Early Adopters

Mission: Innovation for Grades 3rd-5th

At Comp-U-Dopt, our mission is to provide technology access and education to underserved students. We know that the sooner students gain access to innovative technologies, the more prepared they will be to engage with the world around them, and understand the role technology will play in their daily lives.

The Comp-U-Dopt Early Adopters Program is an in-depth exploration of today’s cutting-edge technologies for upper elementary students (grades 3-5). Students will learn how technology can be used to help enhance a story by designing their own virtual reality world using CoSpaces Pro and bring their own creations to life using the Scratch and MakeCode programming language. As an afterschool enrichment program, Early Adopters provides students a structured, engaging environment to explore and learn.

Deserted on a Plant Far Away: Design a Virtual Reality World - Using CoSpaces Pro, students will create custom characters to enhance their virtual world and they will project their world onto a Merge Cube to see in AR.

Design a spaceship control panel: Create a Circuit - Students will create a circuit using Makey Makey and learn to make animation in Scratch. They will create code sounds linked to a spaceship control panel.

All Systems Go: Coding a Micro:bit - Students will code micro bit in Scratch to display LED’s and use micro:bit accelerometer to fly their rocket through a flight plan.

Spacecraft Parachute Re-entry: Applying block coding knowledge - Using thermometer and sound sensors, students will create program in MakeCode on Circuit Playground Express.

Bring Comp-U-Dopt Early Adopters to Your Students

For this semester-long after school enrichment program, partners must provide a site manager. Sites must also provide wireless internet access as well as dedicated classroom space with flexible physical space for activities. Comp-U-Dopt will bring the rest!

As part of our mission to provide technology access and education to underserved students free of charge, we ask partners to cover some of the hard costs of supplies. A 15-student license of $4,800 includes:

- 30 hours of programming, two hours a week for 15 weeks
- Experienced Comp-U-Dopt trainer to facilitate lessons on site
- All supplies and technology for programming

If you are interested in bringing this program to your campus, please contact Jacqui Babbili at Jacqui@compudopt.org