Clinton-Peabody Housing

SEPTEMBER 2017

ISSUE #4

Computer Village-Stl. has been working with the LFLA teaching Web Design and A+ Certification for the 2016-17 school year. A result of this partnership Computer Village associate Robert Lewis received this accolade:

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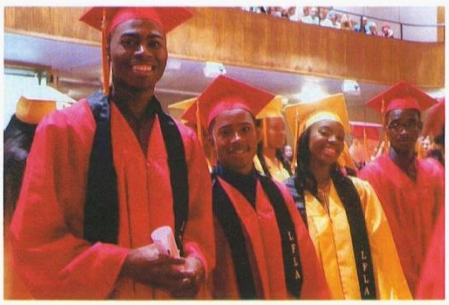
June 15, 2017



Dear Robert,

We are extremely grateful to you for your investment in our students. Robert, your leadership has helped our young scholars to have a successful school year. Our students were able to soar to excellence in the classroom due to your efforts. Each student feels a special bond to the volunteers that are at school to help them to learn.

We hope you feel that volunteering at LFLA is a rewarding personal experience for you and that you know you are making a huge difference in our community. Your enthusiasm and support was amazing! Thank you for donating 71 hours of time during the spring and summer semesters of 2017. Your volunteering gives children a sense of stability and support that makes the challenges of learning a little easier to bear.

Lift For Life Academy will continue to expand to meet the needs of our students. Your dedication and hard work will impact our students for many years to come. This experience has allowed our students to experience firsthand, the support of the St. Louis community. Our students will return in August so we will contact you in the beginning of August regarding volunteer training. Thank you for support of our students. Enjoy your summer!

Sincerely,

Marshall Cohen
Executive Director & Co-founder

Susan Kelter
Community Relations & Volunteer Manager

Thank you for teaching our high school students computer skills. You did an exceptional job and are an outstanding role model!

Lift For Life Academy is a challenging learning community where all students are empowered to maximize their full potential as students and citizens.

Blossom Wood Day School Youth Class Curriculum

Week 1-2 Kano Computer Building with Raspberry Pi

Learners will be taught how to build a computer on the computer; learning how each component works, looks, and functions.

Along with building computers, learners will understand how to write program languages in PYTHON and JAVA.

We will create on Scratch to strengthen their programming skills so that learners can see a game created first hand for themselves to WOW friends and family; hopefully opening the door to becoming a FUTURE program innovator.

Week-3: Microsoft WORD

Encourage individuals to be the best version of themselves they can be with an activity that examines character traits and personal growth. Beginning with an assessment, learners identify their personal and professional work habits—both strengths and weaknesses—then set goals to ensure they put forth the effort and attitude toward becoming a good, positive citizen.

Microsoft POWERPOINT

Lessons in helping students develop computer skills in word processing, spreadsheets, multimedia presentations, and using the Internet. Activities include poetry, letter writing, graphing data, working with clip art, researching topics on the World Wide Web, and more!

Week 4: STEAM ROBOTICS-Racecar

Learners will build a racecar and course to race around. This week will focus on hands on skills and teamwork. Learners will be relying

on communication and encouraging each other to complete this objective.

Week 5: Computer and Pen Programming: with Ozo Bot

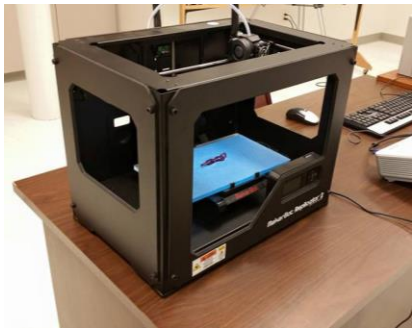
Using Nano bots, we navigate courses hand made by students
Learning by using codes created by the students

Week 6: Drone Course

Learners will be taught on a computer how to build and program a Drone. Using Racing Drones, learners race around a course to test their flying skills
All of the drones' programs include personalized guidance, confidence building, tailored instruction and a variety of fun activities appropriate for kids and pre-teens. Teaching learners to conquer, search and rescue missions or conducting aerial mapping, this program will not disappoint. All in a friendly, safe, and positive environment!

Week 7: 3D Printing

Learners will program and load printing designs into printer fir final project.
Learners will make keepsakes of the course using 3D Pen and 3D printer.
The 3D printing process doesn't start with expensive machines and complex software applications. Learners are introduced to the technology from the bottom up. Simple IOS apps such as " MakerBot PrintShop " scan learner's drawings for immediate upload to CAD for 3D printing.



Applying 3D printing to classrooms goes beyond engineering in STEM learning – it redefines creativity entirely. Learners can model historical monuments into tangible figures to understand sentiment and context; model sonic waves into visible artifacts; build geometric figures to understand volume and surface area, and map proteins and atoms into connectable models. 3D printing engages learners to think creatively, it allows them to craft and build with imagination. For Instructors, this technology maximizes the opportunity for impactful learning environments.

Python Training

Computer Village is always looking to improve in their teaching methods are in training with a popular line of coding called Python. This coding is used in Raspian (Raspberry Pi), Data Analysis, and a host of other static computing uses. We are fortunate to have on staff our own Python instructor Jasmine Alada Fa'. She is doing an amazing job, even Executive Director; Don Holt is getting some instruction.

Computer Village, Grace UMC, and Neighborhood Houses: A Great Combination for Our Youth

This summer the 3 organizations combined with a winning recipe that produced a technology buffet for our children to enjoy for days to come. During a 4 week learning experience our children participated in a hands on video documentation of their introduction to A+ Certification.

The children led by Mel Quarells, and Nick Curlett worked with a variety of cameras inclusive of an action camera, middle grade and commercial grade video cameras. The students learned how to set-up, focus, zoom and record the action. Later the students edited the footage and created their own personal video.

The A+ poetion of the class comprised of the students learning the coponents of the computer, installing software and personaling flash drives. At the end of the 4 week session the students received the actual computer the studied on along with monitor, keyboard and mouse.