

After School Program

Mondays at 4:00pm

For ages 6-12 years

Due to the success of the After School Coding Program, we're extending it through April!

"Learning to code develops problem solving and computational thinking skills," which are necessary to succeed in today's world. ¹ Our After School Program will introduce coding concepts using a hands on approach, allowing each child to explore the themes mentioned below.

Please register for this program by calling the library at 845-338-7881 or by stopping by the circulation desk.

Date	Topic
Monday, March 20th	Code.org
Monday, March 27th	Makey Makey Xylophone
Monday, April 3rd	Lab- Free time to finish up any project or further explore the sites we've been working in!
Monday, April 10th	More Ozobot fun!
Monday, April 17th	Blockly-games.appspot.com
Monday, April 24th	Lab- Free time to finish up any project or further explore the sites we've been working in!

Town of Ulster Public Library
860 Ulster Ave., Kingston NY 12401
845-338-7881

Townofulsterlibrary.org Like us on Facebook! Facebook.com/ulsterlibrarychildren

While we will try our best to abide by this schedule, these themes are tentative and subject to change

¹ Missio, E. (2015). "Why kids should learn to code (and how to get them started)." Retrieved from <http://www.cbc.ca/parents/learning/view/why-kids-should-learn-to-code-and-how-to-get-them-started>