



WELCOME:

ALL ABOUT 6-12TH GRADE CLUBS

Hi! We are so excited that you are going to bring a Girls Who Code Club to your community. **Below, we provide you with some details about computer science, Clubs, and when to expect more information from Girls Who Code. Keep reading to learn more!**

Are you looking for more information about 3rd-5th Grade Clubs?

We're hard at work on this new program! We are excited to share more details soon. Check back in mid-summer for more information!

Part 1: Basic Information

First things first: what is computer science? Who are computer scientists?

Computer science is the study of all of the different ways computers can be used to make things easier, faster, or more fun. Computer science is used in a ton of fields - from medicine, to art, to robotics, and media! Coding is writing instructions for a computer in a programming language it can understand, but coding is just one small part of computer science.

Computer scientists are people who study all the different ways that code and computers can be used to create new technology. Computer scientists can have many hats - from designer, to problem solver, to coder, to communicator! Whatever their role, computer scientists have the power to change the world by being brave, resilient, creative, and collaborating to build things that matter.

What is a Girls Who Code Club?

Our clubs are a fun, supportive community where girls grow friendships and use code to build coding projects that they care about.

What do Girls Who Code Clubs teach girls?

Clubs help girls see themselves as computer scientists who can one day change the world. We do this by zooming in on three areas that will help students not just learn to write computer code, but to dream up, collaborate, and actually build things with code. They are:

- **Key Concepts in Coding:** We focus on the fundamentals of coding that apply to all programming languages, and are important no matter what girls decide to build.
- **Collaborative Design:** It's not enough to just write code -- we teach girls to work together as a team to imagine products and come up with plans to design, build, and test what they make.
- **Personal Strengths:** We know that being a great computer scientist requires more than knowing how to code - it's also about growing the strengths below! In a Club, girls build these qualities alongside their coding skills to help them define what success means to them, and reach it.

Bravery Be bold and take risks.	Resilience Learn from setbacks and keep trying.
Purpose Know your passions and your impact.	Creativity Seek new ideas and create new solutions.

Do I have to know how to code to lead a Club?

No! Girls Who Code provides all the resources you need to help girls code the projects they dream up, including self-guided tutorials for girls to learn key coding concepts.

When can I get access to all to the curriculum and resources?

We will reach out in mid-summer with instructions on how to access all of these resources through [Girls Who Code HQ!](#)

Coming Back to Clubs? Find Out What's New in 2018!

We've learned so much this year! Equipped with your input and our research, we at Girls Who Code are excited to make the following updates to our Clubs curriculum. We feel confident that these four tweaks to our curriculum will help make every Club more fun, easier to manage, and a great experience for girls everywhere.

- **More Engaging Coding Resources for Students**
 - Our updated CS tutorials are Girls Who Code tested to be simpler and more engaging for girls of all ages. Additionally, each resource connects meaningfully to the group project, making it more approachable for all Clubs who are new to coding.
- **Customizable Club Plans**
 - We know that every Club is different. Our easy-to-customize Club Plans empower you to choose the right activity at the right time for their Club.
 - [Sample Club Plan](#)
- **Templates for your Girls Who Code Project**
 - Our new website templates make showcasing your Club's work easy and simple to customize.
- **Plain Language Terminology and Instructions**
 - To make our program more intuitive and easier to explain to girls, we are updating the some of the terms used to describe key Clubs features. Now, you can spend less time unpacking vocabulary and more time creating.

Part 2: Club Specifics

What happens over the course of a Club?

This is the fun part. Our Clubs take all the concepts, thinking, and strengths essential to creating with code and make it fun by letting girls get hands on practice building something they care about - their Girls Who Code Project. We've created all the materials to help make this happen! Get a preview in the [Sample Club Plan](#) below.

What is a Girls Who Code Project?

A Girls Who Code Project is what each Club works to plan, build and celebrate together. Each project centers on an idea or issue that the Club cares about. The Club can focus on anything they dream up - from getting homework help to younger kids, to showing the world just how awesome their favorite books are.

For most Clubs, their Girls Who Code Project takes the form of a portfolio website that they can share with others to show off the things you built and how you worked together to build them. Check back this summer for an example of a Girls Who Code Project

What happens during a Club Meeting?

Each Club Meeting should follow the same 3 part, plug-and-play agenda.

1. **Women in Tech Spotlight** - Discuss how real female role models in tech show bravery, resilience, creativity and purpose.
2. **Work on your Girls Who Code Project** - You'll work as a Club to learn computer science concepts, plan, build and celebrate your progress on your project. Girls Who Code HQ has tons of activities can pull from at just the right time to help you through the process of building your Girls Who Code Project.


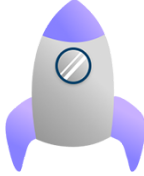
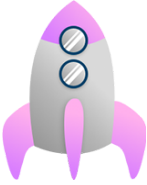




Learn	Self-guided tutorials where girls learn coding skills to build something they care about.
Plan	Fun activities to help you pick a focus and agree on what your Club wants to create.
Build	Interactive ways to keep track of progress and test your work!
Celebrate	Celebrate your friendships, progress, and accomplishments!

3. **Stand Ups** - Reflect on your progress and build connections within your Club.

Sample Club Plan

A Club Plan is a tool we've created to give Facilitators like you a bird's eye view of your Club's journey. We are still making tweaks and improvements, so check back this summer for a finalized version that includes links to all of the activities listed below.

<p>Meeting 1 Welcome</p> 	<p>Goal: Welcome everyone to your Club and explore the cool things you might build.</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Celebrate - Welcome to GWC! 2. Spotlight: Ayanna Howard 3. Learn - Intro to Tutorials 4. Standups 	<p>Meeting 2 Find a Focus</p> 	<p>Goal: Choose a theme for your GWC Project, and begin to get the skills you need to build it.</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Spotlight: Miral Kotb 2. Plan - Find Your Focus 3. Learn - Work on Tutorials 4. Standups
<p>Meeting 3 Research</p> 	<p>Goal: Learn a little more about your Club theme and apply what you learn to your GWC Project.</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Spotlight: Miishe Addy 2. Plan - Research 3. Learn - Work on Tutorials 4. Standups 	<p>Meeting 4 Outline Your Vision</p> 	<p>Goal: Make a list of all of the ideas you'd love to include in your GWC Project.</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Spotlight: ENIAC Programmers 2. Plan - Set Your Vision 3. Learn - Work on Tutorials 4. Standups
<p>Meeting 5 Set Goals</p> 	<p>Goal: Set goals for your GWC Project to agree on the most important features.</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Spotlight: Rebecca Parsons 2. Plan - Set Goals 3. Learn - Work on Tutorials 4. Standups 	<p>Meeting 6 Make a To-Do List</p> 	<p>Goal: Take your goals and turn it into a list of To-Do's.</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Spotlight: Nonny de la Pena 2. Plan - Make a To-Do List 3. Learn - Work on Tutorials 4. Standups
<p>Meeting 7 Sketch Your Idea</p> 	<p>Goal: Create a sketch of what your final GWC Project Website should look like.</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Spotlight: Arlene Garcia-Gunderson 2. Plan - Sketch Your Idea 3. Learn - Work on Tutorials 4. Standups 	<p>Meeting 8 Club Check-in</p> 	<p>Goal: Check-in on your Club's progress and everyone's learning.</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Spotlight: Chieko Asakawa 2. Celebrate - Club Check-in 3. Build - Customize Your Website 4. Standups

<p>Meeting 9 Test Your Work</p> 	<p>Goal: Test out your Girls Who Code Project Website and make plans on how to improve it.</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Spotlight: Imogen Heap 2. Build - Round-Robin Testing 3. Build - Make Improvements 4. Standups 	<p>Meeting 10 Avoid Feature Creep</p> 	<p>Goal: Decide on the most important features that you should build first.</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Spotlight: Nancy Douyon 2. Build - Avoid Feature Creep 3. Build - Make Improvements 4. Standups
<p>Meeting 11 Code Review</p> 	<p>Goal: Get feedback from a Clubmate on your contributions so far.</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Spotlight: Tan Le 2. Build - Code Review 3. Build - Make Improvements 4. Standups 	<p>Meeting 12 Get Feedback</p> 	<p>Goal: Invite community members to your Club to get their thoughts on your Girls Who Code Project.</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Spotlight: Maria Paula Saba 2. Build - Get Feedback 3. Build - Make Improvements 4. Standups
<p>Meeting 13 Practice Your Pitch</p> 	<p>Goal: Practice talking about your project and projecting your bravery, resilience, creativity, and purpose.</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Spotlight: Ruzwana Bashir 2. Celebrate - Practice Your Pitch 3. Build - Make Improvements 4. Standups 	<p>Meeting 14 Club Check-in</p> 	<p>Goal: Reflect on all that you've accomplished and prepare for your GWC Project Launch Party!</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Spotlight: You! 2. Celebrate - Club Check-in 3. Survey 4. Standups
<p>Meeting 15 Project Launch Party</p> 	<p>Goal: Celebrate all that you've learned and built as a Club!</p> <p>Agenda:</p> <ol style="list-style-type: none"> 1. Celebrate - Project Launch Party 		