

## Zoo Squad for Grades 1st-2nd

The Compudopt Tiny Techs – Zoo Squad Program is a STEAM enrichment program that prepares students to engage with the world around them and helps them understand the role technology plays in their daily lives. In this program, geared toward elementary students in 1st and 2nd grades, students act as zookeepers and explore technology through hands-on projects and activities featuring their favorite animals. Students will develop basic computer literacy and apply computational and critical thinking approaches to problem-solving and teamwork in a fun, structured, and engaging environment.



**Learn!** *Welcome to the zoo! Your first day as a zookeeper.* This module welcomes students to the program and builds excitement around STEAM and working with others. Students will learn the basic parts of the computer and what they do. They will discover and sort different types of animals, learn to recognize patterns with geometric shapes, and use a grid map to find where the animals are.



**Let's Feed the Animals!** *Something's wrong at the zoo commissary... We can't find the nutritionist and the animals are hungry. You're in charge!* In this module, students will learn how to use a touchpad and practice clicking, selecting, and drag and drop by creating a digital storybook. Students will explore what animals eat and create a plan to feed the animals. They will assemble a simple circuit to see their animals "light up" when they get their favorite food.



**Cleaning Time!** *The cages are messy, there's no cleaning crew, and we don't have much time!* In this module, students learn the most important keys on the keyboard and practice typing. They will use math and work as a group to figure out which animals to clean up first and how to navigate their way around the zoo to get to them quickly. They will build a mini robot to help them clean faster.



**Play Day at the Zoo!** *Animals need to play to stay active and smart. Let's set up some toys and games for them!* In this module, students will be introduced to coding and use their touchpad and a simple computer program to help an animal reach her food. They will design an animal-shaped toy and see it come alive on paper, on the computer, and with physical blocks. They will engineer a maze game for the tigers using craft supplies and ingenuity.



**Teach!** *The whole crew is back. Show them what you learned and what you did!* In this module, students will have a choice of new projects to create using the skills they have mastered. They will present their favorite project and celebrate their successful zookeeper training.

## Bring Compudopt Tiny Techs 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. **A 15-student license includes:**

- 20-25 hours of programming, two hours a week for 10-15 weeks
- Two experienced Compudopt trainers to facilitate lessons on site
- All supplies and technology for programming

**Interested in bringing this program to your school or organization?** Email [info@compudopt.org](mailto:info@compudopt.org).