

September 4, 2020



Dear KLS Families,

We are excited to share an update about [Hello World](#) course offerings. Hello World will now be offering courses through Extended Day. Hello World computer science programs are designed by PhDs from Harvard, MIT, and Rice University. The program has partnered with KLS since 2019 and will now continue virtually. Past students have developed impressive portfolios as a result of participating in Hello World courses. See example student projects [here](#).

Hello World will be offering two courses:

- **Hacking Minecraft** (ILs 3, 4, & 5) - Tuesdays, 4:45 - 6:00 p.m.
- **Virtual Reality** (ILs 2, 3, & 4) - Thursdays, 4:45 - 6:00 p.m.

Courses will run for 12 weeks from **Monday, September 14 to Friday, December 11**. See below for more details about each course offering. For questions about Hello World, please email Molly at molly@helloworldstudio.org.

Registration

The second wave of teacher-led Extended Day classes (which includes Hello World classes) will be open for registration on Amilia on **Tuesday, September 8, at 12:00 p.m.** Registration for these offerings will close **Saturday, September 12, at 8:00 p.m.** These classes will begin on **Monday, September 14**.

If you have any questions about Hello World courses through Extended Day, please contact extendedday@khanlabschool.org.

Best,

Arden Simone
Extended Day Coordinator

[Register on Amilia](#)

Hacking Minecraft

About This Course

- Time: Tuesdays, 4:45 - 6:00 p.m.
- This class is taught by Jeremy Millard, a professional game engineer.
- This class has 12 sessions, each at \$33 per session.
- This class is for students in ILs 3, 4, & 5.

Students enrolled in this class will need:

- Mac or Windows PC (non-Chromebook).
- A Minecraft: [Java Edition account](#) (Cost \$26.95 per user, not included in course tuition; must be the Java Edition (Minecraft: Windows 10 Edition will not work).

Class Description

Prerequisites: No prior programming or Minecraft experience is required. This course is appropriate for both beginners and those with significant programming experience.

Students become Minecraft hackers by coding new behaviors and modifications while also building their computer science knowledge and skills. Using DiamondFire, a visual-based coding API for Minecraft, students will be able to manipulate and extend Minecraft’s functionality and build previously unimaginable 3D worlds.

Course projects are built within Minecraft through the application of computer science concepts including events, conditional statements, loops, variables, and functions. From spawning animals to building teleporters to creating live multiplayer games like capture-the-flag, students will create projects driven by their interests and imagination. **Unique to Minecraft and this course is students’ ability to join virtual worlds together and play games live.**

Girls are highly encouraged to join this course!

Virtual Reality

About This Course

- Time: Thursdays, 4:45 - 6:00 p.m.
- This class is taught by Amelia Crank and Mark Sowell, two game/VR engineers.
- This class has 12 sessions, each at \$33 per session.
- This class is for students in ILs 2, 3, & 4.

Students enrolled in this class will need:

- Any computer with Internet access, including a Chromebook
- A VR headset is not required - as with professional VR developers, students would create their VR worlds on their laptops. A headset may still be used to fully experience one’s projects in VR such as with the Oculus Quest or most VR headsets with buttons. Here are two headsets you could optionally purchase from Amazon (smartphone required): [Merge option](#) and [Cardboard option](#).

Class Description

Prerequisites: This course is appropriate for both beginners and those with significant programming experience.

This course utilizes the CoSpaces development engine and engages students in various VR challenges such as coding a virtual pet, underwater worlds, a Moon base gravity lab, and a band simulation. Students will demonstrate computational thinking and creativity to build multiple 3D worlds using animations, collision detection, physics, and camera manipulation.

Students will play and test their projects with peers and complete various passion projects centered on individual areas of interest such as augmented reality, purpose-driven VR applications, and thematic ideas such as escape rooms or architectural design. See an example “Battle of the Bands” project [here](#).

Register on Amilia



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