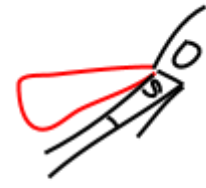# PLAY N' PROG

Digital nomad School

① It's fun !

② it develops creativity
imagine, design, build

③ We become superpowerful !
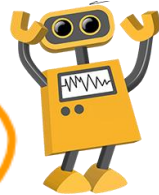*We give orders to machines*
We turn ideas into reality

Why Learn Coding ?

④ We learn to solve problems
For example to express problems
in the form of small problems

⑤ We have the right to be wrong
and we start again to improve

⑥ We learn to work with others

⑦ We learn to look for information
we have the right to copy, we can share what we did

⑧ Coding is everywhere
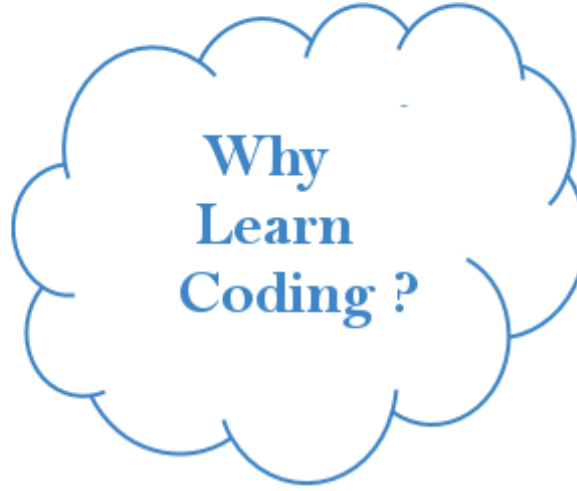
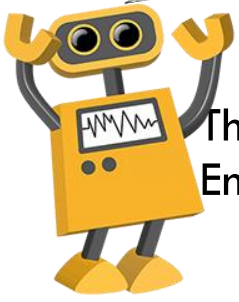PLAY'N'PROG

PLAY'N'PROG WHAT IS IT?
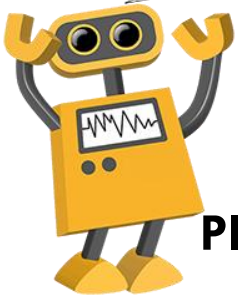
Play'N'Prog teaches coding lessons to children ages 6 to 11 directly in schools.

Using innovative tools and educational facilitators, Play'N'Prog has developed its own method for:

➤ Allow children to experiment, share, dare, invent and have fun through fun workshops with or without a screen,

➤ Collaborate with schools to provide a concrete response to the need to train students in computer coding and computer thinking,

➤ Reassure parents that their children are aware of the digital culture.

The priority is to give the keys to our children to understand the digital world, know the issues and have all the weapons to flourish.

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PLAY'N'PROG WHAT PURPOSE?

The idea of PLAY'N'PROG is to use new technologies using the STEAM approach (Science, Technology, Engineering, Arts et Mathematics)

- **To question** their functioning, **to experiment,**

- To give them **meaning,**

- **To criticize** them and **exchange** collectively, To use them **responsibly** and be an **actor in their learning**

All this while **having fun, inventing, creating** while acquiring skills in mathematics, logic, geometry and reading

The introduction to computer science must go through the discovery of fundamental concepts of language and algorithms, **without systematically using a computer**

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PLAY'N'PROG FOR WHOM AND HOW?
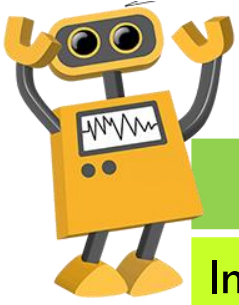
Year 2 / Year 3 (mini geek)
Introduction to **IT concepts** in a fun way.
1 hour workshop per week for groups of 8 to 10 children
Activities without screen (makeymakey , Ozobot .)
Activities **with screen** (Scratch Junior, Lego Wedo)

| Year 4 / Year 5 / Year 6 (apprentice geek) |
|---|
| Discovery of **creative programming** |
| 1 hour workshop per week for groups of 10 to 15 children |
| Activities **without screen**(Ozobot, computer design) |
| Activities **with screen** (Scratch, Ozobot, Arduino) |

Discovery and learning of the main computer concepts, mathematical concepts and development of the child's reasoning skills

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PLAY'N'PROG ADAPTED PEDAGOGY
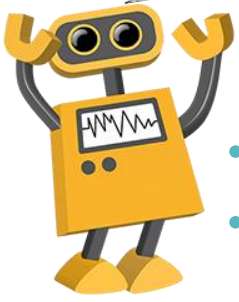
- **Experiment, share, invent, have fun** while respecting the child's rhythm
- Make children the **driving force** of their learning, of their knowledge, is to prepare them for the future.
- **Learning to cooperate:** The child learns better and faster by working with his peers and showing others
- The child is in an **active attitude,** tries, makes mistakes. While the error in teaching is often experienced as a failure, the return of the error here is experienced as "**instructive**" and is part of learning.
- The child gains a certain **self-confidence** by coming with computers to solve problems, to master complex technological tools
- Child **progresses** week after week
- Parents receive an email (with photos and videos) at the end of each course detailing what was seen with the children during the course.

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PLAY'N'PROG WORKSHOPS
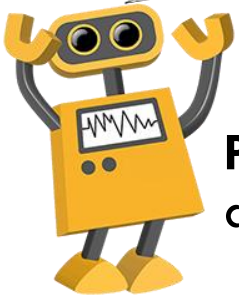
Play'N'Prog travels in schools with its **own equipment** and offers workshops of 1 hour in school time and/or after school activities on the following themes **:**

Computer Science	Electronics	Robotics
Introduction to computer logic with and without screen	Exploring the world of electronics	Discovery of the world of robotics
Introduction to programming with Scratch (software developed by MIT specifically for learning for young children)	Creation and programming of its connected object **with and without screen**	Discover how a robot works
Development of your own video game		Discovery of the programming of a robot with and without screen

Play'N'Prog
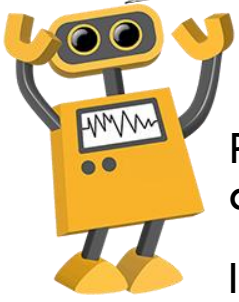
PLAY'N'PROG'S OFFER

Play'N'Prog offers different types of workshops adaptable to your needs that will allow children to learn about the digital world and acquire the skills related to their school program

In the after school activities, parents register their children directly via the Play'N'Prog website after choosing the day and time from the available choices. In school time, we intervene in class in collaboration with the teacher.

All classes are run with Play'N'Prog equipment and facilitators

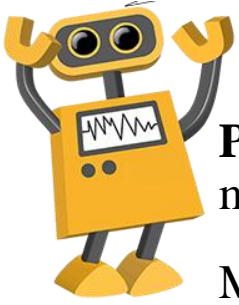| After School Activities	School time
From Monday to Friday	From Monday to Friday
1 hour per week	1h per week
10 children per workshop	1 classrom per workshop
Year 2 to Year 6	Year 2 to year 6
Billed directly to parents Registration on the Play'N'Prog website	Quotation Billed to the school

Play'N'Prog

THEY TRUST PLAY'N'PROG

PLAY'N'PROG already works with several schools in school time and after school activities and with several municipalities.

More than 1 500 children have already taken our coding lessons.

Play'N'Prog

PARENTS TESTIMONIALS

Thank you for this report, very useful as a starting point for discussions with the children. Good night

• *Good evening, Thank you for this information on the workshops Louis was delighted! Good evening Barbara, her mom*

• *Hello Mathias, Indeed my son Alexandre was delighted with this first workshop! he didn't stop talking about it all evening! Thank you! I wish you a good weekend !*

• *Thank you very much for this news and for the photos! Louis is passionate, he tells me! Good evening Barbara*

• *Good evening, Thank you very much for this info and the photos! Baptiste loves the course, he would like you to film if possible next time? Good evening, Béatrice*

• *Thank you very much for this video and for this news! Louis loves his J coding class*

• *Thanks for this feedback. Eya is very happy to follow this activity. She tells us everything she does in the workshop with big sparkling eyes*

• *Thank you very much for this feedback and the videos! Baptiste is still happy with the lessons :-) Good evening, Béatrice*

Play'N'Prog

THE PLAY'N'PROG TEAM

Two contractors who decide to combine their know-how and their experience in the service of education.

Mathias MILIN (43 ans)
Telecom Engineer, (EPITA)

Expertise in the telecom sector with implementation des solutions Alcatel in more than 10 countries.
Digital contractor since 2008.

+33 7.81.02.83.44
mathias@playnprog.com
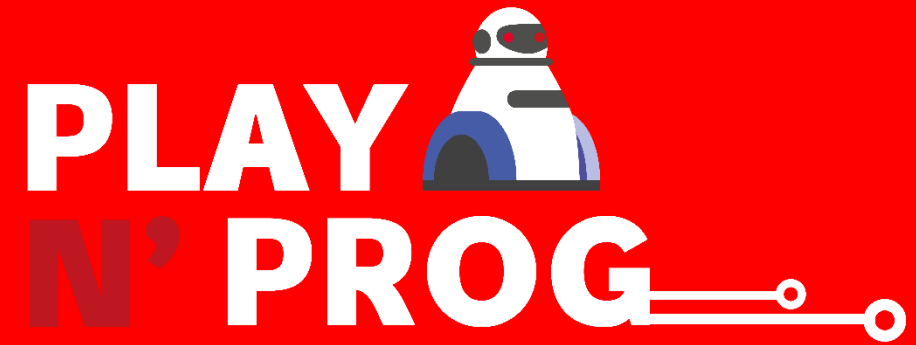
Cécile Maillet (36 ans)
Lawyer (Paris Panthéon Assas)

Communication and marketing expert
Event contractor

+33 6.59.42.02.68
cecile@playnprog.com

Play'**N**'Prog

https://www.playnprog.com