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About the Organization

SFU Applied Sciences Outreach offers fun, engaging workshops and resources that encourage youths to explore topics in Science, Technology, Engineering, and Mathematics (STEM). We aim to not only enhance STEM literacy among youths in BC, but also foster an appreciation of how science can be used to make sense of the world we live in and improve how we do things.

About the Coding Club

The Coding Club offers a diverse array of in-person workshops tailored for school-age students interested in delving into coding and exploring popular digital tools. From May to June 2024, we present an exciting lineup of workshops covering various topics such as user interface and experience design, programming logic foundations (using Python), web design, mobile app development, and game development. Join these workshops to refine your coding skills and unlock your creative potential in the dynamic world of coding and digital innovation!

Mobile App Dev with Thunkable

The Mobile App Dev workshop will introduce Grade 6-12 students to fundamental coding concepts and how to code a mobile app. At the end of the workshop, students will be given the opportunity to present their projects and celebrate their accomplishments. This workshop is beginner-friendly and will use [Thunkable](#), which is a drag-and-drop app builder.

After the workshop, students have the option to stay for project time. During project time, students can work on their own project ideas with the support of workshop instructors. Please note that a separate sign up is required if the student wants to attend project time.

Things to know before signing up

- Please take a moment to familiarize yourself with our [Coding Club Guidelines & Policies](#).
- There are limited spots available in each coding club workshop (only 15-20 spots) because we want to ensure that every student receives the support necessary to maximize their experience. Additionally, these workshops are offered at no cost. If you sign up and are unable to make it, please cancel your ticket on Eventbrite or contact sacoord@sfu.ca at least two weeks before the workshop date so we can offer the spot to someone on the waitlist.
- An Eventbrite email containing important workshop details will be sent to you at least one week before the workshop's start date. Please ensure you review the information in this email thoroughly.
- The deadline to sign up for each workshop is at least a week before the workshop start date or until all spots are filled.
- If you have questions or concerns, please contact Eva at sacoord@sfu.ca or call (778) 708-3767.

Schedule

| Workshop | Date & Time | Sign-up Link |
|--|--|---|
| Mobile App Dev, Gr. 6-8 | May 11, 2024 (Sat) 9:30 am-12:00 pm | https://www.eventbrite.ca/e/853289069577?aff=oddtcreator |
| Project Time w/ Thinkable, Gr. 6-8 During this project time, students can work on their own project ideas with the support of workshop instructors and volunteers. This session will focus on Thinkable projects only, so bring your wild and creative mobile app ideas! | May 11, 2024 (Sat) 1:00 pm-3:30 pm | https://www.eventbrite.ca/e/853420994167?aff=oddtcreator |
| Mobile App Dev, Gr. 9-12 | May 18, 2024 (Sat) 9:30 am-12:00 pm | https://www.eventbrite.ca/e/853393572147?aff=oddtcreator |

Coding Club: Mobile App Dev

Workshop overview and requirements

| Workshop | Date & Time | Sign-up Link |
|--|---|--|
| <p>Open-ended Project Time, Gr. 9-12</p> <p>During this project time, students can work on their own project ideas with the support of workshop instructors and volunteers. Please feel free to bring any coding-related projects to this session and our instructors will try our very best to support your ideas!</p> | <p>May 18, 2024 (Sat) 1:00 pm-3:30 pm</p> | <p>https://www.eventbrite.ca/e/853425888807?aff=oddtcreator</p> |

Location

SFU Sustainable Energy Engineering Building (SYRE) - NOT the SFU campus located in the mall!

[10285 University Dr. Surrey, BC V3T 0N1](https://www.sfu.ca/10285-University-Dr-Surrey-BC-V3T-0N1)

Room # will be confirmed closer to the program start date.

What to bring to the Coding Club

- Refillable water bottle
- Peanut/nut-free snack
- If you are staying for the full day, bring a peanut/nut-free lunch.
- A thin sweater or jacket, in case you feel cold indoors.
- Mask, although this is optional.

Device & Software

- We will provide laptops (usually MacBook Air) and a shared Thinkable account for the workshops.
- If you choose to use your own [Thinkable account](#), please create an account and make sure you are able to log into your account before the workshop starts. If you are unable to log into your own account, we will ask you to use the Thinkable account we provide.
- If you bring your own device, please make sure you are able to connect to the university's WiFi and are logged into your own [Thinkable account](#). If you are unable to do either, we will ask you to use the laptop and Thinkable account we provide.
- If you want to test your app on a mobile device or a tablet, you have to download the free Thinkable Live app.
 - Play store: https://play.google.com/store/apps/details?id=com.thunkable.live&hl=en_CA&gl=US
 - Apple store: <https://apps.apple.com/us/app/thunkable-live/id1223262700>

Parking options

- One of the options for drop-off and pick-up is to park at the Surrey City Centre Library and walk across to the SFU Sustainable Energy Engineering Campus.
- The Surrey City Centre Library offers two hours free parking.
- Please park on P1 only when space is available
- You have to register your license plate number in the Parking Kiosk on the ground floor of the library. See image below.
- For more information, please visit: <https://www.surreylibraries.ca/locations/city-centre-branch>



Contact

If you have questions, please do not hesitate to contact Eva (Outreach Programs Coordinator, SFU Faculty of Applied Sciences) at sacoord@sfu.ca.