

Underwater CodingSpring into STEAM: Dive In!

Tuesday, April 9 • 4:30 pm • Community Room

Join us with for some coding fun using Scratch, a drag-and-drop visual computer programming language. Learn how to use Scratch and code your own underwater scene, complete with fish and a scuba diver.

Code an animated ocean scene!

A Spring into STEAM math program. Geared for ages 9–12

