RoboThink

CODING PROGRAM

AGES 12–15

Tom & Jerry

Magic Wand

Dive into Dragonfly

Flappy Bird

Galactic Clones

Soccer Play

BUILD FUN VIDEO GAMES BY LEARNING:

- Coding Logic & Problem-Solving
- Game Design & Animation
- Variables, Loops & Conditionals

RoboThink Coding Program (Ages 12–15)
Our Coding Program is a hands-on, project-based learning experience designed to help students build real programming skills while creating fun and interactive games. Each week, students develop a brand-new coding project, with lessons increasing in complexity as they progress. Through guided instruction and creative challenges, students strengthen logical thinking, problem-solving skills, and confidence in technology. **Laptop required for participation in this class.**

6 Week Curriculum
Tom & Jerry
Students design a chase-style game while learning character movement, collision detection, and event-based programming.
Magic Wand
An interactive effects project where students explore conditionals, triggers, and creative animations.
Dive into Dragonfly
A flight-control game that introduces gravity, motion mechanics, and precision timing.
Flappy Bird
Students recreate a popular arcade-style game while learning variables, scoring systems, and difficulty scaling.
Galactic Clones
A space-themed project focused on cloning, multi-character interaction, and advanced game logic.
Soccer Play
A sports simulation where students program movement, goals, scoring, and multiplayer-style interactions.

What Students Will Learn: Coding fundamentals and logical thinking • Game design and interactive storytelling • Variables, loops, and conditionals • Debugging and problem-solving skills • Confidence in building independent projects