Mission: Innovation for Grades 3rd-5th

At Compudopt, our mission is to provide technology access and education to underserved students. We know that the sooner students gain access to innovative technologies, the more prepared they will be to engage with the world around them, and understand the role technology will play in their daily lives.

The Compudopt Early Adopters Program is an in depth exploration of today's cutting-edge technologies for upper elementary students (grades 3-5). Students will learn how technology can be used to help enhance a story by designing their own virtual reality world using CoSpaces Pro and bring their own creations to life using coding in the Scratch and MakeCode programs. As an after-school enrichment program, Early Adopters provides students a structured, engaging environment to explore and learn.

Deserted on a Planet Far Away: *Design a Virtual Reality World* – Using CoSpaces Pro, students will create custom characters to enhance their virtual world. They will project their world onto a Merge Cube to see it in Augmented Reality.

Design a spaceship control panel: *Create a Circuit* – Students will create a circuit using Makey Makey and learn to make animations in Scratch. They will design a rocket control panel with conductive materials and code its buttons to make sounds.

All Systems Go: *Coding a Micro:bit* – Students will design a flight plan and code for a micro:bit in Scratch. They will code their micro:bit to display LEDs and use buttons, and use the accelerometer to fly their rocket.

Spacecraft Parachute Re-entry: *Applying block coding knowledge* – Using motion, light and sound sensors, students will program in MakeCode to create a space capsule and parachute using Circuit Playground Express.

Bring Comp-U-Dopt Early Adopters to Your Students

For this semester long after-school enrichment program, partners must provide a site manager. Sites must also provide wireless internet access as well as dedicated classroom space with flexible physical space for activities. Comp U Dopt will bring the rest!

As part of our mission to provide technology access and education to underserved students free of charge, we ask partners to cover some of the hard costs of supplies. A 15-student license includes:

• 25-30 hours of programming, two hours a week for 10-15 weeks

• Experienced Compudopt trainer to facilitate lessons on site

• All supplies and technology for programming

Interested in bringing this program to your campus?
Email us at info@compudopt.org.