Learn2Earn Plus

Technology Enrichment Immersion for High School

The Comp-U-Dopt Learn2Earn Plus Program is for high school students grades 9-12 who have an interest in gaining tangible technology skills for the workforce today. In this enrichment program, students work with real-world programs and technology up close and personal. Students not only learn to code and program in relevant languages, but also get hands-on with drones, networks, and computer hardware. At the end of the program, each participant receives a refurbished laptop computer to keep. Below is a brief overview of the TEKS and 21st Century Science Standards aligned lessons:

**Computer Hardware** - 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.

**Computer Programming** – The Python coding language is a widely used, general purpose, text-based programming language that is used for real projects in industry. Students will learn to create their own interactive adventure games using the code.

**Network Engineering** – Students will not only learn how computers are connected through a network, but also construct the basic building blocks of a computer network by creating their own network panel and CAT-5 cables.

**Drones** – Students will use their knowledge of Python to code drones to run autonomous missions through obstacle courses that they create.

**Blender and Gimp** - Blender is a 3D computer graphics software toolset used for creating animated films, visual effects, art, 3D printed models, interactive 3D applications and video games. Gimp is a professional-grade graphics editor. Students will use both programs to design and animate their own 3D models.

Bring Learn2Earn 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 $4,200 includes:

- 30 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.