

girls who
code

Day 3



Agenda

- I. Club Pre-Test
- II. Core4 Activity Sets
- III. CS Impact Project Prompts
- IV. Programming Challenge – Ollie and the Maze!
- V. Closing – Women Who Code

Reshma Saujani is the founder of Girls Who Code. At 33, she ran for Congress, against a woman who had not lost the election since 1992. Although the polls gave her very little chance, Reshma tried anyway, and CNBC called it one of the hottest races in the country. In the end, Reshma lost the election, but she had learned to be brave.

She also realized during her race that there were people who had access to technology, and people who didn't, and noticed especially girls were missing out. She wanted to fix that, and so created Girls Who Code. That is why your Club exists!

Reshma believes learning to code will teach you all to be brave, and encourage you to create amazing things.

[Watch minutes 5:30 - 9:26 from Reshma's Ted Talk about teaching girls to be brave, not perfect.](#)

- Raise your hand if there's ever been a time you wanted to do something, but didn't because you were afraid you would make a mistake.
- What is one time in your life you've been brave? What gave you that bravery?
- In this Club, what might it mean to be brave? What should we do when our code doesn't work?
- Do you think it is always possible to be brave? Why or why not?
- How can we encourage our classmates to be brave?

CS Impact Project

You are going to work on a project we call the **CS Impact Project**. To complete the project, you will have to take risks and work together in order to build something that positively impacts our community.

Project Overview

- There are 3 phases, or parts: **Design, Build and Test**.
- This process is what some real software designers go through when developing their own projects. You will also learn some words and processes that real software designers use.
- It can be iterative, which that means that you can go back and continue to make your project better over time! You don't need to worry about getting everything right the first time.
- During the **Build** phase is where you will spend the most time learning to code and coding your project.

CS Impact Examples

Examples of the projects that other girls have created:

- A website and animation about volunteering
- A website and activities about Art Education
- A Harry Potter trivia game

Clubs Pre-Test

This test is just for Girls Who Code to learn about how you learn. They use the results to improve the curriculum each year in order to improve Clubs for other girls.

- Try your best, but there will likely be some information you don't know yet! That is to be expected, and it's ok – you're all here to learn.

By doing this test, you will unlock all of the other materials you will dig into as a Club over the course of the year.

- Log-in to Canvas and navigate to Modules.

<https://girlswhocode.instructure.com/login/canvas>

- If you aren't sure of an answer, make your best guess and move on to the next question.
- If you finish early, you can check out the other information that is there for you on Canvas!

Coding with the Sphero Ollie!
Get the SPRK Lightning Lab app!



CS Impact Project Prompts

- complete the following CS Impact Project Prompts:
 - Student Interest Survey
 - Reflection 0.1. Welcome to Clubs!
 - Reflection 0.2. Introducing the CS Impact Project

Next Time...

- We will develop our "Club Contract."
- You will explore the different Core4 Activity Sets, which you will use later on to build your understanding of core programming concepts.

Next Meeting: Mon Sept 19 from 3:30-4:30PM