



### Virtual Computer Science Class

Do you like making things? What about creating cool pictures and making them move? Do you want to create your own videos? Come "virtually" meet real Computer Scientists from Sandia Labs and learn about how you can use programming to create animations you can share with your family and friends! In one-hour you will learn you will make a computer program that runs on the internet. Learn how to use a combination of pictures, music, and words to share important messages and have fun while you do it!

### Note to School/Parents

We live in a world surrounded by technology. And we know that whatever field our students choose to go into as adults, their ability to succeed will increasingly depend on understanding how technology works. But only a tiny fraction of us are learning how technology works. Only 45% of all high schools teach computer science.

**The Hour of Code is an opportunity to learn about the Computer Science field. More than 100 million students worldwide have already tried an Hour of Code. Our Hour of Code is making a statement that Garfield MS is ready to teach these foundational 21st-century skills.**

*For additional info on the hour of code: [code.org/](https://code.org/)*

**When: September 21, 2020, 10:00 am- 11:30 am**

**Where: Virtual Class – Google Classroom through Garfield Middle School**

**How do you join: Click here: <https://forms.gle/JWQHsm4yLzW5kgH9A>**

### What is Manos?

Manos Hands-on Science and Engineering Program is an educational supplement targeting Hispanic middle school students. The Program is sponsored by Sandia National Laboratories' Hispanic Outreach for Leadership and Awareness, Diversity, Community Involvement, EEO & AA, Albuquerque Public Schools.

This program is designed to introduce Science, Technology, Engineering, and Math (STEM) concepts to middle school students and spark their interest in pursuing careers in those fields. This program is offered each school year for students in grades 6th - 8<sup>th</sup>.

### What is the purpose of the Manos Program?

- Develop awareness and pride in accomplishments of Hispanic professionals and inventors.
- Increase the pool of Hispanic students who pursue degrees in STEM.
- Support the development of a scientific and technically trained student-base with hands-on technology experiences.