FOOTHILL ELEMENTARY'S 8 DAYS OF CODING

Grades 4-6:
- Complete 1 project and return slip to get a t-shirt
- Complete all 8 and return slip for a prize bag and a tour of Vivint
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Go to: http://tiny.cc/uppergradecodingcontest
For tutorial videos!

Day 1: Angle Maker Parent/Teacher Signature:	Day 2: Chatbot Parent/Teacher Signature:	Day 3: Snow Stamper Parent/Teacher Signature:	Day 4: Attack With the Clones Parent/Teacher Signature:
Day 5: Even Number Catcher Parent/Teacher Signature:	**Day 6: Melody Maker** Parent/Teacher Signature:	**Day 7: Hangman** Parent/Teacher Signature:	**Day 8: Balloony!** Parent/Teacher Signature:

These projects incorporate these coding concepts: graphics, commands, sequencing, animation, time delay, output, mouse and keyboard input, event handling, motion, loops, repeat, conditionals (if, then), audio, randomization, variables, lists, mod function, and other functions.

THANK YOU SPONSORS!

vivint.

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UPPER GRADE SHOWCASE:

Students in Grades 4-6 may earn extra prizes by participating in the Coding Showcase. During the week of April 22nd, 4th-6th Grade students may come to school to show off their *own* coding projects. Students may choose between these two types of projects *or* come up with something even better:

A Game
Projects must include graphics, a scoring system, a way to win, a way to lose, and the words '2019 Coding Contest'.

or

An Awareness Campaign
Projects must include animation, text, audio, multiple backgrounds, and the words '2019 Coding Contest'.

------- **Sign, detach, and return by Friday, April 18th** -------

Child's Name _____   Teacher _____

SHIRT SIZE: ❏ CHILD   ❏ EXTRA SMALL   ❏ LARGE   FOOD ALLERGIES/NEEDS:
            ❏ ADULT   ❏ SMALL   ❏ X-LARGE
                         ❏ MEDIUM   Parent/Guardian Signature: _____
                                                          (Permission to go on trip)