



LOGICS ACADEMY VIRTUAL STEM PROGRAMMING

Welcome to the Genius Lab! A fun and engaging way for students or entire classes (grades 1-8) to learn about the creative potential of Coding & Robotics.

These interactive programs and workshops have live, remote, certified instructors so the students can ask questions, share ideas, review their creations, and collaborate. Students will learn to apply various aspects of the Foundation of Code to create movement and games, solve problems and puzzles.

All of this leading to a high-tech head-start!

GENIUS LAB COURSES

Each after-school course offers a unique theme-based series of 8, 1hr sessions with skill development objectives (like we have done in-person for the past 10 years)

OPTIONS:

- \$1200 for up to 18 students
- \$100/student, min 10, registration & payment through logicsacademy.com

GENIUS LAB WORKSHOPS

A topic-based hands-on 90 min session or dual topic 150 min session in STEM, Robotics and Coding

OPTIONS:

- \$200 for 90 min up to 18 students, up to 32 students for an additional \$50
- \$325 for 150 min up to 18 students, up to 32 students for an additional \$75

**For more information or to make a booking, please
contact bookings@logicsacademy.com**

FAQ

Q: Can we use our school's virtual meet platform?

Yes. We will ask you to send an invite for our instructor to join and ideally assign them as a cohost.

Q: Can we have a mix of in-person students and virtual students from home?

Yes provided that all students have access to the required technology.

Q: Can we record the session to send to absent students?

Unfortunately for privacy and security of our students and instructors, we do not allow video recording of the sessions for distribution.

Q: Does the classroom teacher need to prepare anything prior to the workshop?

A confirmation email gets sent out to the person who booked the workshop with all the booking details. Please note the device requirements for your workshop and ensure all devices being used by your students meet the requirements. For larger classes, we may ask that the teacher be prepared to split the class into breakout rooms. If the classroom teacher is not the person who booked the workshop, it is important that the booking confirmation be passed on to them.

Q: Does the classroom teacher need to do anything during the workshop?

Our goal is that the classroom teacher will learn along with the students in their class and therefore we ask that they remain in the virtual classroom and actively participate in the workshop.

Q: The class sizes are small at our school. Is it OK if we combine classes into 1 workshop?

Yes, when you are arranging your booking, you may combine classes up to a maximum of 32 virtual students. Once the booking is made, we cannot accommodate changes to class size. Note the workshops are tailored to specific grades, so please be mindful if mixing grade levels no more than up or down 1 grade.

Q: How can I reschedule my booking?

You will receive a booking confirmation notice after your reservation request has been scheduled and confirmed. For any scheduling issues or questions, please contact bookings@logicsacademy.com as soon as possible. Note that changes made to confirmed workshops may be subject to the following fees.

- More than 30 days before workshop
 - No penalty reschedule or cancellations
- 30 to 7 days before workshop
 - No penalty reschedule
 - 50% penalty to cancel
- Within 7 days of workshop
 - No cancellation or changes allowed

Q: What are the device requirements?

MY DEVICE IS...	An internet connected:				
	Computer/Laptop	Chromebook	Apple iPad	Other Tablet	Smart Phone
Virtual Meeting Platform (link will be provided 24 hours before first class)	Any Browser (or meeting app if applicable)	Any Browser (or meeting app if applicable)	Any Browser (or meeting app if applicable) *may require a separate device for coding platform	Any Browser (or meeting app if applicable) *may require a separate device for coding platform	Any Browser (or meeting app if applicable) *may require a separate device for coding platform
Scratch Virtual Sessions	Chrome browser preferred	Chrome browser preferred	Chrome browser preferred *may require a separate device for virtual meet	Chrome browser preferred *may require a separate device for virtual meet	N/A
Dash Virtual Sessions	Chrome browser only	Chrome browser only	<u>FREE</u> Blockly App - iOS 13+ required	N/A	N/A

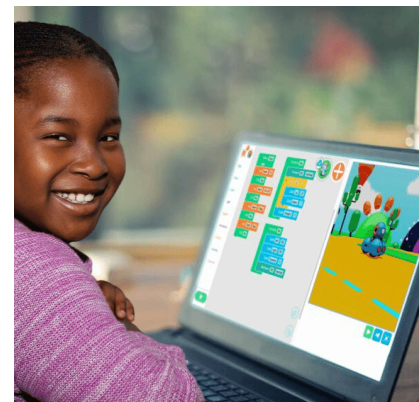
**School issued devices may restrict downloading of apps or access to sites. Please contact your school admin or IT department for support.*

VIRTUAL STEM WORKSHOPS

Grade 1:

Training for Danger:

Virtually join Dash, the world's greatest explorer! Learn how to program Dash, using sequences, to train for dangers that arise all around the virtual neighbourhood.



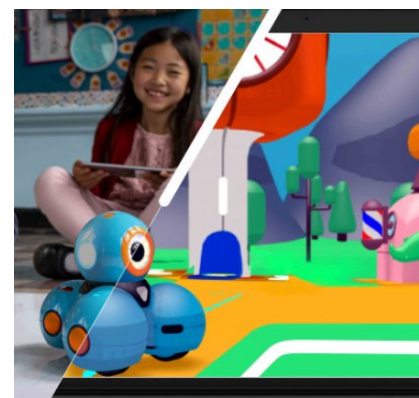
Dash for Treasure:

Join Dash virtually and create a program that includes sequences and various events combined with lights, sounds, and actions. Build code to help Dash to look for treasure in the virtual neighbourhood!

Grade 2:

Watch out for Traps:

Explore the virtual neighbourhood with Dash! Learn how to program Dash using loops and if statements to solve puzzles and react to the unexpected.



Memory Maps:

How good is your memory? Explore Dash's virtual neighbourhood using sequences and events then build and play a memory game using a map of coordinates.



Grade 3:

A Story of Adventure:

Learn how to program Virtual Dash using sequences, loops, and functions then create your own travel story. Bring this story to life through various actions, lights and sounds!

Olympic Journey:

Join Dash virtually to learn about functions, events, and sequences. Build code that will describe Dash's journey trying out for the Olympics!



Grade 4:

Quick Training:

Dash is tired of always knowing exactly what's going to happen. Learn how to program Virtual Dash to add a bit more randomness and probability in an awesome game that includes some physical activity too!

Electro Golf:

Join Dash virtually to learn about functions, events, and sequences. With those skills, you'll build code to develop and play a game of virtual golf!

VIRTUAL STEM WORKSHOPS

Grade 5:

Panda's Race:

Students will build coding skills while creating multiple sprites running separate programs. The final task will be to combine positioning and moving sprites using a coordinate plane, adjusting speeds, and making costume changes, to animate a sprite strutting across the stage!

Fruit Battle 1:

Students will enhance their coding skills by creating a program that includes random and comparison operators, variables, and coordinate systems. This culminates in the development of an interactive game similar to the popular app "Fruit Ninja"!



Grade 6:

Penalty Kick:

Students will build upon their coding skills to interact with Sprites using events. They will use those skills to create an awesome soccer game where they will animate their Sprite to kick a soccer ball into the goal!

Fruit Battle 2:

Students will enhance their coding skills by creating a program that includes random and comparison operators, variables, and coordinate systems. This culminates in the development of an interactive game similar to the popular app "Fruit Ninja"!



Grade 7:

Panda's Travels:

Students will create a project that showcases places that their character has visited around the world. They will help their character autonomously turn around and walk in the opposite direction when reaching the edge of the stage using conditional statements.

What's in the Box?:

Students will learn about the purpose of coding broadcasting messages to create a series of dependent tasks using ask and wait blocks as well as random and comparison operators. The final task will be to create an interactive game called "What's in the Box?"



Grade 8:

A Flying Moth:

Students will expand on basic coding skills to explore the use of simultaneous conditional statements, events and animations to create an interactive game where they are trying to catch a flying moth!

Guess the Numbers:

Students will learn about the purpose of coding broadcasting messages to create a series of dependent tasks using ask and wait blocks as well as random and comparison operators. The final task will be to create an interactive game called "Guess the Numbers!"

VIRTUAL GENIUS LAB

Grades 1 and up:

Virtual Dash - Travel Adventurer:

Join Dash virtually, the world's greatest explorers! Learn how to program Dash to discover treasure and dodge booby traps using an intuitive graphical coding language! Learn about sequences by creating a travel story. Use loops and if statements to solve puzzles and react to the unexpected. Come put your coding knowledge and adventure training to the ultimate test!

Virtual Dash - Robot Olympics:

Meet Dash, the next Olympic athlete! Using a quick-to-learn graphical language, help Dash virtually complete feats of strength and speed. How did a lovable robot-like Dash make it all the way to the Olympic games? Create a story using sequences of Dash's rise to fame. Use functions (an important tool in coding) to turn Dash into a Soccer and Basketball player. Compete against classmates in long jumps and 100 centimetre sprints. Come learn the skills to win a gold medal in coding!

Virtual Dash - Out of this World:

Have a blast when you're using Dash, the virtual super genius! Learn how to use Dash's intuitive programming language to create patterns, improve estimation skills, test probability, solve mazes, and create music. Then, use a simple but powerful programming language to help Dash on a mission to explore the galaxies! Work your way through astronaut training, travel to distant worlds, and discover alien life. Learn the important coding skills known by all NASA computer scientists. Relay your adventure stories back to earth using sequences. Learn how to use if statements to blast alien spacecraft. Join us and take your coding skills out of this world!



VIRTUAL GENIUS LAB

Grades 3 and up:

Virtual Scratch - Storytelling:

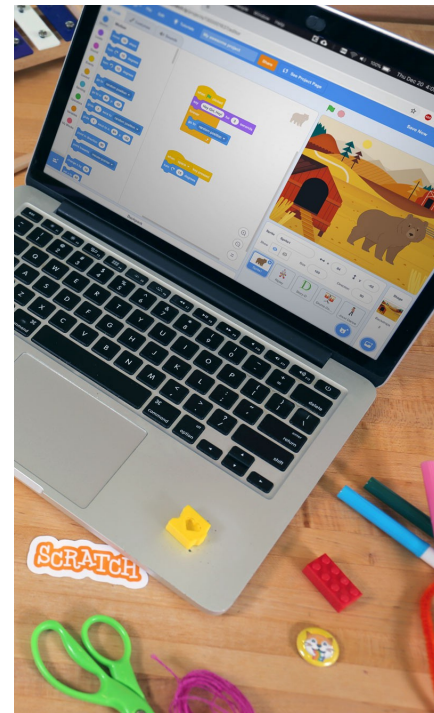
Use computer science to tell fun and interactive stories. Be creative by coding a unique animated story each day. Create a setting and learn to have your characters talk to each other in a planned dialogue. Add changes in weather like rain and lightning, different premises, new characters, a narrator, and interactive elements. Finally, create a real or imaginary story about you! Let's laugh, code, and have fun together sharing our incredible stories!

Virtual Scratch - Music and Sound:

Learn about Scratch coding virtually by creating various projects such as a dance party animation, a colourful collage with sounds by programming a repeating pattern as well as a musical talent show by programming different characters and acts to add to your show. You will also create a music video using procedures, which are new commands made up of a set of instructions. Finally, you will create a thank you project in Scratch to showcase your progress in the music and sound course!

Virtual Scratch - Friends:

Make a new friend in class! Or sign up with a friend you already know! Use coding to tell the story of how your friendship started. Create a game to learn new things about each other that you may never have known. Be creative and plan what the future with your friend might look like. Brainstorm an idea for a company you can form together. Program a prototype solution and present it to the class. Join us and discover the true value of friendship and teamwork!



Virtual Scratch - Art:

Create your own digital works of art - virtually! Use Scratch to design your own animations, create a paint editor tool, and learn how technology is used in the art world. By using conditionals, you can create an interactive graffiti application. Using pixels and "if-else" statements you are able to build a digital art project similar to photography filters using in popular software platforms like Adobe Photoshop and Instagram. Finally, create a greeting card to send to a friend or family member and tell them all about your programming experience

Virtual Scratch - Game Design:

We hope you like video games....if so this course is for you! Learn how to code by creating a new game every class. Create your own character to race, solve mazes, avoid moving traps, escape from villains, hop on platforms, and score points. Build your own version of flappy bird and challenge your classmates to beat the highest score. Let's have fun making games! and playing them too of course!

Virtual Scratch - Sports:

Use computer science to virtually simulate extreme sports and create a commentary for a big sporting event. You will also code and create a commercial of a fitness gadget of your choice and even Build a home run derby-style baseball game. Finally, build a project in which you get interviewed about what you programmed in Scratch Sports!

