School of Interactive Arts (SIA) Classroom uses **video game design** to help students in 9th & 10th grade learn computer science concepts and develop a greater interest in computer science education and careers.

<table>
<thead>
<tr>
<th>Interactive 20-hour curriculum</th>
<th>Ideal for grades 9&amp;10</th>
<th>Increase student enrollment in Computer Science classes and future AP Computer Science courses.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Students create their own video game while learning CS skills.</td>
<td>Teacher stipend of $1K</td>
<td>Learn more [School of InteractiveArts.org/schools](<a href="http://School">http://School</a> of InteractiveArts.org/schools)</td>
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</tbody>
</table>

Supported by our highly-skilled SIA instructors, teachers use our curriculum to help students understand:

- **computational thinking**
- **program syntax**
- **programming concepts**

in any class—math, social studies, more.

Project-based learning framework

Accessed on mobile and browser

Learn more [School of InteractiveArts.org/schools](http://School of InteractiveArts.org/schools)

Email [Kevin@UrbanArts.org](mailto:Kevin@UrbanArts.org)

We are proud to partner with companies that help us bring expertise, connections, and resources to Title 1 schools across the country.