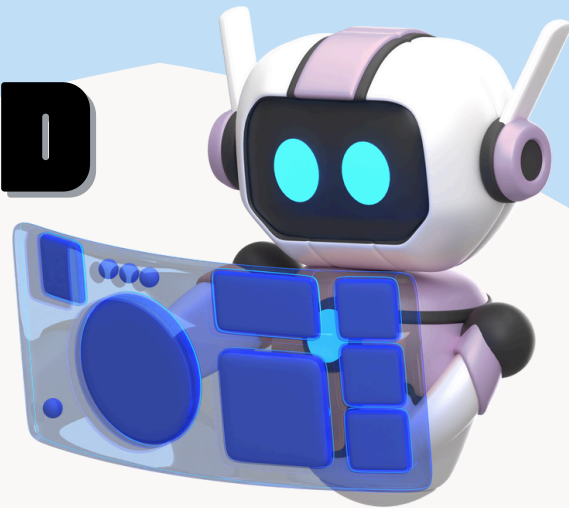




# TECH AND CODING



**ELEMENTARY GRADES 1 - 8**

**Give your child the chance to explore, create, and discover!**

We're truly delighted to invite your child to be part of a special learning experience created in partnership between the York Catholic District School Board and STEM MINDS. Together, we're creating a Tech and Coding experience that fuels curiosity, nurtures growing confidence, and inspires children to explore new possibilities.

## Primary (Gr 1-3)

**Topics cover both Introduction and Intermediate levels**

- **Scratch Coding:** Sequencing and Events, Loops, Animation, Sounds, Looks, Timing, Conditionals, Sensing and Variables
- **Video Game Design with Bloxels:** Character & Art Design, Level Design Basics, Enemies & Challenge Design and Storytelling & World-Building
- **Video Game Design with Microsoft MakeCode Arcade:** Introduction, Collisions, Projectiles & Enemy Basics and Scoring, Lives & Game Flow
- **Computer Animation with Wick editor:** Introduction, Character Design & Frame-by-Frame Animation, Tweens & Motion Graphics
- **3D Design with Tinkercad Makeblocks:** Transformations & Combining Shapes, Loops & Repeated Patterns, Variables & Parametric Design
- **micro:Bit Microcontrollers:** Introduction, Input & Output, Loops & Conditionals, Sensors and Data
- **Robotics with Makeblock mBots:** Basic Movement & Commands, Sensors & Interactive Responses, Light & Sound
- **Minecraft Education:** Introduction, Collaboration & World-Building, Introduction to Redstone & Logic

## Junior and Intermediate (Gr 4-8)

**Topics encompass Intermediate and Advanced levels**

- **Scratch Coding:** Advanced Sequencing & Modular Coding, Complex Conditionals & Multi-Sprite Interactions, Custom Blocks & Algorithm Design, Variables, Timers & Level Design
- **Python Coding:** Introduction, Variables, Data Types & Operators, Conditional Statements & Logic, Loops and iteration
- **Video Game Design with Microsoft MakeCode Arcade:** Collisions, Projectiles & Enemy Basics, Tilemaps & Level Design Basics, Enemy Behavior & Game Difficulty, Advanced Tilemaps, Power-Ups & Custom Art
- **Video Game Design with Flowlab:** Introduction, Collisions, Physics & Game Object Interactions, Collectibles, Scoring & Game Rules, Advanced Behaviors & Custom Mechanics
- **Computer Animation with Wick editor:** Animated scene with background + character movement, Interactivity, Scripting & Logic, Sound Effect
- **Hands-on with Arduino Microcontrollers:** Introduction, Digital Inputs & Outputs, Analog Inputs & Sensors, Buzzers & Simple Feedback
- **Robotics with Makeblock mBots:** Line-Following & Maze Navigation, Combining Sensors and Loops
- **Minecraft Education:** Collaboration & World-Building, Redstone & Logic



**Feb 7 – Apr 25, 2026**  
**9:30 a.m. – 12:00 p.m.**  
**(8 Sessions)**



**\$349**



**In-Person:**  
**St. Maximilian Kolbe CHS**  
*Aurora*  
9:30 a.m. – 12 p.m.  
**Christ the King CES**  
*Richmond Hill*  
9:30 a.m. – 12 p.m.  
**St. Monica CES**  
*Markham*  
9:30 a.m. – 12 p.m.

**Online:**  
**Remote**  
10:00 a.m. – 12 p.m.  
1:00 p.m. – 3:00 p.m.

**Classes run based on  
sufficient enrolment**



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