

Technology Enrichment Immersion for High School

The Compudopt Learn2Earn Program is for high school students [grades 9-12](#) who have an interest in gaining tangible technology skills for the workforce today. In this enrichment program, students work with real-world programs and technology up close and personal, in addition to learning about education and employment opportunities. Students not only learn to code and program in relevant languages, but also get hands-on experience with computer hardware, networks, and website design. At the end of the program, each participant receives a refurbished laptop computer to keep. Below is a brief overview of each program module:



Computer Hardware – Students will understand the basics of computer engineering and learn how to build a desktop computer with their own hands! With this hands-on look at computer hardware engineering, students can see how the computers they use every day are put together.



Computer Programming – The Python coding language is a widely used, general purpose, text-based programming language that is used for real projects in industry. Students will learn to create their own interactive games using the code.



Network Engineering – Students will learn how computers are connected through a network and learn about basic computer network safety. They will also construct the basic building blocks of a computer network by building their own ethernet cables.



Website Design – Students will practice digital citizenship and learn how to use Google Sites to create a website. Students will publish a website and present it to their peers for feedback.



Blender and GIMP – Blender is a 3D computer graphics software toolset used for creating animated films, visual effects, art, 3D printed models, interactive 3D applications, and video games. GIMP is a professional-grade graphics editor. Students will use both programs to design and animate their own 3D models.

Bring Compudopt Learn2Earn 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. Compudopt 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. [The program includes:](#)

- 25 hours of programming, two hours a week, for 10-12 weeks (or as it works best for the partner).
- Experienced Comp-U-Dopt trainer to facilitate lessons on site
- All supplies and technology needed for the programming
- A refurbished laptop for each student to keep

Interested in bringing this program to your campus?

Email us at info@compudopt.org.

