

FIRST STEPS IN CODING through mathematical, game-based learning

In this workshop, both in-person and virtual, participants will embark on a journey from Concrete to the Abstract, delving into the understanding of coding through a **3-stage process** (refer to video below). Participants are given entry points regardless of ability level.

In the **Concrete Stage**, participants will make predictions, code the KaiBot, and learn from their mistakes. Moving to the Abstract Stage, a virtual KaiBot on the computer screen becomes accessible to all, allowing us to code the robot to solve mazes, explore mathematics and delve deeper into coding concepts.

Attendees are given lessons aligned with K to 5 curricula, making this workshop suitable for Parents, Students, Teachers from K to 5 and beyond.



Workshops present a **3-Stage Process** .. (click on the video)

- Stage One ... Concrete Stage The Feel for Coding
- Stage Two ... Transition from Concrete to Abstract
- Stage Three ... Abstract Stage Block Coding to Python
- Correlated with CSTA / TEKS / Ontario Coding Curricula

Startup Package

- Includes everything to get started
- KaiBot, Coding cards, KaiTiles
- **Grade-based** lessons and activities







Math & Coding Sessions





JULY 11-13 **Great HomeSchool Conference** in Round Rock, Texas **CAMT Conference** 15-17 in Houston, Texas

Virtual Session: First Steps in Coding

Join Rudy for a demo, training online or book a personal session.

> Email Rudy at rudyneufeld@umathx.com



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