Community Programs Catalogue
Our offerings are structured as **Journeys**. Follow the different **Tracks** and **Stations** as represented on our map.

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<th>Tracks</th>
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<td>Story telling</td>
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<tr>
<td>Scratch</td>
<td>7–12</td>
<td>People, Sports, Games, Art, Nature and Science</td>
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<tr>
<td>micro:bit</td>
<td>7–15+</td>
<td>Physical computing and sensors</td>
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<td>Arcade</td>
<td>9–15</td>
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<td>Artificial Intelligence</td>
<td>9–15</td>
<td>Introduction, Ethics, Chatbots, Art, Neural Networks and Hardware</td>
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<tr>
<td>JavaScript</td>
<td>13+</td>
<td>Introduction to JavaScript with p5.js</td>
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<tr>
<td>Cybersecurity</td>
<td>13+</td>
<td>What it is, why it matters, and how to protect yourself</td>
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<td>Professional Development</td>
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<td>Learn our curriculum and pedagogical approach</td>
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We offer **single** to **multi-day** workshops focusing on a variety of **subjects** and **mastery** and in varied learning environments

- **Singles**: One workshop of 60 to 90 min
- **Series**: Four workshops of 60 to 90 min
- **Long-term programming**: up to a 12-week curriculum with weekly workshops
- **Virtual, in-person or hybrid delivery format** depending on your locations
Learning Journeys

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Scratch Jr.
Our Scratch Jr. workshops help shape a new generation of coders and storytellers. With this platform we emphasize the importance of **playing, exploring, and ideating** as tools of expression and the first interaction with **Computational Thinking**.

Scratch
We have a vast library of workshops that will satisfy the needs of those taking their **first steps** into **coding and Scratch** as well as more **advanced** projects and concepts for those looking for a bigger challenge.
Topics Examples on Scratch

People
Interactive journeys of self-expression and the meaningful connections we have with each other.
Example: Let me introduce myself

Nature
Venture into the digital wilderness by exploring and learning about nature and coding.
Example: Photo Safari

Games
Don’t just play games, make them! Take the role of a game developer and let your imagination go wild!
Example: Alien Invasion

Sports
Transform your favourite sport into a game to play and share with your friends and family.
Example: Tennis

Art
Learn about different artists and techniques. Create algorithmic art or replicate your favorite masterpiece.
Example: Maud Lewis

Science
Dive into the world of Earth Sciences and blast off to the cosmos!
Example: Solar System
Artificial Intelligence

**Introduction to AI**
Delve into the world of Artificial Intelligence and its impact on our daily lives and online experiences. Train your own AI model using Google’s Teachable Machine.

**Talking to Chatbots**
Discover the world of AI-powered chatbots and explore how they revolutionize human-machine interactions. Engage with chatbots created by others for various purposes, gaining hands-on experience and customize your own.

**Neural Networks**
Discover neural networks and how they can be used in real-world AI systems. Interact with a pre-trained model, build a neural network, and discuss the ethical issues related to AI model transparency.

**Ethics of AI**
Explore and discuss different ethical issues related to the use and impact of this new technology in our daily lives.

**AI micro:bit and Hardware requires micro:bits**
Combine AI, code and micro:bits in this hands-on activity. Learn the potential of integrating these three powerful technologies.

**Algorithmic Art**
Embark on a creative journey, delving into the world of algorithmic art and AI and sound classification methods helping discover the exciting intersections of art, coding, and sound using p5.js, a JavaScript library.
More options of workshops

**Introduction to micro:bit**
Learn about coding and hardware with the wonderful **micro:bit** pocket computer. It will help you understand how many of our devices work and are programmed.

**Micro:bit – Sensors**
Explore, play, code and understand different sensors used by the micro:bit to interact with the world around it. Use light, motion, gravity, magnetic fields and radio to control the micro:bit.

**Arcade**
Create and play retro-style video games using **MakeCode’s Arcade** visual interface and a combination of block and text based coding.

**JavaScript**
Learn the basics of JavaScript using the **p5.js** JavaScript library for creative coding. This workshop is appropriate for students with or without text-based coding experience.

**Cybersecurity**
Explore cybersecurity in a straightforward and practical way, using hands-on activities to reinforce your learning and understanding. Learn to protect yourself and those around you in the cyber world.
Learn and facilitate your workshops on your own!

If your organization would like to deliver their own programming, we are to prepare your team to deliver our content with confidence!

We offer comprehensive and effective training to equip your team with the knowledge and understanding of our curriculum and pedagogical approach.

Your mission, our content

We can help you customize our content to fit your participant’s specific needs and interests.
Pricing

**Regular pricing for 60-min workshops**

**In-person delivery**
1 single workshop: $300
4-workshop series: $1,100

**Online delivery**
1 single workshop: $250
4-workshop series: $850

**Supporting Coding in Communities**

To help ensure coding and digital skills are accessible for all, we offer:

- **Partially to fully funded workshops** to organizations serving youth from equity-deserving groups, remote or low-income areas thanks to our financial partners. Contact us to confirm if your organization meets our funding criteria.

- **Support to create and run free Code Clubs**

We do not charge taxes on our workshops since they are in line with our charitable status and mission.
Programming Requirements

**All workshops**
- Stable internet connection
- Laptop or desktop computer (no tablets or phones)
- Any web browser (Chrome, Edge, Safari, Firefox)
- A staff member from your organization must be present virtually or in person to support and oversee the workshop

**Virtual workshops**
If all or some of the participants are together in the same room, a screen or projector will also be needed for the group to see the Instructor and the project.

**In-person workshops**
A screen or projector for the participants to see the instructor’s presentation and project.
Contact our team at community@digitalmoment.org to schedule an appointment and discuss your needs.
Thank you!