



Computer Science & Engineering Building at University of Washington

Spring 2012 Saturday Computing Experience

*Introducing Deaf and Hard of Hearing Youth
to Computer Technology and Programming*

The Saturday Computing Experience introduces deaf and hard of hearing students to computers and computer programming in an accessible program. Students in the program will learn concepts and technologies that will enable them to solve problems with computer technology and programming. Project-based learning strategies, will be employed, that require students to work together and persevere over a number of weeks to reach the goal of solving a problem. Project-based learning is the kind of learning that students typically do in graduate school or when they move into high-tech jobs. Students may work at home during the week on their projects. Students will learn about careers in computing. There will also be fun physical activities that will reinforce Computational thinking.



There are a number of wonderful curricula that will be used in the program chosen from the enrichment programs:

Arduino: <http://www.arduino.cc/>

Scratch: <http://scratch.mit.edu>

App Inventor: <http://www.appinventorbeta.com/about/>

Greenfoot: <http://www.greenfoot.org/>

Alice: <http://www.alice.org/>

Lego Mindstorms: <http://mindstorms.lego.com/>

Processing: <http://processing.org/>

Computer Science Unplugged: <http://csunplugged.org/>

Application Process

The application is available on the web, <http://adhhc.cs.washington.edu/SCE.php>. The application will include a statement of interest, academic grades, and parents' consent form.

Deadline: February 17, 2012

Information

- Saturday, March 31, 2012 - Saturday, May 19, 2012
- 9:30 am to 12 noon in the Paul G. Allen Center for Computer Science and Engineering at the University of Washington
- Deaf and hard of hearing students aged 15 to 18 who are planning to go to college and are curious about computing careers are encouraged to apply.

Questions

Contact Rob Roth at robroth@uw.edu