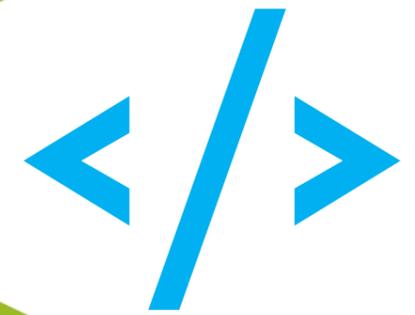
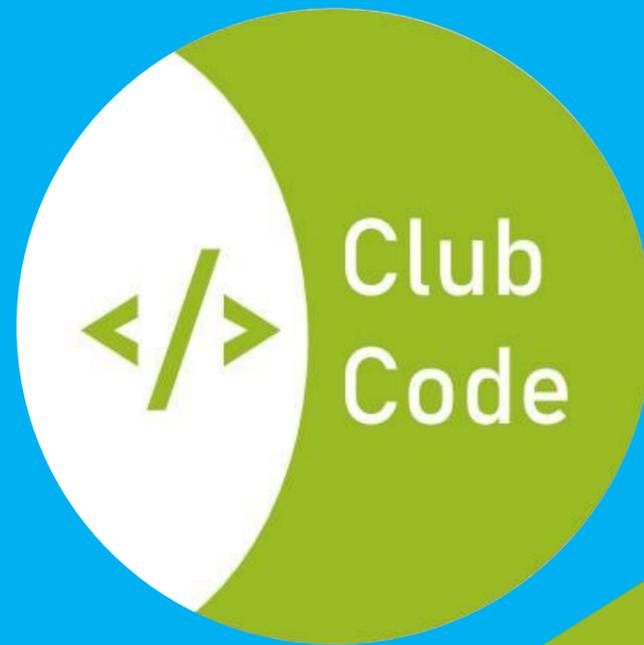




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 |I| www.instagram.com/sciencealiveuk

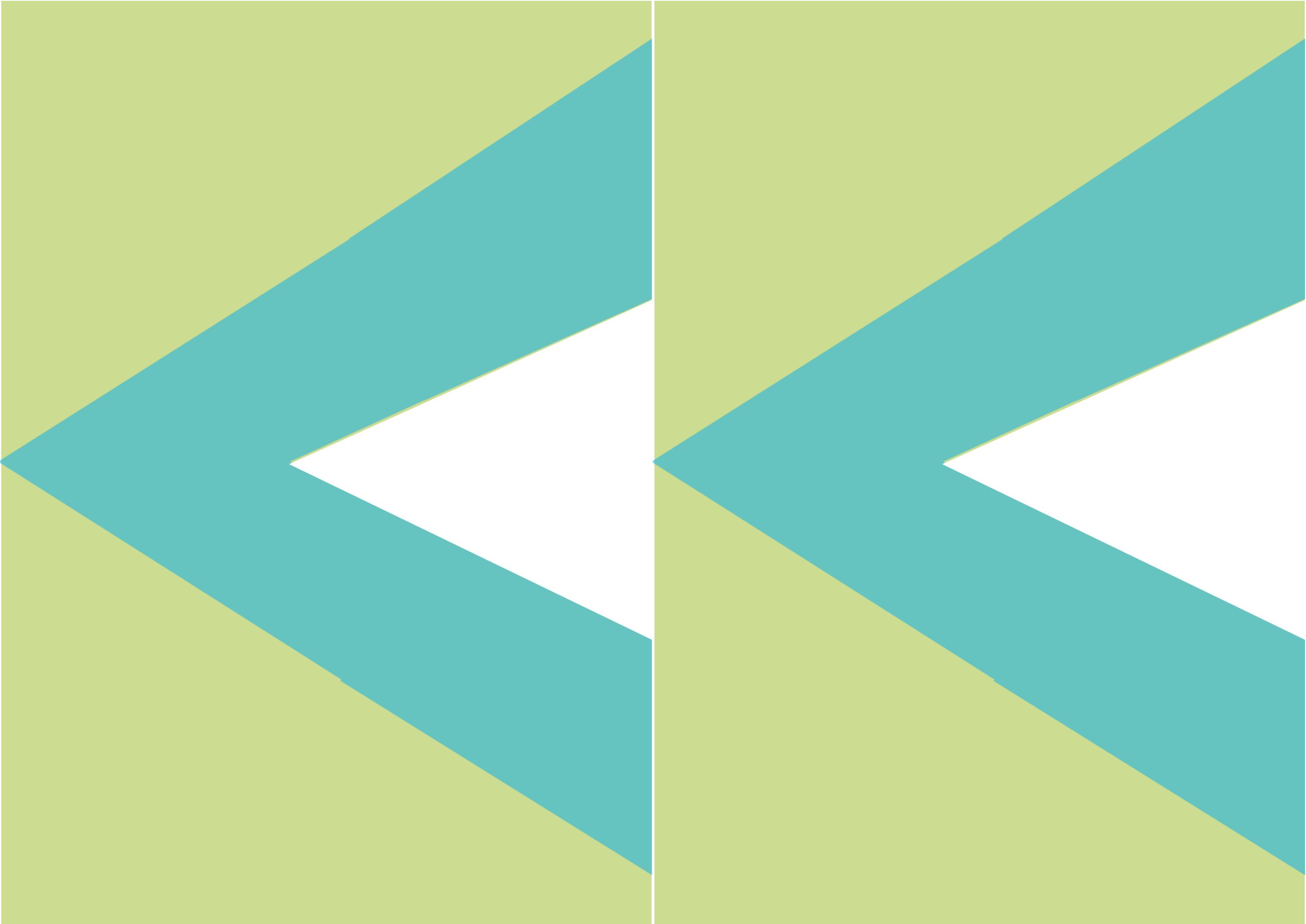
#bringingcodingalive

Science Alive is a company registered in England & Wales Company no. 5044937
 Science Alive is a Registered Charity no. 1107549



LABO SCRATCH FIT

Coding courses for all abilities
 Programme
 November - February
 2018



AIM

Aim to be able to code in Minecraft™ with inspiration from David Whale and Martin O'Hanlon's book Adventures in Minecraft®.

Course Length: 5 weeks, 1 session per week

Age: 7+

Time: 2pm - 3.30pm

Cost: £50 per child

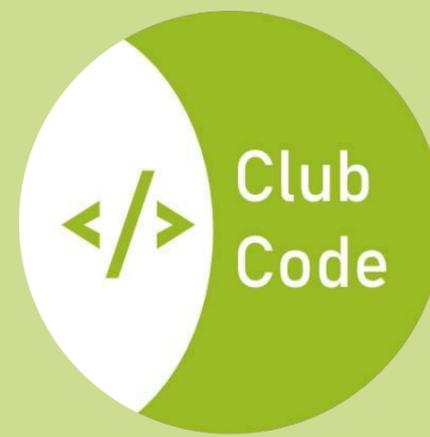
Term dates: 3rd November–1st December
15th December–12th January
26th January–23rd February

AIM course requirements:

Attendees must be able to read and type well, in addition to having basic maths skills which include addition, subtraction, division, multiplication and some inequalities such as less than < & more than >. They must also have a basic level of coding, we suggest completing our Scratch or Labo courses before taking this course if they have no coding experience whatsoever.

By the end of the course:

Have improved coding skills by having learnt how to code in Minecraft™.
To have created a personalised mini-game in Minecraft using code.



About Us

Club Code is a new venture, set up by STEM charity Science Alive. It's aim is to teach children coding, whilst keeping it fun and engaging.

We offer Scratch and Labo courses for the novice coders, and AIM for the more advanced coders.

All of our courses run on a Saturday and are only £10 per week.

To book your child a place on one of our Club Code courses, you can do so via <https://www.eventbrite.co.uk/o/science-alive-18049934241> or using the QR code below.



LABO™



Tired of your child's Nintendo Switch™ just being used for games? Learn the fundamentals of programming with Nintendo Labo™!

Course Length: 4 weeks, 1 session per week

Age: 6+

Time: 10am - 11.30am

Cost: £40 per child

Term dates: 3rd November–24th November
15th December–5th January
26th January–16th February

Labo course requirements:

Attendees must bring their own Nintendo Switch™ in order to participate. The children need to be able to fold and cut cardboard as well as be able to use the Nintendo Switch™ with minimal assistance. They also need to be able to read and understand simple and complex sentences.

By the end of the course:

Have learnt the fundamentals of programming with your Nintendo Switch™.

Have first hand experience with Nintendo Labo™.

Have built and designed personalised Nintendo Labo™ projects.



SCRATCH



Want your child to learn programming but don't know where to start? Learn from Scratch at Science Alive.

Course Length: 4 weeks, 1 session per week

Age: 6+

Time: 12.00pm – 1.30pm

Cost: £40 per child

Term dates: 3rd November–24th November
15th December–5th January
26th January–16th February

Scratch course requirements:

Attendees must be able to use a computer with minimal assistance, although no previous coding experience is required. They need to be able to read and type reasonably well.

By the end of the course:

Have learnt the basics of programming with Scratch.

Have created personalised animations and video games.

Have build a fully functioning marshmallow piano.

