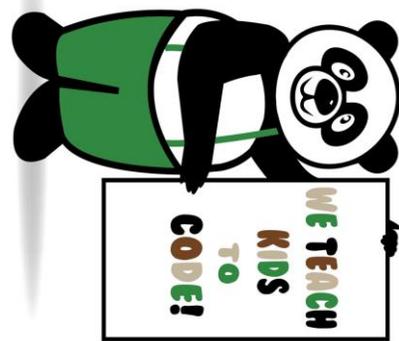


Fun, In-School field trips with computers!

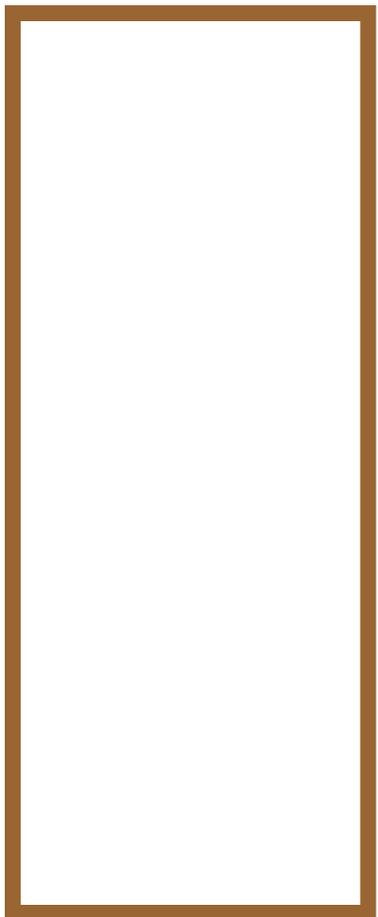


Panda Programmer offers in-school field trips that use technology in the classroom. Taught by a Panda Programmer instructor, all trips teach STEM, MCPS curriculum indicators, Programming, and fun.

Panda Programmer comes to your classroom to teach computer programming while enhancing curriculum 2.0 in various grade levels. Cost is only \$7 per student- Enhance the study of Math, Science, and Writing!



267 Kentlands Blvd
5032
Gaithersburg, MD 20878



Panda Programmer

Panda Programmer's In-Class Field Trips!

All Trips...

- Take place in your classroom
- Are approximately 1 hour in length & can be customized to the need of the teachers and students
- Are Affordable
- Are developmentally appropriate
- Are fun and engaging
- Include a 10 minute gallery walk
- Delight children with projects they make and take home
- Spark interest in computer programming, as well as other key subjects
- Target grades a 3, 4, 5



Contact Us!

(443)-26-PANDA pandaprogrammer.com
info@pandaprogrammer.com

Subjects for In-class Field Trips

Select one or more topic, for one or more field trips. These subjects are intended for grades 3, 4, 5

Welcome to Scratch:

This is an introductory class that teaches students how to program various projects using the Scratch platform. The Scratch project was developed by Lifelong Kindergarten Group at the MIT Media Lab and is designed especially for ages 8 to 16, but is used by people of all ages.

Geometry:

Lines, lines everywhere. We use our interactive scratch program to teach the children to recognize and identify different lines like perpendicular and parallel lines.

Mathematics:

Learn the joys of numbers and operations using our interactive math based program. The children will learn to create their own simple math game and have access to our comprehensive math program, that will teach them rounding to the nearest 100, and nearest 10.

Mathematics:

Fractions, Fractions everywhere. With the use of our interactive scratch program we will teach the children how to do fractions, and how to build fractions from fractions.

Mathematics:

Make use of our interactive mathematics program to teach the children their fractions. Make learning fun and interactive all the while they are learning about fractions using common numerators and denominators.

Mathematics:

Use our scratch platform to teach about Cartesian Coordinates, graph points and its practical purposes in everyday life.

Physical Sciences:

Discover motion through the use of a computer program. Show the effects of gravity, friction and other forces that effect motion.

Physical Sciences:

Learn the beauty of motion, how long it takes, how mass, energy and force different effects on motion using our interactive learning program created in the scratch platform. Enrich the mind and fuel the imagination to show motion through the use of technology and code.

Writing:

Using our interactive scratch program, we can teach the children on how to make their own stories. How to introduce and create a character, describe the characters purpose, how to plan their own stories and use out tools and technology to make their stories come to life.

Writing:

Using our interactive scratch program, children can support the goals of each inquiry project in a dynamic and meaningful way.

Typing Tutor:

Students create their own versions of a typing tutor program. This topic teaches analytical skills to create the program, and improves typing skills as students use it!

Standardized Tests:

Students create their own standardized tests, and share them with friends. This topic teaches analytical skills to create a standardized test, and can improve test-taking skills as students use it!