

Digi-Minds Codebotics Program and Volunteer Description

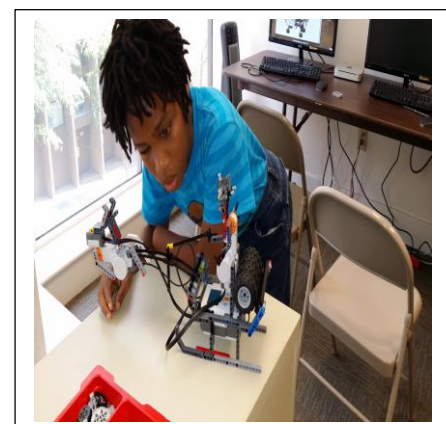
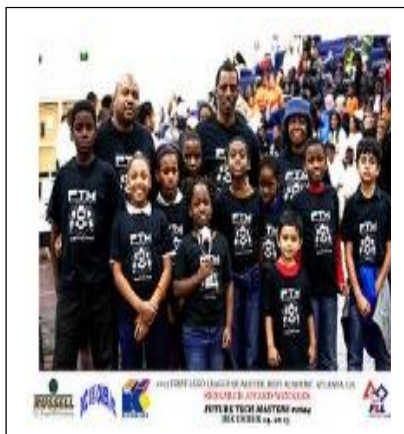
The Digi-Mind Codebotics program's mission to expose and inspire youth from underexposed communities and serve as a conduit to possible employment in the science and technology fields.

Since 2010, the Digi-Mind Codebotics program has provided opportunities for children living on low income communities to learn and compete in robotics and coding competitions including First Lego League, SeaPerch, Rocketry, and Computer Coding. Our accomplishments include:

- Over 200 children from underexposed competing in robotics and coding competitions
- 2 top 3 finishes in the First Lego League district qualifier
- 3 appearances in the First Lego League Regional qualifier
- 2 top 10 finishes in the SeaPerch competition
- 1 upcoming appearance in the Black Data Processors Association High School Computer Coding Competition.

We are seeking mentors, coaches, and volunteers that not only want to teach children the benefits and excitement of STEM related learning, but also want to make a difference in a child's life.

List below is organizational volunteer information. We implement STEM programming in accordance with Atlanta Public School's (APS) calendar year. Practices are held at local elementary and middle schools, Boys and Girls Clubs, and community centers. For more information please visit www.steamport.com or call William Oliver at 678-523-4589.



Volunteer Opportunities

First Lego League

The First Lego League challenge consist of three parts: the Robot Game, the Project, and the FLL Core Values. Teams of up to ten children, with at least one adult coach participate in the Challenge by programming an autonomous robot to score points on a themed playing field (Robot Game), developing a solution to a problem they have identified (Project), all guided by the FLL Core Values. Teams may then attend an official tournament, hosted by one of our FIRST LEGO League Partners.

Volunteer Responsibilities:

- Serve as a mentor to participants
- Motivate participants to plan and implement challenge strategies
- Instill leadership qualities in participants
- Assist with team questions regarding technical and presentation strategies and concepts
- HAVE FUN!!!!

Participants Age: 9 - 14

Program Season: August – December

Practice Days and Times: Saturdays 10am – 12pm / Wednesdays 5pm – 7pm

For more information on the First Lego League robotics competition visit www.usfirst.org

SeaPerch Underwater Robotics Competition

SeaPerch is an innovative underwater robotics program that equips students with the resources they need to build an underwater Remotely Operated Vehicle (ROV). Students build the ROV from a kit comprised of low-cost, easily accessible parts, following a curriculum that teaches basic engineering and science concepts with a marine engineering theme.

Building a SeaPerch ROV teaches basic skills in ship and submarine design and encourages students to explore naval architecture and marine and ocean engineering principles. It also teaches basic science and engineering concepts and tool safety and technical procedures. Students learn important engineering and design skills and are exposed to all the exciting careers that are possible in naval architecture and naval, ocean, and marine engineering.

Volunteer Responsibilities:

- Serve as a mentor to participants
- Motivate participants to plan and implement challenge strategies
- Instill leadership qualities in participants
- Assist with team technical and presentation strategies and concepts
- HAVE FUN!!!!

Participants Age: 9 - 13

Program Season: January – March

Practice Days and Times: Saturdays 10am – 12pm / Wednesdays 5pm – 7pm

For more information on the SeaPerch competition please visit www.seaperch.org

S² Rocketry Challenge

S² Rocketry Challenge is done in-house as our students build and launch various rockets. This year we will host our first competition as participants from various sites will compete height, distance, and rocket preparation as well as rocket terminology and knowledge.

Volunteer Responsibilities:

- Serve as a mentor to participants
- Motivate participants to plan and implement challenge strategies
- Instill leadership qualities in participants
- Assist with team technical and presentation strategies and concepts
- HAVE FUN!!!!

Participants Age: 8 - 18

Program Season: April – May

Practice Days and Times: Saturdays 10am – 12pm / Wednesdays 5pm – 7pm

S² Elementary School Computer Coding Competition

STEAMsport, Inc. 's Elementary School Computer Coding program teaches children grades 3rd-5th to understand and implement computer languages including HTML and CSS. Students then compete in the S² elementary school computer coding competition which consists of a timed written exam, oral presentation and the development of a simple web application.

Volunteer Responsibilities:

- Serve as a mentor to participants
- Have an understanding of at least one of the following languages (HTML, CSS)
- Instill leadership qualities in participants
- HAVE FUN!!!!

Participants Age: 8 - 10

Program Season: March - August

Practice Days and Times: Saturdays 10am – 2pm

S² Middle School Computer Coding Competition

STEAMsport, Inc. 's Middle School Computer Coding program teaches children grades 6th -8th to understand and implement computer languages including HTML, CSS, and PHP. Students then compete in the S² middle school computer coding competition which consists of a timed written exam, oral presentation and the development of a web application.

Volunteer Responsibilities:

- Serve as a mentor to participants
- Have an understanding of at least one of the following languages (HTML, CSS, PHP)
- Instill leadership qualities in participants
- HAVE FUN!!!!

Participants Age: 8 - 10

Program Season: March - August

Practice Days and Times: Saturdays 10am – 2pm

S² High School Computer Coding Competition

S² High School Computer Coding program teaches children to understand and implement computer languages including HTML, CSS, PHP, Java, and My SQL. Students then compete at a national competition which consists of a timed computerized written exam, oral questions and the development of a web application.

Volunteer Responsibilities:

- Serve as a mentor to participants
- Have an understanding of at least one of the following languages (HTML, CSS, PHP, My SQL, Java)
- Instill leadership qualities in participants
- HAVE FUN!!!!

Participants Age: 13 - 18

Program Season: March - August

Practice Days and Times: Saturdays 10am – 2pm

National Competition each year in August

For more information visit www.bdpa.org