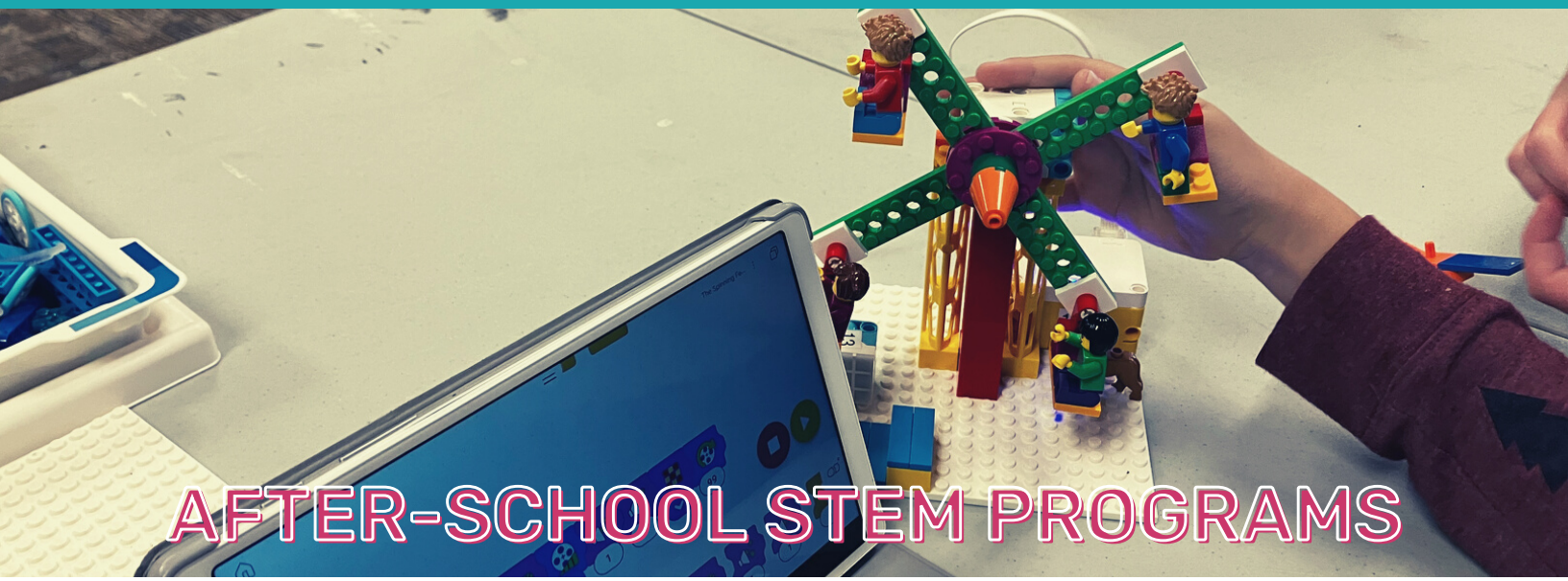
We help children grow into creators.



built by me
STEM LEARNING

Built by Me offers a variety of STEM enrichment programs at your location. Our classes are all interactive, collaborative, hands-on, project-based, and focused on using technology to create and learn new skills while having fun! Our talented and experienced coaches will guide children through the entire process, from developing their ideas to creating their projects. Our classes are small to make sure they have personalized attention and the chance to collaborate and socialize. The programs are all interactive, collaborative, hands-on, and project-based, focused on using technology to create and learn new skills while having fun!

Programs:

- LEGO® Robotics and Coding with Spike Construction Sets (Grades 1 - 3)
- LEGO® Robotics and Coding with Scratch and Spike Construction Sets (Grades 3 - 5)
- Game Designer with Scratch MIT (Grades 3 - 5)
- Robotics with mBot Robot (Grades 3 - 5)
- Robotics and Coding with Scratch MIT (Grades 3 - 5)
- Explorer Robotics with mBot Neo (Grades 3 - 5)
- The Art of Filmmaking with Stop-Motion (Grades 3 - 5)
- Web Design with HTML, CSS, and JS (Grades 5 - 8)
- Game Designer with Python - Level I and II (Grades 5 - 8)

Details:

- 1 to 2 hours/week x 6 - 8 weeks: weekdays: after 4 pm, weekends: mornings
- Up to 8 students per class, a minimum of 4
- At your facilities (room or pavilion with power and WIFI)
- We provide instructors, lesson plans, equipment and materials

For more info: makers@builtbyme.com · 866-752-8458
builtbyme.com/afterschool

After-school STEM Programs

LEGO® Robotics and Coding: (Grades 1 - 3)
Adventures, Amazing Engineers, Science in Our Lives

These fun, interactive programs will introduce students to coding and robotics using the LEGO® Education Robotics Construction Sets. Children will learn basic programming skills, simple engineering concepts, and the names of the robotic components. They will work in teams of 2 on guided projects building models, attaching sensors and motors, and using a computer to program the model's behavior. Children will gain confidence and understanding as they build and code their robots.

LEGO® Robotics and Coding with Scratch (Grades 3 - 5)
On the Go, Crazy Carnival Games, Science Connections

These fun and interactive programs explore many aspects of STEM using LEGO® Essential Education Robotics Construction Sets. Students will work in pairs to build prototypes while learning the engineering design process. They will then code their designs with Scratch MIT, a block-based code, to perform various tasks and functions.

Game Designer with Scratch MIT (Grades 3 - 5)
Adventures, Sports

Students will learn to code using Scratch MIT, a programming platform developed by MIT that is geared toward children. Students will design, build, test, troubleshoot and play games using this block-based code. Students will begin by creating a simple game and will continue developing and improving their coding skills by building more complex games. By the end of the class, they will create their own unique games to play at home and share with family and friends.

Robotics with mBot Robot (Grades 3 - 5)

Young engineers will discover the basics of coding and robotics as they learn how to program the mBot robot to complete a variety of tasks, building and expanding their coding skills along the way. This fun and interactive program will have them track and probably chase their mBots through mazes and other activities.

Afterschool STEM Programs

Robotics and Coding with Scratch MIT (Grades 3 - 5)

This class will teach students how to code their robots using Scratch MIT, a block-based code, to program their mBot robots through real-life projects, such as a solar car and a vacuum robot. Children will spend time coding and testing their robots to sense the environment and navigate obstacles. They will also have the chance to learn about mechanics and physics concepts such as sound and frequency, ultrasonic sensors and RGB LEDs. This class is very hands-on and a lot of fun!

Explorer Robotics with mBot Neo (Grades 3 - 5)

This is a great class for young engineers to take their robotics skills to the next level. This program allows students to combine digital and physical tools that work together to provide a hands-on learning experience. Students will complete projects applying computational thinking and problem-solving using sensors, motors and actuators. The young roboticists will code real-life projects such as, a tour bus, that will use color sensors to identify road signs and landmarks in a city and a robot waiter that will follow voice commands.

The Art of Filmmaking with Stop-Motion (Grades 3 - 5)

This class introduces students to the art and technique of filmmaking using stop-motion techniques. Students will go through the steps required to make a short stop-motion movie, including writing a script, drawing a storyboard, developing characters, making puppets or using Lego®, shooting scenes, editing, and adding sound effects. By the end of the program, each student will have completed a short movie on a subject of their choice that you can watch together during the last session.

Web Design with HTML, CSS, and JS (Grades 5 - 8)

This class will teach young web developers how to write code and build programs using HTML, CSS, and JavaScript so that they can develop their first websites, web-based apps, and games. These are real-life coding skills that the students will use in all kinds of programming.

Game Designer with Python - Level I and II (Grades 5 - 8)

This class will introduce students to Python, a general-purpose and popular computer language. Students will learn how to build simple Python-based games, step by step, to gain an understanding of the language and syntax. Young coders will learn the basic coding concepts of computer programming - variables, programming loops, functions, data types, user input, and conditional statements.