



## *Spring Schedule*

**February  
11**

### ***Raspberry Pi & Pong***

Explore the basics of Raspberry Pi and begin to learn its computing capabilities. Using the Scratch language, the students will program their own ping-pong game!

**March  
18**

### ***Programmed Postman***

Program a Finch Robot to travel and deliver a secret message. Learn to code the sensors and use Boolean data to train your robot how to be your messenger!

**April  
15**

### ***Coding & Composing***

Learn to use live coding software to create sequences of sounds and rhythms to come together and make music. This session also enables self-expression by allowing the students to create a piece that is unique to them.

**May  
13**

### ***Digital Dissection: Exploring the Computer***

Students will learn about the anatomy of a computer and have a chance to assemble and disassemble a physical computer. They will also be introduced to the Windows operating system and other Microsoft products.

Scan here to  
sign up for a  
Maker Session  
on our website!



All Maker Sessions are 9:00 a.m. - 12:00 p.m.  
Located at Lewis University, Science Center.

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# Upcoming Maker Sessions Lewis University