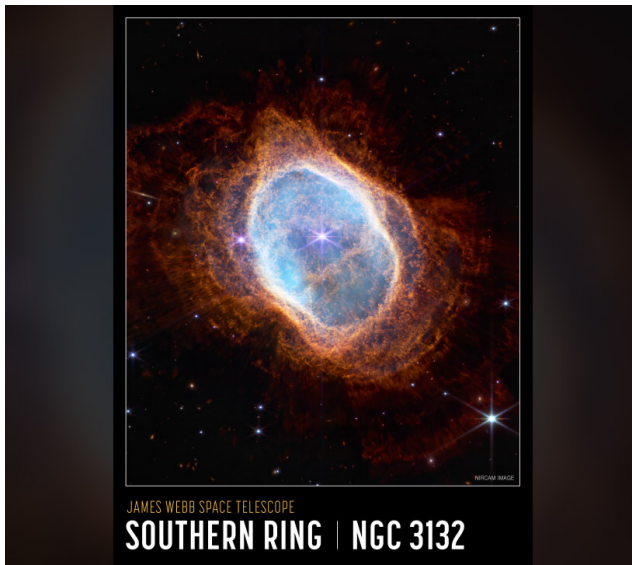
Interactive Session

Facilitator: Dr. Quyen Hart, Project Scientist at STScI

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

Audience: PK-12th, Parents, and Teachers

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

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

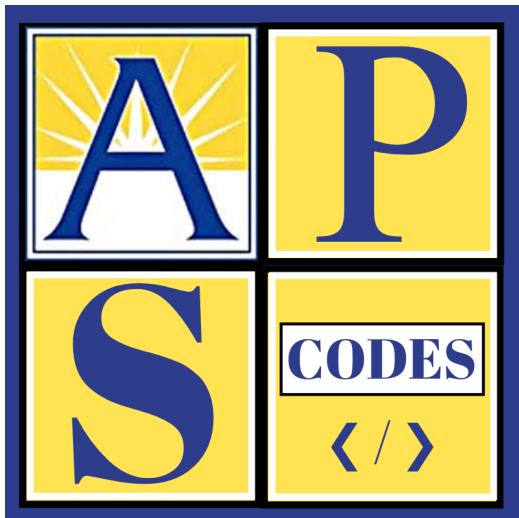
6:15p.m.-6:45p.m.

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

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



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

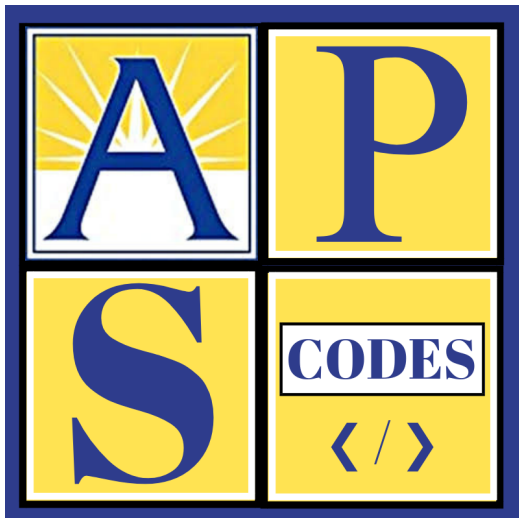
Facilitator:
Dr. Sharon Gaston

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

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



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

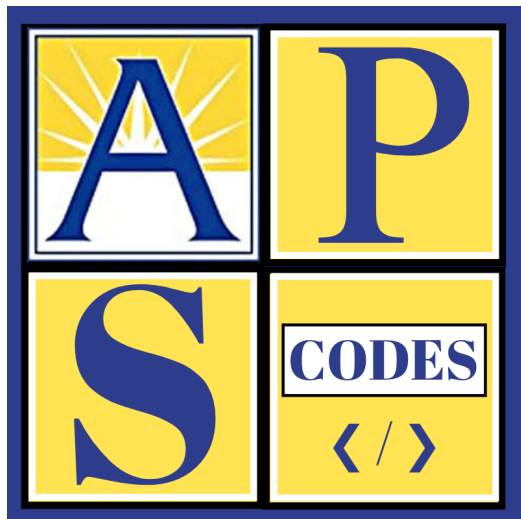
Facilitators:
Rosie Riveters

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

Audience: 1st-5th
Grade



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!



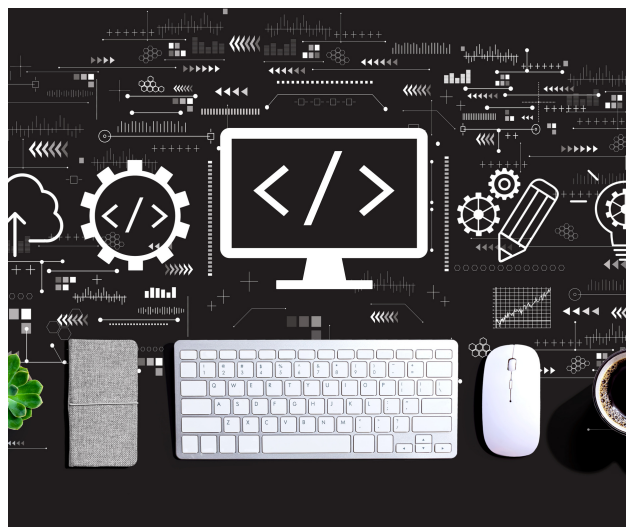
Sphero Robot Challenges

Interactive Session

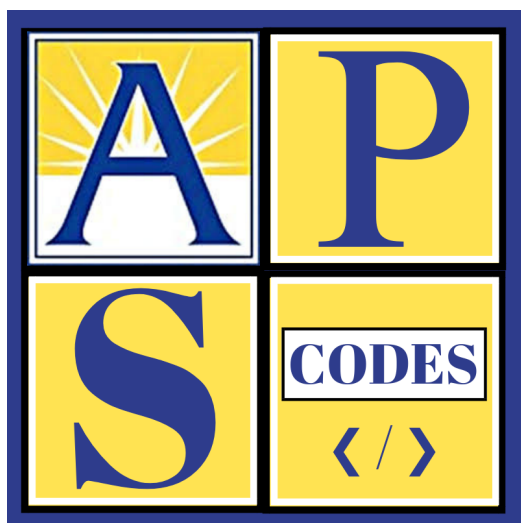
Facilitator:
Jacqueline Firster

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

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



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

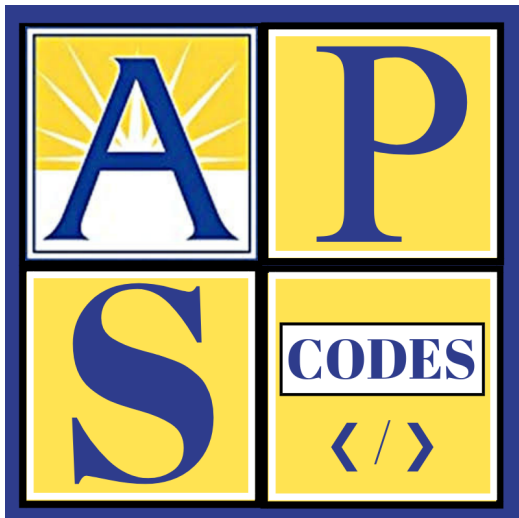
Facilitators: ACC
Team Culinary

Room: 216
6:30p.m.-7:30p.m.

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



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



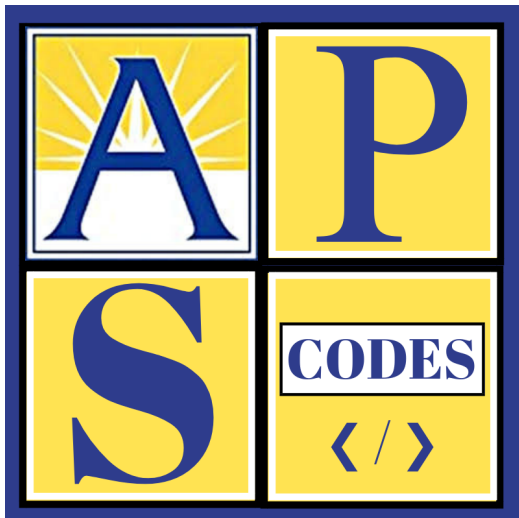
Intro to C.S. with Micro:Bit

Interactive Session

Facilitators:
NOVA SySTEMic

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

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



NOVA

SYSTEMIC

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.



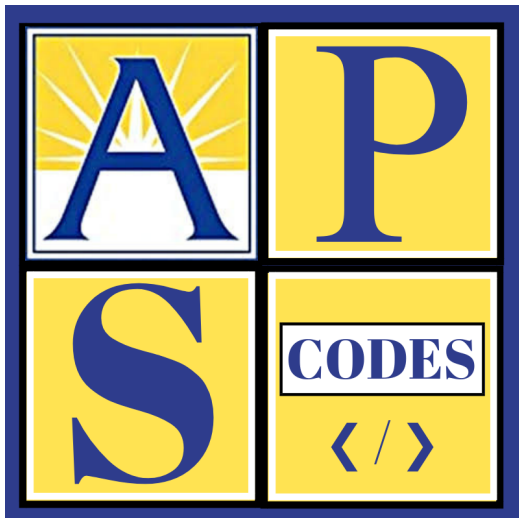
Coding in Spanish

Interactive Session

Facilitators:
Wilfredo Padilla

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

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



¡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

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)

