



# Infusing Computational Thinking in Education

Educators of grade levels: 7-12  
June 20 - 24, 2016: 1 - 4 p.m.

**Looking for something fun to do this summer?** Sign up for the FREE, 5-day creative computing workshop (“playshop”) offered by OSU scientists and the STEPs\* program. Experience how fun and easy it can be to learn to:

```
>>> Program with python
>>> Use the command line
>>> Design 3D images
>>> Print 3D objects
>>> Use a Raspberry Pi computer
>>> Program electronics e.g. LED lights
>>> Create computer games
```

\* Scientists and Teachers in Education Partnerships



Local 7th graders learn to code with Python at OSU's 2015 STEM Academy Computational Biology Camp.

Raspberry Pi Computer:



## Why should kids learn to code?

- It's a valuable skill for many jobs.
- 71% of all new jobs in STEM are in computing.\*
- It's fun!

\*According to Code.org.

No prior programming experience is required. Professional development units will be awarded upon workshop completion. Walk away with a new understanding of the technology all around us, and creative ideas for integrating computational thinking in classrooms across disciplines:

**Science** *language arts* *math* *ART* **social sciences** ...and more!

Register

For more information and to register, email Kari van Zee at [vanzee@science.oregonstate.edu](mailto:vanzee@science.oregonstate.edu).