STEAM Team

A Technology Enrichment Experience for Grades 6-8

The Comp-U-Dopt STEAM Team Program is a project-based enrichment program that helps students explore how technology is connected to all STEAM careers and sectors. This program, geared toward students in grades 6 to 8 in middle school, has students collaborate to create and explore the technology that will be part of their future. At the end of the program, each participant receives a refurbished laptop computer to keep.

Science – By creating a solar oven that cooks using the sun’s rays, a seismograph that can detect motion from the earth, and a telegraph to send coded messages, students learn to not only create and code, but also about the expanding career fields of renewable energy, geology and electrical engineering.

Technology - Students will understand the basics of computer engineering and learn how to build a desktop computer with their own hands! With this hands-on look at computer hardware engineering, students can see how the computers they use every day are put together.

Engineering – Students explore the career pathways of structural and biomedical engineering through activities that include construction and programming of their own robotic hand.

Arts – By creating and filming a commercial for their very own product, students make connections to the careers of film and video editing.

Mathematics – Using the Scratch coding language and the coordinate plane, students will learn how to code and animate their very own characters on screen. Through this coding activity, students will see how math they are learning today applies to the career pathways of computer programming and game design.

Bring STEAM Team 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 30-student license of $5,000 includes:

- 25 hours of programming, two hours a week.
- Experienced Comp-U-Dopt trainer to facilitate lessons on site
- All supplies and technology needed for the programming
- A refurbished laptop for each student to keep

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.