

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 WORKSHOPS

In-Class Fieldtrip

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

[**RESERVE NOW!**](#)

[**DEVICE REQUIREMENTS
& FAQs**](#)

LOGICSACADEMY.COM/STUDENT-WORKSHOPS



[@LOGICSACADEMY](https://www.instagram.com/LOGICSACADEMY)



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:

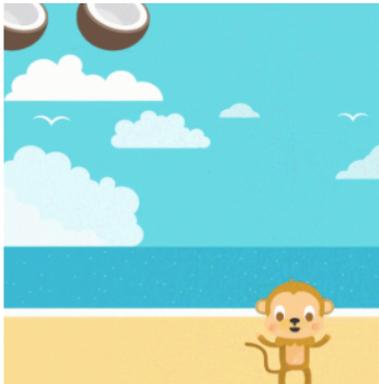
Penalty Kick:

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!"