

Computer Adventures in partnership with North Castle Recreation and Parks  
2019 Winter Registration Begins on November 29<sup>th</sup> , 2018 at 9:00AM  
Programs are available for registration both in-person and online at  
<https://recreation.northcastleny.com>.

Call 914-273-3000 x 49 or email [recreation@northcastleny.com](mailto:recreation@northcastleny.com) with any questions!

Class Location : Hergenhan Center

Address: 40 Maple Avenue Armonk, NY 10504

## Monday

### **MICROSOFT KODU GAME LAB for Grades 4—8**

By Computer Adventures

Microsoft's Kodu gives users control of powerful programming tools using simple graphical commands. Students will create 3-D worlds, add characters, and then make them interact or complete tasks. Students will program scoring, spawning characters, enemy objects, timers, health and various game levels. Based on "when something happens, do something" logic, students analyze problems and structure their solutions. Student can repeat this class, as the instructor can work on different games. Student projects will be downloadable 2 weeks after course completion.

Program #222791A.

DATES: 1/7, 1/14, 1/28, 2/4, 2/11, 2/25

No Class 1/21, 2/18

TIME: 3:45—5:00 PM

LOCATION: Hergenhan Center

FEE: Resident \$220

Non-Resident \$242



## Tuesday

### **COMPUTER PROGRAMMING LEVEL 101 for Grades 3—5**

By Computer Adventures

Students learn programming concepts through visual programming in a game-like interface. They will be having so much fun, that they will not realize that they are learning programming. Topics Covered: Sequencing, repetition, events, conditional logic, animation, pen drawing, drawing shapes and patterns, playing musical notes, sending and receiving messages, handling user input, and color detection.

Program #222791B.

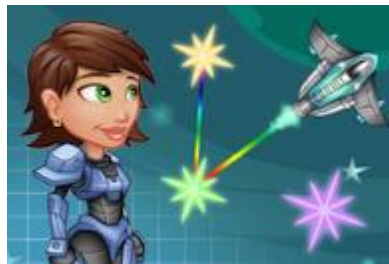
DATES: 1/8, 1/15, 1/22, 1/29, 2/5, 2/12

TIME: 3:45—5:00 PM

LOCATION: Hergenhan Center

FEE: Resident \$220

Non-Resident \$242



## Thursday

### **COMPUTER PROGRAMMING LEVEL 1A for Grades 1—3**

By Computer Adventures

Students learn programming concepts through visual programming in a game-like interface. They will be having so much fun, that they will not realize that they are learning programming. Topics Covered: Sequencing, repetition, conditional logic, automation, and pattern recognition.

Program #222791D1.

DATES: 1/10, 1/17, 1/24, 1/31, 2/7, 2/14

TIME: 3:45—5:00 PM

LOCATION: Hergenhan Center

FEE: Resident \$220

Non Resident \$242



### **MINECRAFT SURVIVAL QUEST for Grades 3—8**

By Computer Adventures

Students will navigate the Minecraft world to explore, complete quests, strategize and build creations in a logical way to survive in the virtual 3D world. They will practice creative thinking, problem solving, teamwork and collaboration with proper online etiquette. To ensure a fun and safe “cyber” environment, every student’s laptop is connected to a local network without access to the internet. Concepts such as network, server, client and applications will also be discussed. \*Students’ projects will be available for download a week after course completion.

Program #222791D.

DATES: 1/10, 1/17, 1/24, 1/31, 2/7, 2/14

TIME: 3:45—5:00 PM

LOCATION: Hergenhan Center

FEE: Resident \$220

Non Resident \$242



## Friday

### **MORE CODING WITH SCRATCH JR. for Grades 1—3**

By Computer Adventures

This course is for students who have experience with the Scratch Jr. coding software; either have taken a class with us or have experience working Scratch Jr. on their own. Students will continue to use the programming blocks to create more challenging stories, animation and games. \*Students’ projects will be available for download a week after course completion.

Program #222791E.

DATES: 1/11, 1/18, 1/25, 2/1, 2/8, 2/15

TIME: 3:45—5:00 PM

LOCATION: Hergenhan Center



FEE: Resident \$220

Non-Resident \$242