Arduino Hands-On

Summer: 24 hours (8 weeks) Mon and Thur: 3:30 - 5 PM

Who can join the class?

Any students interested in robotics, electronic devices, and microcontroller.

(Basic coding skill required)



What you will learn:

- Understanding the usage of different sensors to collect data from the real world.
- Work with LED, push button, potentiometers, motors, speakers, ultrasonic sensors.
- Communicate Arduino with your computer to do interactive projects.
- Become confident to create your own Arduino projects and develop an engineer mindset when solving the problems.
- Learn by doing not just by watching.



What can you get and do?

- Build up your knowledge on sensors, electronic circuits, and microcontrollers.
- Gain practical hands-on experiences using real-world sensors and electronic devices.
- Build up skills to apply MIT BWSI Program and opportunity to get certification.
- Ability to acquire college research opportunities.





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Arduino Hands-On

Summer: 24 hours (8 weeks) Mon and Thur: 3:30 – 5 PM

誰可以參加這門課程?

只要對機器人,電子裝置和微控制器有興趣的同學都可以參加。 (必須有基本的編程能力)



這門課可以讓我學到什麼?

- 了解各種不同感測器的使用方式,並應用於真實世界中搜集資料。
- 學會運用各種電子裝置,例如:發光二極體(LED),按鈕開關,電位計,馬達, 喇叭,超聲波感測器。
- 如何讓電腦與Arduino彼此溝通來完成具有互動能力的項目。
- · 具有信心創建個人的Arduino個人項目,同時能運用工程思維來解決問題。
- 通過動手實作方式來進行學習。



我可以從這門課獲得什麼?

- 建立對於感測器,電子裝置,和微控制器的知識和使用能力。
- 獲得真實世界中感測器與電子裝置實際的動手實作經驗和能力。
- 具備基本技能並申請參加暑期MIT BWSI Program,並有幾會取得Arduino認證
- 具備爭取暑期大學研究項目的機會。





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AM: (626) 417-0031 Gigi or PM: (909) 348-3736 Debbie 21316 Pathfinder Rd, Diamond Bar, CA 91765 (Across street from Diamond Bar High school)

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Summer: 24 hours (8 weeks), Mon. & Thur. 1:30-3:00 PM

Who can join the classes:

Any grade 8,9 students interested in computational thinking and computer programming.



What you will learn:

- Computational Thinking
 - Decomposition, Pattern Recognition, Algorithm, Abstraction
- **♦** Computer Science Concepts
 - Number systems, Recursive function, Program Branching, Prefix/infix/postfix notation, Bitstring, Program - Looping, Boolean algebra, Data structure, Program - Array, Graph theory, Digital electronics, Program - String
- Python Programming
 - Data types, Basic operations, Control structure, Functions, Files, List, Tuple, Dictionary, Set, Object-oriented concepts, Classes design



What you can get and do?

- Attend Bebras Computational Thinking Competition on Nov. 2020.
- Get two EDX online Python classes certificates.
- Attend 4 ACSL Junior Division Contests starting from Dec. 2020 and gain opportunity to attend ACSL All-star Contest on May 2021.
- Attend Microsoft Technology Associate Python Programming certification test.
- Ability to pass AP Computer Science Principle and AP Computer Science A
- Get ready to do personal application project on Game development, Data Science, Machine learning, Artificial Intelligence and more.



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Bebras Computing Challenge

- The Bebras® Computing Challenge introduces computational thinking to students.
- It is organized in over 30 countries and designed to get students all over the world excited about computing.
- Each participant gets 45 minutes to answer 15 multiple-choice questions that focus on computational and logical thinking.
- It is completed online in your own school and it shows to school and student how well their skills are developed.
- The Challenge is available for the following grade groups:

Kits grades 1 and 2 Castors grades 3 and 4
 Benjamin grades 5 and 6 Cadet grades 7 and 8
 Junior grades 9 and 10 Senior grades 11 and 12

- Anyone within these groups can participate; it does not matter if it is a language student or a born mathematician!
- The questions only require some basic reasoning ability.

American Computer Science League



American Computer Science League Contest

- American Computer Science League (ACSL) is an organization that arranges computer science contests for all grade-levels for more than 40 years.
- Every year over 300 teams in the United States, Canada, Europe, Africa and Asia are participating in various divisions.
- The season consists of 4 contests.
- Each contest is held at the participating school, and a school's score is the sum of the scores of its highest-scoring students.
- In each contest, students are given short theoretical and applied questions, and then a programming problem to solve.
- At the end of the year, an All-Star Contest on May is held at a common site.
- Invitations to the All-Star Contest are based on cumulative *individual scores* in the Junior, Intermediate, and Senior Divisions.



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Summer: 24 hours (8 weeks), Mon. & Thur. 1:30-3:00 PM

誰可以參加這門課程:

任何對電腦運算思維和電腦編程有興趣的8、9年級同學,都可以參加。



參加這門課程可以學到:

◆ 電腦運算思維

な刀+柱日日日古 かけ☆

하는하고마실터 그모든

医保护体 计节

- ◆ 電腦科學概念
 - Number systems, Recursive function, Program Branching, Prefix/infix/postfix notation, Bitstring, Program - Looping, Boolean algebra, Data structure, Program - Array, Graph theory, Digital electronics, Program - String
- ◆ Python 編程能力
 - Data types, Basic operations, Control structure, Functions, Files, List, Tuple, Dictionary, Set, Obiect-oriented concepts. Classes design



參加這門課程對我有什麼好處?

- 參加 2020 年 11 月的全美 Bebras Computing Challenge 挑戰賽。
- 獲得兩門 EDX 線上 Python 課程的認證。
- 參加自 2020 年 12 月開始的 ACSL Intermediate Division Contests , 成績優秀學生可參加 2021 年 5 月的 ACSL 全明星賽。
- 參加 Microsoft Technology Associate Python Programming 認證考試。
- 獲得 AP Computer Science Principle 和 AP Computer Science A 不錯的考試成績。
- 獲得技能進行個人在遊戲開發、大數據應用、網站應用程式開發、機器學習、人工智慧等不同領域應用項目的開發。

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Summer: 24 hours (8 weeks), Mon. & Thur. 1:30-3:00 PM



Bebras Computing Challenge

- Bebras® Computing Challenge 目的在啟發學生的電腦運算思維能力。
- 全世界總共有超過 30 個以上的國家參與,並設計考題來挑戰學生的電腦運 算思維能力。
- 每位參加挑戰賽的學生有 45 分鐘完成 15 題選擇題,這些都是與電腦運算和邏輯思維能力相關的題目。
- 電腦思維挑戰賽分為以下組別:

| • | Kits grades 1 and 2 | Castors | grades 3 and 4 |
|---|-------------------------|----------------|------------------|
| • | Benjamin grades 5 and 6 | Cadet | grades 7 and 8 |
| • | Junior grades 9 and 10 | Senior | grades 11 and 12 |

American Computer Science League



American Computer Science League Contest

- American Computer Science League (ACSL) 美國電腦科競賽已有 40 年以上的歷史,其競賽涵蓋小學組、初級組、中級組和高級組。
- 每年有將近 300 個隊伍來自美國、加拿大、歐洲、亞洲和非洲參加不同組別的比賽。
- 每年初賽包括 4 場比賽,初賽成績優秀的個人可獲邀參加每年五月的全美 明星賽。



Game Development Using Python

Summer: 24 hours (8 weeks), Friday 1-4 PM

Who can join the class:

Any students interested in Game design with Python. (basic Python coding experiences).



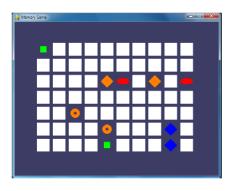
What you will learn:

- Understanding the usage of Pygame module.
- Understanding the basic design of games.
- Understanding different ways to control the game.
- Develop different games from scratch.
- Develop games like: Memory game, Tetris, Shooting game, Flappy Birds and more.

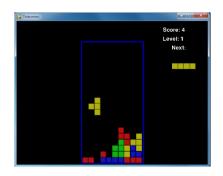


What you can get and do?

- Build your personal projects on game development to enrich your personal profile.
- Build your own game to demonstrate your creativity, passion, and problem-solving capability.
- Attend next advanced game design courses to gain more abilities.
- Ability to acquire college research opportunities.









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Game Development Using Python

Summer: 24 hours (8 weeks), Friday 1-4 PM

誰可以參加這門課程?

任何對於使用 Python 編程來設計遊戲有興趣的學生。 (具備 Python 編程基本能力)



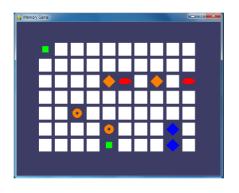
這門課程可以讓我學到甚麼?

- 了解如何使用 Pygame 模組來設計遊戲。
- 了解遊戲設計的基本方式。
- 了解不同種類遊戲的控制和設計方式。
- 從頭開始一步一步地學習一個完整遊戲的設計過程。
- 在課程中會開發以下的遊戲:Snake, Pong, Tetris, Density game, Flappy Birds 等不同遊戲。



我可以從這門課程獲得什麼?

- 建立個人遊戲開發項目,展示於不同網路平台,以充實個人技能和履歷。
- 開發自己設計的遊戲來展現個人的創造力、熱情和問題解決能力。
- 參加進階遊戲設計課程獲取更進階的能力。
- 有機會展示自己獲得參與大學研究的機會。







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Machine Learning with Python

Summer: 16 hours (8 weeks), Saturday 10:00-12:00

Who can join the class?

Any students interested in Machine Learning and Artificial Intelligence.
(Basic coding skill required, Python preferred)



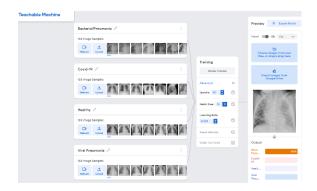
What you will learn:

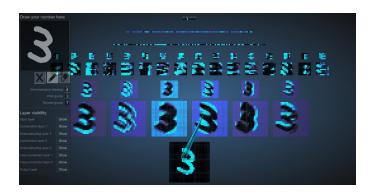
- Understanding the process of machine learning and model generation.
- The mathematical skills about probability, inferential statistics and linear algebra.
- Understanding different ML application on prediction, classification and clustering.
- Apply Python program to developing, implementing and deploying machine learning models through powerful frameworks such as scikit-learn, TensorFlow, etc..



What you can get and do?

- Build up your knowledge on machine learning and artificial intelligence and their application on different fields.
- Gain practical hands-on experiences using real-world ML/AI datasets.
- Build up skills to apply MIT BWSI Program and join Modeling the Future Challenge competition.
- Ability to acquire college research opportunities.







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Introduction to Machine Learning and AI

Summer: 16 hours (8 weeks), Saturday 10:00-12:00

誰可以參加這門課程?

只要對機器學習(Machine Learning)和人工智能(Artificial Intelligence)有興趣的學生,均可參加。 (需要基本編程能力,具備 Python 經驗為佳)



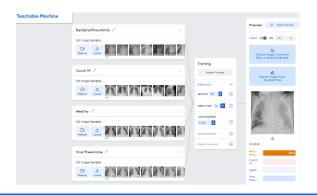
這門課程可以讓我學到甚麼?

- 了解機器學習的運作過程以及如何產出模型。
- 學習機器學習所需的數學基礎:機率,統計和線性代數。
- 了解機器學習的主要應用領域:預測,分類和集群。
- 學習通過 Python 程序使用強大的 scikit-learn,TensorFlow 等架構來開發,實現 和部署機器學習的模型。



我可以從這門課程獲得什麼?

- 建立個人對於機器學習和人工智能應用於不同領域的知識。
- 獲得實際運用真實世界的資料,動手實作建立機器學習模型的經驗。
- 具備能力申請 MIT BWSI 暑期項目以及 Modeling The Future Challenge 競賽。
- 能展示自己機器學習和人工智能的知識和能力,獲得參與大學研究或實習的機會。





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Programming Drone with Python

Summer: 16 hours (8 weeks), Saturday 1-3 PM

Who can join the class?

Any students interested in controlling Drone through the Python program. (Basic Python coding skill required)



What you will learn:

- Understanding the principle of drone flight and drone control.
- Using Python program to control the drone.
- The OpenCV module to process the images captured by the drone camera.
- Apply OpenCV and Python program to fly drone with face tracking, follow the line and control the drone through hand gesture.



What you can get and do?

- Build up your fundamental knowledge on drone flying and the way to control drone through computer program.
- The techniques and algorithms associated with autonomous Unmanned Aerial Vehicle (UAVs).
- Build up skills about image processing and the ability to work with drone hardware.
- Ability to apply MIT BWSI UAV program and UCB ROAR academy.



The Tello Drone fee is not included in the course fee.
All students need to purchase the Drone by himself before the class.





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Programming Drone with Python

Summer: 16 hours (8 weeks), Saturday 1-3 PM

誰可以參加這門課程?

只要對無人機(Drone)和運用 Python 程序控制無人機飛行有興趣的學生,均可參加。 (需要基本 Python 編程能力)



這門課程可以讓我學到甚麼?

- 了解無人機的飛行與控制原理。
- 學習如何使用 Python 程序來控制無人機。
- 使用 OpenCV 模組結合 Python 程序, 進行無人機獲取影像的處理和應用。
- 運用 OpenCV 和 Python 進行無人機追蹤人臉的應用,無人循線飛行以及使用手勢來控制無人機。



我可以從這門課程獲得什麼?

- 建立個人對於無人機飛行的基本知識,以及通過編程控制無人機的能力。
- 學到無人機的相關技術和控制無人機的法則。
- 具備運用程序處理影像的能力,以及控制無人機硬體的能力。
- 具備能力申請 MIT BWSI 暑期無人機項目以及 UCB ROAR 無人車的暑期項目。



Tello Drone 費用不包含在課程費用中。

所有學生須在上課前,自行購買 Tello 無人機。



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