

Students made it!



SIA CLASSROOM

Supported by a U.S. DOE Education, Innovation, and Research (EIR) Grant



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.

Interactive 20-hour curriculum

Students create their own video game while learning CS skills.

Ideal for grades 9&10

Teacher stipend of \$1K

Increase student enrollment in Computer Science classes and future AP Computer Science courses.

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](https://www.interactivearts.org/schools)

Email 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.



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