

## Teaching Coding Through Games

<b>Facilitator(s):</b>	Charlee Amason
<b>Date:</b>	February 13, 2024
<b>Time:</b>	4:00 pm – 5:30 pm
<b>Cost:</b>	
<b>Location:</b>	Virtual
<b>Type:</b>	Webinar
<b>Session Code:</b>	24-AS-461

### Target Audience

Teachers, Parents

### About this Learning Opportunity

Kids love games, whether it's an "unplugged" game like Simon Says or a video game like Minecraft. What if you could harness that enthusiasm to teach coding concepts to your students? Explore how kids learn computational thinking skills through low-tech and no-tech games. This webinar is primary geared towards teachers of elementary and junior high students.

### About the Facilitator(s)

#### Charlee Amason

Outreach Specialist:

Charlee received his Master's in Physics at the University of Alberta, where he coded a Python program to describe light coming from a spinning neutron star. He also works as a tutor, and loves teaching math and science to students who struggle with those subjects. In his spare time he enjoys reading poetry, making art, watching Star Trek, collecting records, and playing bass guitar.