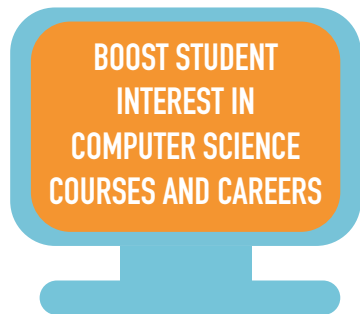
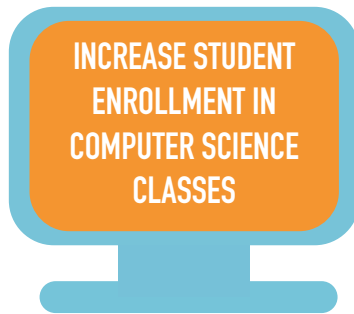


# SIA CLASSROOM

SCHOOL OF INTERACTIVE ARTS



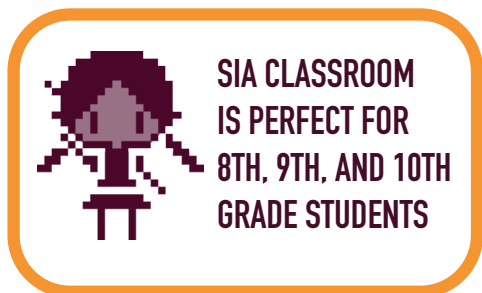
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**SCHOOL OF INTERACTIVE ARTS (SIA) CLASSROOM** uses video game design to help students in 8th to 10th grade learn **computer science concepts and develop a greater interest in computer science education and careers**. Students enjoy an interactive 20-hour curriculum that teaches them to design their own video game level. With support from our highly skilled game design instructors, teachers can use our game design curriculum as a teaching tool to help students learn computational thinking, program syntax, and programming concepts. **Our goal in SIA Classroom is to boost students' confidence in their ability to engage computer science courses in high school and college.** SIA Classroom is supported by a US DOE Education, Innovation, and Research (EIR) grant.



PROJECT BASED  
LEARNING FRAMEWORK

INTRODUCTION TO  
COMPUTATIONAL THINKING

INTRODUCTION TO  
PROGRAMMING SYNTAX

INTRODUCTION TO  
PROGRAMMING CONCEPTS

We are proud to partner with these companies and institutions that help us bring expertise, connections, and resources to SIA classrooms across New York City:

SONOS



NYU GAME CENTER



SIA IS A PROGRAM OF  
URBAN ARTS PARTNERSHIP

WANT TO LEARN MORE?  
[WWW.SCHOOLOFINTERACTIVEARTS.ORG/CLASSROOM](http://WWW.SCHOOLOFINTERACTIVEARTS.ORG/CLASSROOM)  
EMAIL: [SIA@URBANARTS.ORG](mailto:SIA@URBANARTS.ORG)