![Smithsonian Science Education Center]
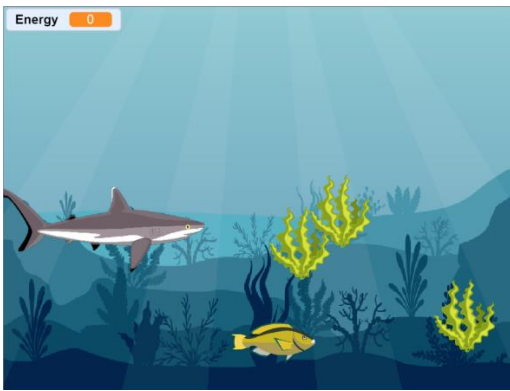
FREE Virtual STEM Master Class
in Game Design

The Smithsonian Science Education Center is welcoming your game designer to a week-long Virtual STEM Master Class in Game Design! Students in **grades 6-8** have the chance to learn how to design their very own game! Students will learn what goes into the systems and design of a digital game while engaging with a scientific phenomenon centering on recreating a food chain.
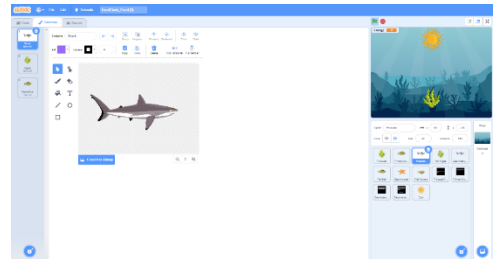
The virtual summer time course will start on **Monday August 17th** and will meet three times during the week from **1:00pm -3:00pm EST.**

The week before the class, students will receive **Pre-Course Materials** to familiarize themselves with the basics of the game design engine, **Scratch™**.

On **Monday, August 17th**, students will attend a virtual class: "**Introduction to Scratch™ Game Design**" and will start building their games.

On **Wednesday, August 19th**, **No-class - optional Office Hours** will be held for any student who needs help or has questions about their project or the Scratch™ engine.

Friday, August 21st, students will round out the course with **Virtual Presentations**. Each student will present their final product to the class.

This course is **FREE** and will be offered to 15 middle school students. Students will be accepted on a first-come-first serve basis. No coding experience is necessary for this course. All that is needed is internet access and a computer that can download files.

To Register visit : https://smithsonianassociates.org/ticketing/camp/register/virtual-stem-master-class-introduction-to-scratch-game-design   You must be registered by August 13th.

For more information on the Master Class: please feel free to reach out to tsacamp@si.edu .

For more information on SSEC and our work, please visit our website at www.ssec.si.edu.

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The Smithsonian San Francisco Regional Council