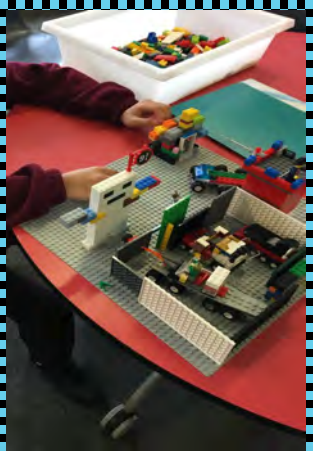
* SCIENCE
* TECHNOLOGY
* ENGINEERING
* MATHS

BUILDING SKILLS FOR THE FUTURE...



LEARNING TO CODE *is an example of* **STEM thinking and learning.**

Snug students have been exploring coding for problem solving and critical thinking, to become mentors for students, parents and staff across the school. How exciting and engaging!

Computers are amazing, but they can't think for themselves (yet! They require people to give them instructions. Coding is a list of step-by-step instructions that get computers to do what you war them to do. Coding makes it possible for us to create computer software, games, apps and websites.

Coders, or programmers, are people who write the programmes behind everything we see and do on a computer. When children learn to code, it helps them to develop essential skills such as problem solving, logic and critical thinking. Through coding, children can learn that there's often more than one way to solve a problem, and that simpler and more efficient solutions are often better. Learning to code encourages children to become creators, not just consumers, of the technology they use.

collaborate

design

create

engineer

code

program

think

technology

investigate

engage

build

learn

challenge

digital

robotic

electronic

algorithms

virtual world

imagine

reality

Genius Hour

interact

machine

global

educational

analyse