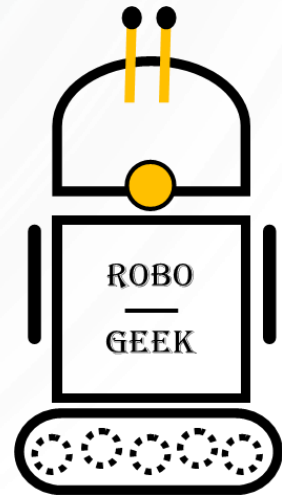


STEM & ROBOTICS JR. CLUB



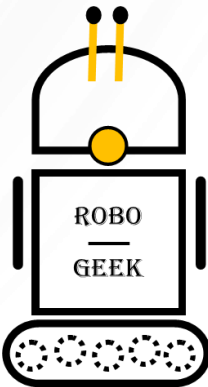
SUMMARY

STEM & Robotics Jr. Club will start on January 14, 2019

The first project will be “Chess Project”; Chess is a gateway to STEM; it is considered a game of planning and strategy. The students will learn how to play chess:

- a. Demonstrate scorekeeping using the algebraic system of chess notation.
- b. Discuss the differences between the opening, the middle game, and the endgame.
- c. Explain four opening principles.
- d. Explain the four rules for castling.

Students will learn Chess Project coding using Python and Pygame ; they will learn how to code classes in Python



SUMMARY

The second project will be “IoT” Internet of Things where students will learn:
Visual Studio with C# to develop services .

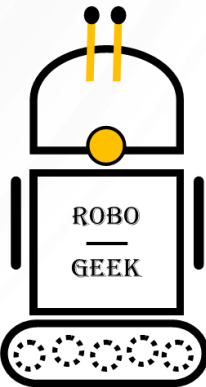
Coding in C# will help developing the following skills:

- Critical thinking skills
- Concentration skills
- Decision-making skills
- Memory
- Visualization

Students will learn how to use RPI (Raspberry PI)

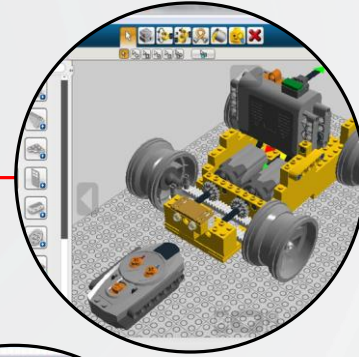
- RPI operating System
- GPIO (General Purpose Input Output)
- Intro to CV (Computer Vision)

Face recognition project with Windows 10 IoT

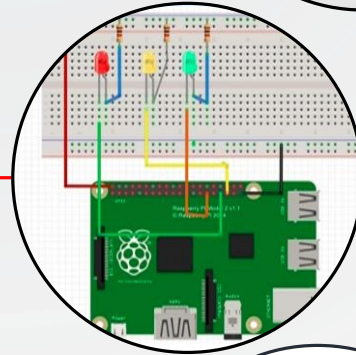


OUR PHILOSOPHY

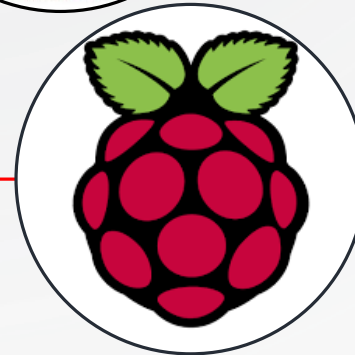
IMAGINE
THINK
CREATE



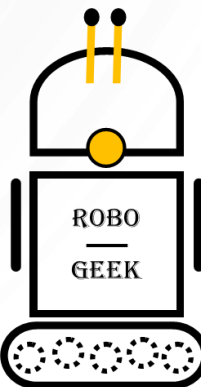
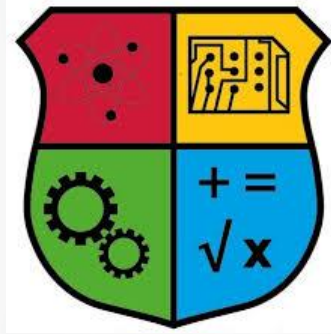
Robotics



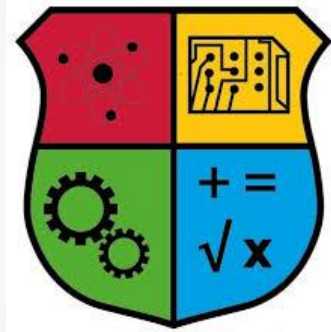
Electronics



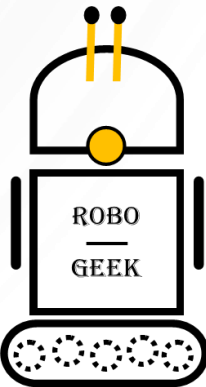
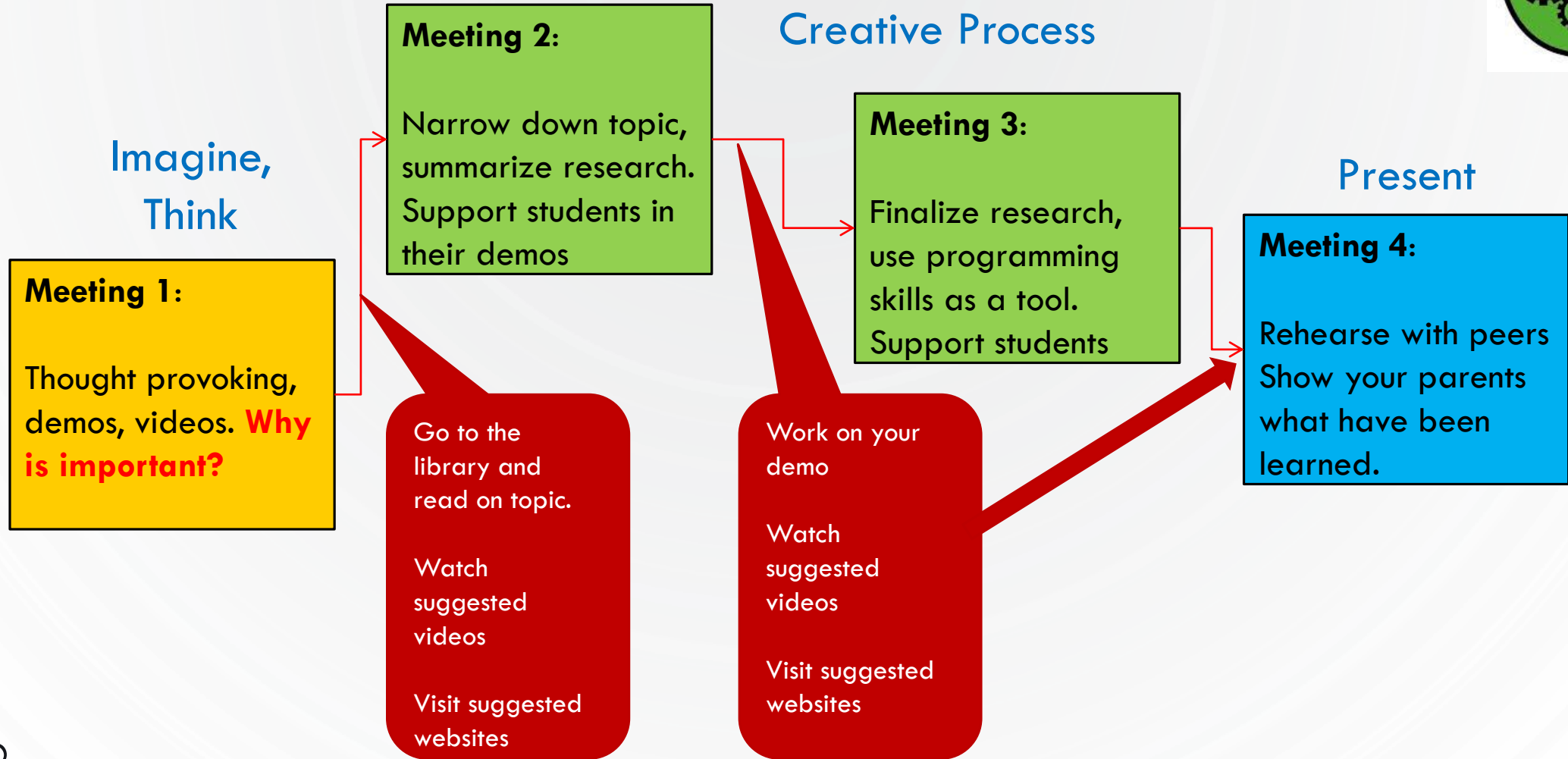
Programming



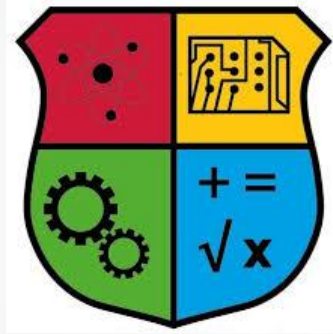
INTRO TO STEM & ROBOTICS CLUB



Let's review a typical month? Each month has 4 meetings of 90 minutes



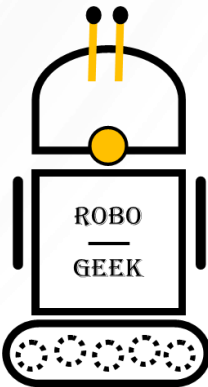
STEM (SCIENCE, TECHNOLOGY, ENGINEERING, MATHEMATICS) CLUB



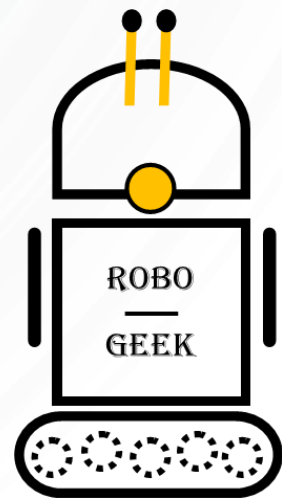
VISION: The STEM & Robotics club will support students with problem solving and encourage research on STEM subjects.

GOALS:

- Students will use coding skills to develop a demo or game in the subject matter.
- Students will present to their parents at end of each project to develop presentation skills.
- Students will be given research material to encourage self learning – based on flipped classroom concept.
- Parents will be encouraged to help students at home.

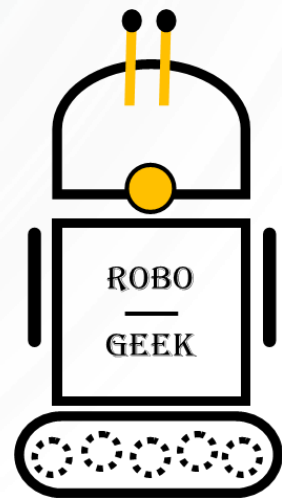


STEM & ROBOTICS JR. CLUB PROJECTS

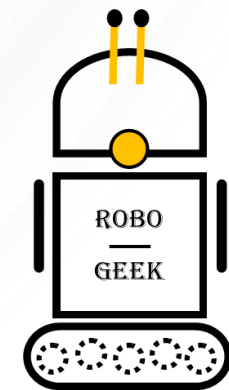
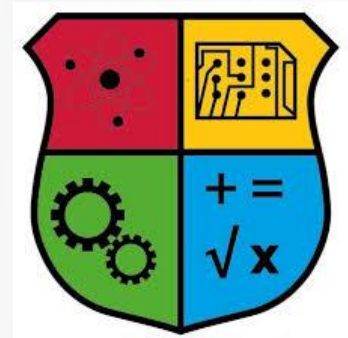


CHESS PROJECT

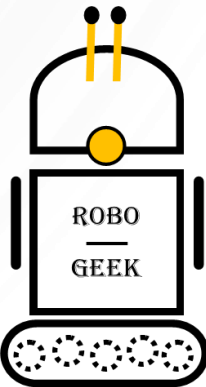
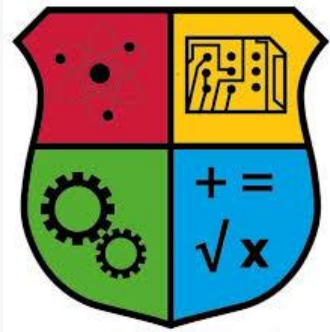
JAN. 14 – AP. 1 2019



STEM & ROBOTICS JR. CLUB

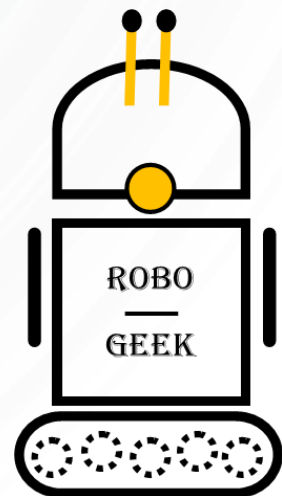


STEM & ROBOTICS JR. CLUB



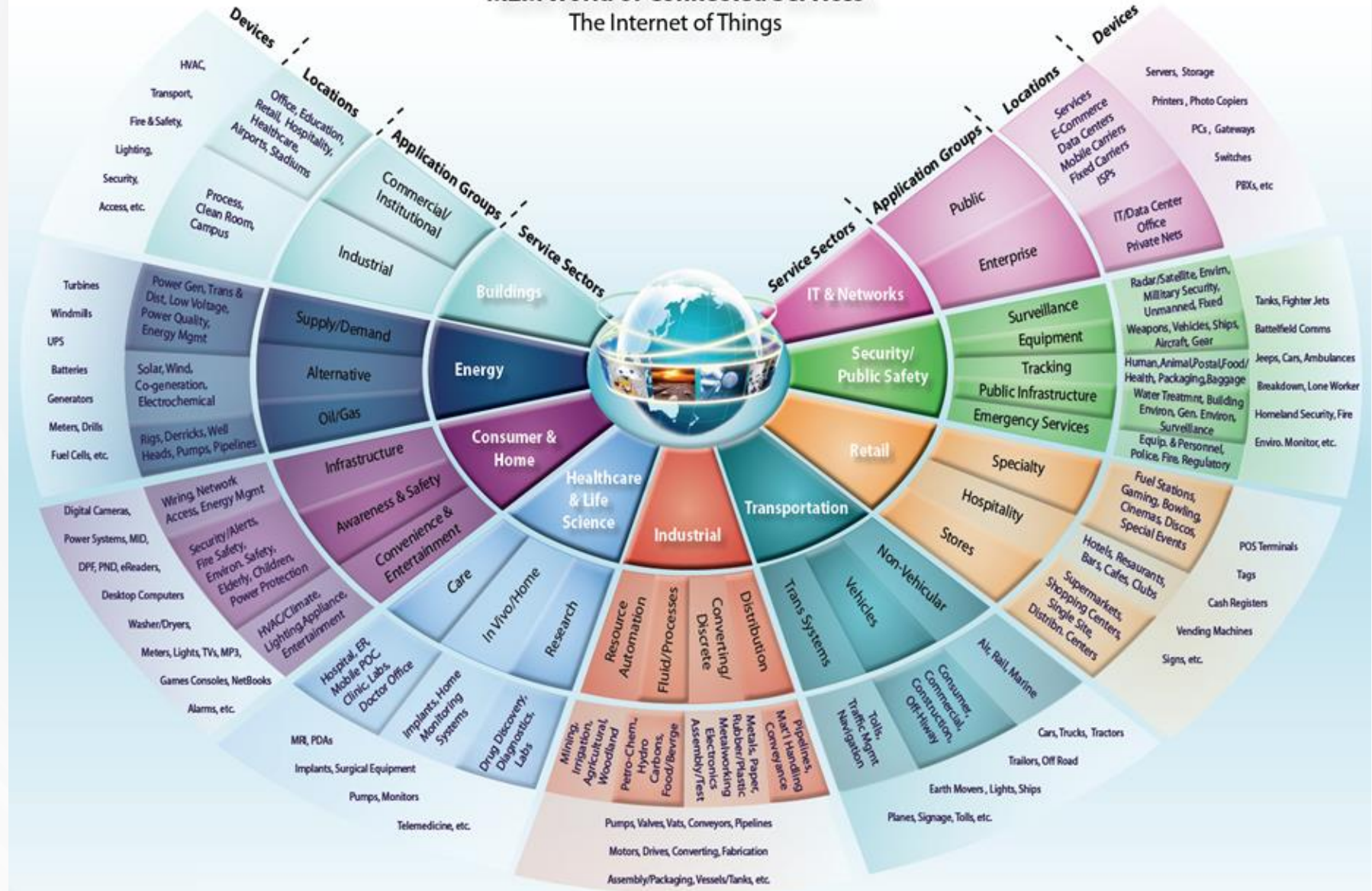
IOT PROJECT

AP. 8 – JUNE 24 2019

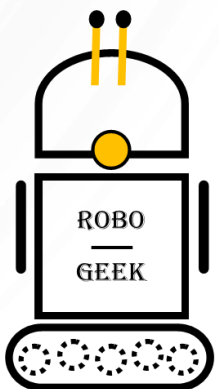


M2M World of Connected Services

The Internet of Things



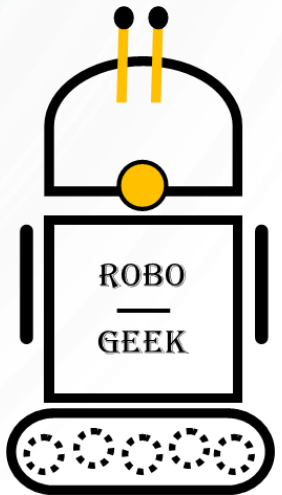
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IOT

WINDOWS IOT CORE FOR RPI

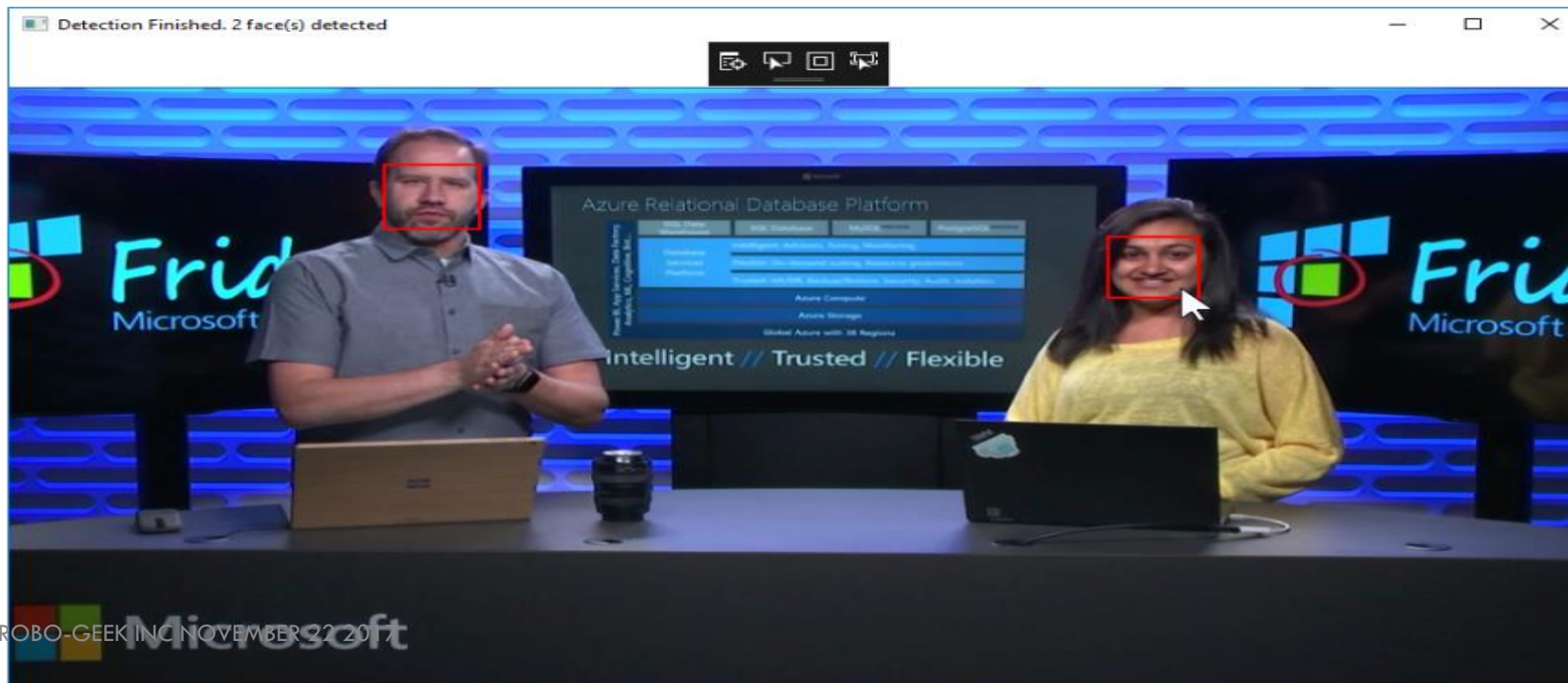


MICROSOFT SERVICE FACE API

Getting Started with Face API in C# Tutorial

07/07/2017 • 13 minutes to read • Contributors

In this tutorial, you will create a WPF Windows application that uses the Face API. The application detects faces in an image, draws a frame around each face, and displays a description of the face on the status bar.



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