

# Computer Programming for Young Makers

Year 3 & above

In this program students will:

- build games, animations, stories utilizing their creative thinking
- develop logical thinking and problem-solving skills
- express ideas & boost their confidence working in a collaborative environment
- get a grasp of computational thinking which combines maths and logic

## New Members Welcome

Enquire at the office

Or visit

<http://www.digimaker.com.au/contactus>