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Programming Challenge for Girls 2016 (PC4G)

The [LSU Center for Computation & Technology](#) (CCT) invites girls 9-10th grade to participate in a one-day educational experience. [PC4G](#) wants girls to experience the fun of programming, and engage them before they make their senior high school subject choices. It's designed to be: Approachable, Fun, Educational, and Challenging!

Date: March 5, 2016 (Saturday)

Location: Louisiana State University - Baton Rouge, LA
Digital Media Center, West Lakeshore Drive @ East Parker
Room #1034

Registration: (FREE) Girls may sign up as either a team of two or individually, for which they will be assigned a team member. Grades 9th or 10th only; there is no need for any prior programming knowledge. [Click here to register!](#)

Scope: Our goal is to engage ninth and tenth grade girls in computer science and introduce them to young women undergraduate and graduate students in [STEM](#) disciplines. This event is a fun-filled chance to learn computer programming through storytelling.

The Alice programming language is used because it's:

- 3D and colorful
- Easy to learn. Alice can be learned in 90 minutes, with no prior programming experience.
- Engaging. The Alice environment is fun to work with.
- There are multiple degrees of challenge. Girls are given a framework to code, and can extend or enhance it to any level.
- Educational.

To see an example of a past challenge, [click here](#).

Schedule:

9:00 AM - Registration and Introductions
9:20 AM - Training
10:30 AM - Break
10:45 AM - Practice
Noon - Lunch (included)
1:00 PM - Challenge Begins
2:45 PM - Pictures @ Mike's Cage then short break
3:30 PM - Winner's Announced
4:00 PM - Adjourn
For more information, contact Kathy Traxler: [ktraxler \(at\) cct.lsu.edu](mailto:ktraxler@lsu.edu) or 225-279-2540.

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