

A photograph of two young boys in a classroom or office environment. The boy in the foreground is sitting at a desk with a laptop, smiling broadly. The boy behind him is leaning over the desk, also smiling, and pointing at the laptop screen. They are both wearing white t-shirts with the 'AWESOME INC' logo. In the background, other people are visible, including a woman in a pink shirt and another in a dark top. The scene is brightly lit and appears to be a collaborative learning space.

Youth Program Guide

Youth Coding Classes



AWESOME INC

awesomeinc.org/youth
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YOU, BEFORE CODING



We've seen time and again how kids who enjoy **playing** video games often have more fun **creating** them! That's why we've fostered an environment where students can learn what it takes to make a game while learning how to code.

Using coding fundamentals, we help students learn how to write their own code to create fully functioning mobile apps for iOS and Android, websites, and video games!

ALUMNI



**We taught 175 students how to code in 2019.
And enjoyed every second!**

AGES: 9-17

INTRODUCTION

1

Block based programming to introduce basic coding concepts

PRINCIPLES

2

Basic principles of programming are introduced to students

FUNDAMENTALS

3

Students will understand how larger and more complex programs work

COLLABORATION

4

Students will learn about working with a team while programming

THE TOOLS WE USE

We use these programs, languages and software to aid the coding curriculum:



YOUR GUIDE ON THIS JOURNEY



Coding Coaches Stories

- CS Graduate and Software Developer at Zudy
- Awesome Inc Bootcamp grad turned Web Developer at APAX
- Indie Video Game developer with multiple published games



WEEK OF CODE

Traditionally, Week of Code is a Summer camp held at Awesome Inc that prepares students how to write code and create apps on their own. Week of Code is geared towards female and male middle school students aged 10-15 years old. Over the course of a week, students will be able to design and develop their very own website, video game, and mobile app! We send instructions home at the end of the week so that students can continue to create outside of the classroom.

Unsure of your summer plans? Make changes with no fees up to 30 days before your start date.

For more information, see the Week of Code page on our website! awesomeinc.org/weekofcode

CODING CLUB OVERVIEW

Coding Club is the place where students take their interest in “technology” and bring it to life! Students at any skill level or age between 9-17 can join our Coding Club.

The Coding Club gives you the flexibility to join at any of the times listed below. Whenever they're here, students will have the opportunity to get 1-on-1 help from our coaches as they work through a variety of coding projects.

* Currently, students can join virtually for the Coding Club. Ask us about that at learn@awesomeinc.org

The Coding Club has partnered with schools in the past. If you think your school would be a good partner, let us know!

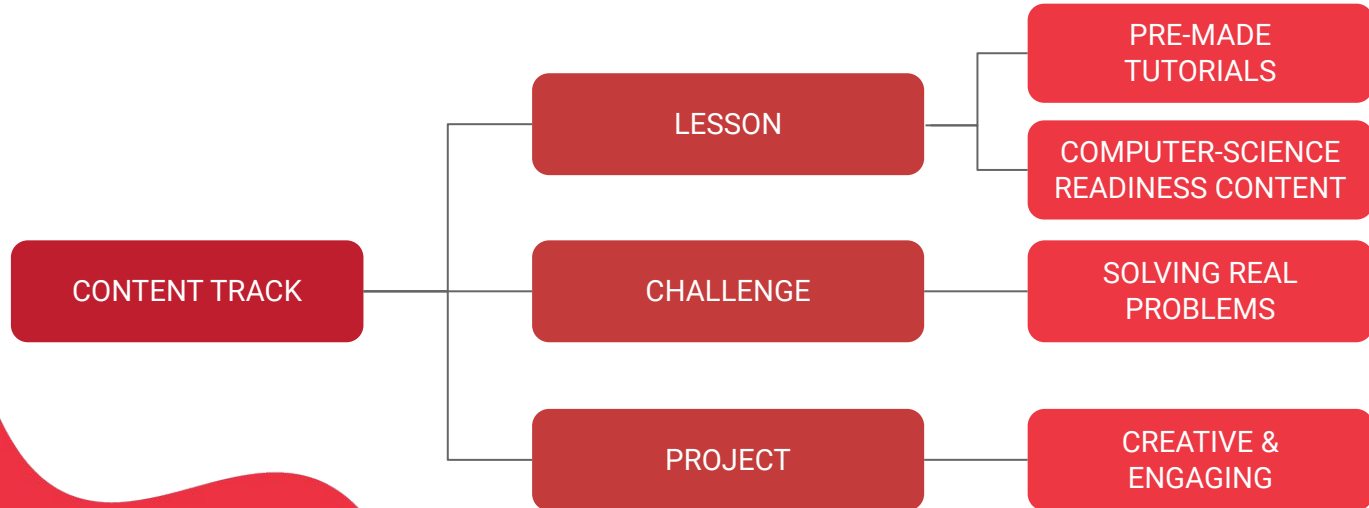
CODING CLUB SCHEDULE

Our doors are open every Tuesday & Thursday from 4-8pm unless otherwise noted.

Students may join for two sessions each week, up to 1.5 hours each session. For example, a student might join us on Tuesday from 4-5:30 and Thursday 5-6:30. All you have to do is pick a time that's convenient for you, and we'll take care of the rest!

CODING CLUB LEARNING

Our instructional team has worked tirelessly to produce the BEST coding content on the market! We've created videos and guides for a variety of Content Tracks. Students engage through pre-made lessons, coding challenges, and projects, with our coaches guiding every step of the way. We give them the freedom to make creative choices while offering structure and coaching to ensure they're learning and growing in their skills.



CODING CLUB PROJECTS

After a few days in the Coding Club, students receive a set of instructions for their projects. We give them a few guidelines and requirements to meet, and then let them create something they're *actually* interested in.

We know EVERYONE is creative in some way, but not everyone has the chance to express it. We've learned that by allowing students to "choose their own adventure," we get greater buy-in and some of the most awesome creations. Projects are a great way to engage the creative minds that every student has, and lets them show those ideas to the world.

REMOTE LEARNING

When COVID short-circuited everything like a spilled water bottle on a new computer... we started testing and improving our remote learning options. Now, we've cracked the code, and are confident in our distance-learning alternatives.

If you're interested in joining either the Week of Code or the Coding Club remotely, reach out today!



WEEK OF CODE SCHOLARSHIPS

Let us know if you are interested or have any questions by emailing us at

learn@awesomeinc.org

[Apply here](#)

verizon^v

EXPERIENTIAL LEARNING

Experiential learning, opposed to “lectures” is a style of education that we use for all of our youth courses. Here are a few reasons why we continue to teach this way:

- Ability to immediately apply knowledge and skills
- Access to real life coaching and real time feedback
- Development of communication and teamwork skills

CAREER PROSPECTS

US News' Ranked Best Jobs in 2019

#1 Software Developer

#2 Statistician

#3 Physician Assistant

<http://money.usnews.com/careers/best-jobs/rankings>
<https://www.coursereport.com/resources/course-report-bootcamp-graduate-demographics-outcomes-study>
<https://code.org/advocacy/state-facts/KY.pdf>



In Lexington, we see \$40k-\$50k typical starting salary. Career growth to \$73k is average for KY computing occupations.

WHAT'S NEXT?

Questions?

Email: learn@awesomeinc.org

Call: 859-960-4600

Begin your coding journey: awesomeinc.org/youth