

# Fifth Graders Who Code Club



## About the Program:

- ∞ To learn how to design games with the turtle module
- ∞ To understand that Python is a useful programming language for game development
- ∞ To learn the fundamental principles and concepts of programming
- ∞ To learn the data representation in Python
- ∞ To learn the if-else flow control structures
- ∞ To learn how to write loops in Python
- ∞ To learn how to design games with the turtle module

Snacks and Juice served

**NO TRANSPORTATION PROVIDED  
MAXIMUM OF 20 STUDENTS**

## Qualifiers:

- ✓ Demonstrate a strong interest in math and science
- ✓ Letter of recommendation from your teacher
- ✓ Submit completed Coding Club contract

## Coding Club Wednesdays March through June

	Wednesdays	
<b>Dates:</b>	<b>March 27</b> <b>May 1, 8, 15, 22, 29</b>	<b>April 3, 10, 24</b> <b>June 5</b>
<b>Time:</b>	4:00 — 5:00 PM	
<b>Location:</b>	Riverfront Library - One Larkin Center Tech Central - 3rd Floor	

## Pre-Registration Online Only



### Deadline to Register

**MARCH 1, 2019**

**To click on the link below, access this flyer on the district website by clicking on Learning and then Mathematics Department**

**[YPS-Students-Who-Code-5](#)**

**Please contact the Mathematics Department with any questions**

**Dr. Cheriese Pemberton, Director**

**914-376-8068 or [cpemberton@yonkerspublicschools.org](mailto:cpemberton@yonkerspublicschools.org)**

**Upon completion of the online pre-registration form, you will receive further information via email.**