Early Adopters

Hands-On Experience With Innovative Technology

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 to pilot drones, develop and test their own video games, build and program robots, explore new worlds through virtual reality and bring their own creations to life using the Scratch programming language. As an afterschool enrichment program, Early Adopters provides students a structured, engaging environment to explore and learn.

**Virtual Reality Explorers** - Using the latest in VR technology students will explore new worlds from the classroom using VR headsets and controllers.

**Video Game Designers** - Students will learn the principles of game design and systems thinking then create, test, and play their own 2D video game.

**Computer Programmers** - Using Makey Makey® boards and Scratch, a visual programming language, students will create interactive keyboards for games and bring art projects to life with code.

**Drone Pilots** - Students will program and pilot drones to fly missions through an obstacle course of their own creation.

**Robotic Engineers** - With EV3 LEGO MINDSTORM kits, students will design, build and program robots using high quality motors, sensors, gears, and other technical components.

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 $3,700 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, or have any other questions please contact our Program Director, Colin Dempsey at colin@compudopt.org.