

ENGAGING THROUGH CODE

St. Joseph School - Danbury



2022 - 2023

PROJECT UPDATE



Grant Amount: \$2,000

Project Cost: \$1,950



80 Students Impacted

Grades 4-8

PURPOSE: To introduce Sphero Bots and coding into the classroom. The goal was to have the first class working with the technology would master the instructions, test the product and pass the knowledge along.

IMPACT: This grant allows my class to include modern technology. The Sphero Bot is another form of technology. Being that the bots are hands-on, students are naturally be engaged. The technology allows students to use something current, while learning a skill that is becoming a staple in modern programming. With the Sphero Bolt bots, the older students can teach the young minds a new engaging skill. They are learning while having fun with a robot they have programmed.



PHOTOS COMING SOON