



### **Invention Literacy: Code Invent!**

July 29-30, 2019, 9am-6:30pm- 2 credits

**Instructor:** Chloe Doucette

**Supervising Instructor:** Rod Hansen

*In this two-day camp, registered educators are invited to bring one or two of their elementary-school-age (1st -6th grades) to participate in this hands-on workshop about computer science in the real world. Teacher/child teams will learn the basics of computer science, receive a Makey Makey device and a Raspberry Pi computer to take home, and be challenged to design an invention based project. Participants will learn how to think like an inventor and create a project which will be useful to their own lives. Participants may choose to bring their*

*own laptop computer with WiFi capability and a USB port, or borrow a chromebook from the MOI which they may have to share with another participant in the class.*

#### **Credit Registration:**

<https://aceware.boisestate.edu/wconnect/CourseStatus.awp2?&course=KE196TE2383>

#### **What to bring:**

- Laptop computer with WiFi capability and a USB port (optional)
- Junk for inventing! (possible materials include cardboard, cans, wire, art supplies, etc.)
- Comfortable and sturdy walking shoes as we will be heading outdoors for some of our lessons
- Lunch, snacks, water
- Notebook, pen/pencil (or the ability to take notes on your laptop)

**Where to meet:** The Museum of Idaho is working on an expansion and our new classroom space will not quite be finished. Please meet at the front entrance to the Museum of Idaho and you'll be directed to the classroom space from there.

#### **Day One:**

Understanding the Basics—We will get hands on with circuits and conductivity, coding and computational thinking. You'll be introduced to "Little Bits" and design your own simple project. Makey Makey—You'll be introduced to "Makey Makey" devices and use what you learned about the basics to design your own invention!

#### **Day Two:**

Raspberry Pi—You'll be introduced to "Raspberry Pi" computers and use what you learned on Wednesday to design your own invention! Code Invent!—We will revisit the basics of each device that you learned about during this camp and then you'll have the rest of the day to begin to invent a project

#### **Expectations:**

- Participants must demonstrate full and focused attention and participation both days of the camp
- Participants are expected to supervise and control the behavior of their kids

**Assignment:** Participants must create a project related to their teaching field using the resources presented in class (approx 12 hours-can include experimentation, planning, and implementation time.) Please send evidence of your project (digital artifact, lesson plan, photographs/video, and/or etc.) to [education@museumofidaho.org](mailto:education@museumofidaho.org)

**Due:** August 15, 2019