



Computing Kids is an after school program, established in 2013, that introduces coding to students in grades 3-8. Our goal is to teach kids the fundamentals of computer science and in the process help students gain confidence in their problem-solving and reasoning skills. Building on the skills learned in our program, students are ahead of the curve in this technology-driven world. We hope to help close the achievement gap by sparking interest in computer science to a diverse population that otherwise might not be exposed to this field.

Our program helps students to synthesize math concepts introduced during their regular class day by applying these concepts in order to code a project. Our teachers say that they often find themselves reviewing basic math concepts on an individual student basis. The students are motivated to master math problems if it helps them to get their project designed. Starting in fall 2015 we will track academic data to confirm gains in math scores.

Along with the mission of improving math scores for our students, we also want to encourage attendance at school by offering a fun and creative after school program which the kids look forward to attending. For our ELL population, as we teach the students a program called Scratch – where the kids drag and drop commands written as simple English phrases – kids gain confidence in their language skills. Grouping short commands in English can make a cat go through a maze game. This gives kids confidence that they can master English and create with it.

We are currently teaching at two Levy-Funded Schools, Mercer Middle School and South Shore K-8 , for the academic year 2014-2015. We taught at Aki Kurose for the fall of 2014. We are currently teaching two classes at Mercer Middle School: Scratch 1 (Beginning Scratch) and Game Design with Java. At South Shore we are teaching Mobile App Development with App Inventor, having taught our Scratch 1 class earlier in the year.

Along with Mercer and South Shore, we are offering our program at Kimball Elementary, Thurgood Marshall Elementary, Fairmont Park Elementary, Arbor Heights Elementary, and McGilvra Elementary. We teach in both public and private, elementary and middle schools, including SAAS Middle School and Giddens School. We have taught approximately 440 students in 15 schools. All of our classes consist of a highly diverse population.

We have created a variety of courses: Scratch 1 (which introduces the students to the program Scratch, invented at MIT), Scratch 2 (which is an advanced Scratch course), Game Design with Java, Web Design with HTML, and Mobile App Development with App Inventor. Along with these courses offered during the academic year, we also run summer camps for kids at Lakeside School and at the UW campus.

Our co-founders have backgrounds at Microsoft and Amazon and in the field of architecture. We have two curriculum writers, one of whom is a researcher in the field at Microsoft and the other a professional educator in the field of computing for over two decades. Our teachers are all graduates or majors in Math, Statistics, and Computer Science at the University of Washington. We pride ourselves on being a majority female company.

To partner with us, please email info@computingkids.com or visit computingkids.com for more information