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

Career and Technical Education

Event Information

December 8, 2022

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

No Preregistration Required

All Levels!

PK-12th Grade

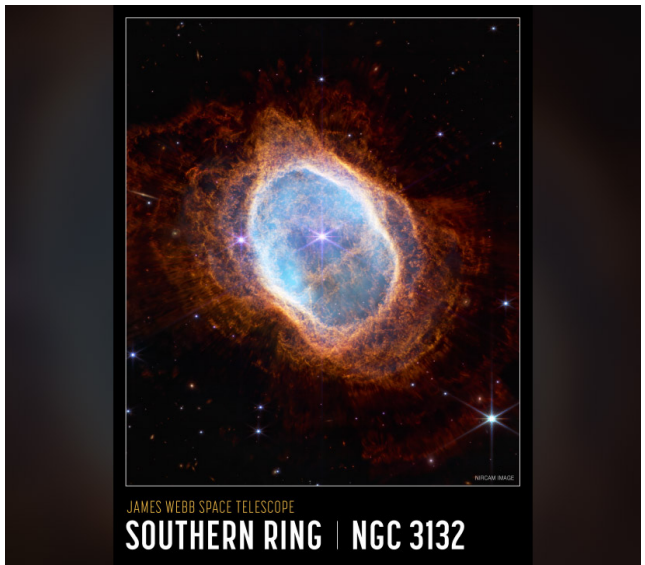
Webb: Unfolding the Universe

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

APS CODES

Webb Virtual Reality Experience

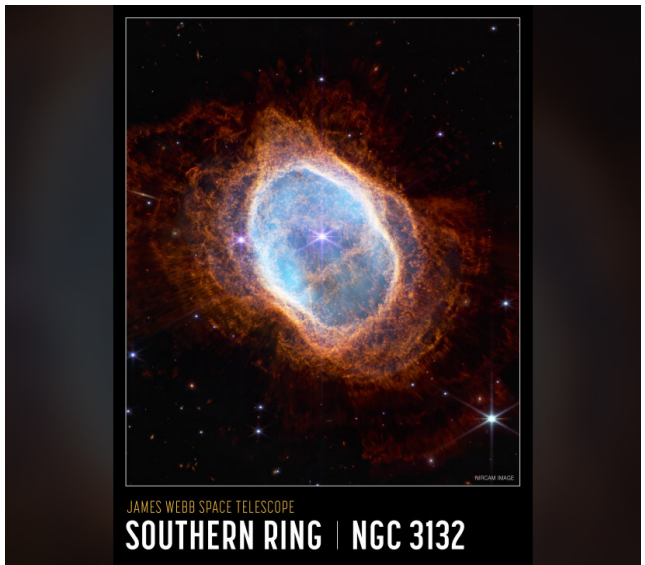
Experience Webb Virtual Reality

Interactive Session

Facilitator: Dr. Quyen Hart, Project Scientist at STScI

Room: 267
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.

APS CODES

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)

APS CODES

Explore Robotics with Bee Bots and Ozobots

Interactive Session

Facilitators: Cathy Wague and Rosa Navas

Room: 279
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: 285
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!

APS CODES

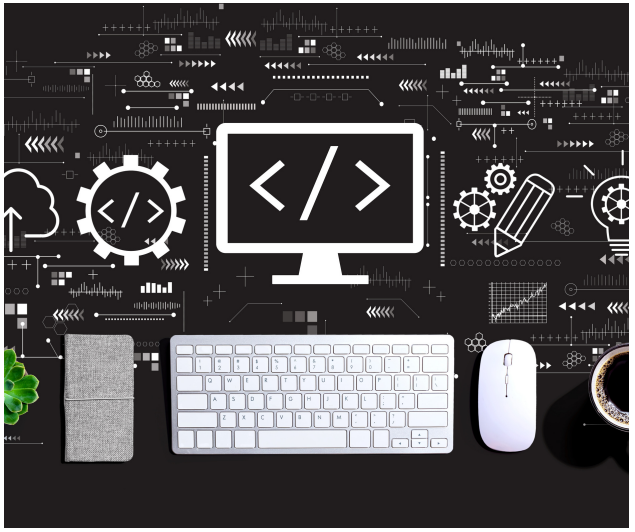
Sphero Robot Challenges

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: 293
6:30p.m.-7:30p.m.

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

The ACC Team Culinary are going to do their demo for their model cucumber, tomato, and jicama salad. Learn about the similarities between Coding and Cooking!

Intro to C.S. with Micro:Bit

Interactive Session

Facilitators:
NOVA SySTEMic

Room: 269
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 skillsfor 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

HORA DEL CÓDIGO

¡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

Welcome To the coderschool McLean, VA

Interactive Session

Facilitators:
theCoderschool McLean

Room: 265
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)

Coding and Robotics for Early Learners

Booth Session- Interactive

Facilitators: Robo Wunderkind

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

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

robo wunderkind

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.

APS CODES

Literacy & STEM

Booth Session

Facilitator:
Dr. Sharon Gaston

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

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

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

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

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

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

Booth Session- Informational

Facilitators: MyPy Coding

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

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

MyPy Coding

Python For Kids By Kids

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

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

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

amazon future engineer

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

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

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

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

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

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

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

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

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

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

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

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

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.

Cafeteria
7:35 p.m.

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

Career and Technical Education

Random Drawing

Door Prize

(attendees must be present to win)

at 7:35p.m. in cafeteria.