

Virtual workshop for students – Code your own video game with MakeCode Arcade workshop, ages 8+

In this free virtual two-day workshop, students eight and older use block-based coding to create a video game with MakeCode Arcade. Students learn fundamental game and coding concepts like sprites, variables, and coordinates, and use their new skills to create and customize a playable game.

By the end of the two-day workshop students will have:

- Learned and used key game design and coding concepts.
- Coded a playable game.
- Published their game via a URL so they can continue to play and develop it after the workshop.

Virtual workshop for students – Virtual Minecraft Build Challenge

Players will put their creativity, Minecraft knowledge, and skills to the test in this fun free 60-minute virtual event. Attendees will be given topics along with instructive guidelines throughout to develop their own creative build in Minecraft. Also, make sure you brush up on your Minecraft Trivia!

For the best experience, please use Edge or Chrome Internet browsers to join the workshop.

Register today on your own or with a friend. All skill levels are welcome!

Build Challenge Activity: Interactive challenge where attendees will follow instructive guidelines to develop their own creative build project within Minecraft.

Requirements:

- A device to access and remain on Microsoft Teams for the challenge (PC, Mac, iPad, iPhone, Android).
- Ownership and download of Minecraft on preferred platform prior to the start of the workshop.
- For the best experience, please use Edge or Chrome to join the event.

Virtual workshop for students – Creating connections with Dear Evan Hansen workshop ages 13+

- Define what making a connection means to them.
- Demonstrate turning goals into a clear and meaningful action plan.
- Use key applications such as PowerPoint to research, create, and prepare to share their action plan.

Virtual workshop for students – Start your own business workshop, ages 8+ (Days 1 and 2)

In this free virtual two-day workshop series, students eight and older learn how to turn their passion into an entrepreneurial business idea. Students get guidance on how to create a business plan and a polished pitch ready to share with others.

By the end of the two-day workshop, students will have:

- Learned what makes a great product or service idea.
- Completed a simple business plan.
- Learned key presentation skills to be able to pitch their business idea.

Virtual Workshop – Virtual Road Trip with Bing

Plan your perfect American road trip! During this free virtual workshop, students will choose three national parks or monuments to explore in Bing maps and then put together an exciting PowerPoint presentation showcasing their virtual road trip.

At the end of the workshop students will have:

- Mapped a 3-stop, road trip of United States national parks and monuments.
- Virtually explored their chosen parks and monuments, gathering photos along the way.
- Found facts and history about their chosen parks and monuments.
- Built a virtual scrapbook of their trip in PowerPoint using the map, facts, and photos they gathered.

Virtual Workshop for Students – The Smithsonian National Museum of Natural History’s “Hall of Fossils” Tour

In this free virtual workshop, students ages eight and older are transported to the Smithsonian National Museum of Natural History right from their web browser using 360-degree interactive imagery.

By the end of the workshop students will have:

- Explored the Smithsonian's famous "Hall of Fossils" in 360-degrees virtually.
- Learned about natural history in the Jurassic age.
- Completed a fun virtual discovery hunt throughout the museum.

Healthy Gaming Habits

This free one hour camp offers students lessons in developing positive life skills like teamwork, communication, and resilience via group discussions and unplugged activities.

By the end of this camp, participants will have:

- Learned to develop and apply life skills to gaming and their day-to-day
- Discussed tips and created goals for developing healthy lifestyle habits

Virtual workshop for students – Learn to design and code apps, ages 13+

In this free two-hour virtual workshop, students thirteen and older will learn about apps and how to create them. They will brainstorm their own app idea and learn to code an app with Code.org's App Lab.

By the end of this workshop, participants will have:

- Understood what apps are and how coding relates to creating them.
- Learned coding fundamentals in JavaScript using block-based coding.
- Learned basic app design skills.

Virtual workshop for students – Hour of Code Minecraft: Voyage Aquatic, ages 8+

Join us for this free, one-hour virtual workshop to take part in the global Hour of Code movement. Using the power of code, students aged 8 and up will explore aquatic worlds and uncover hidden treasure with the 2018 Minecraft Voyage Aquatic tutorial.

By the end of the workshop, students will be able to:

- Create a list of coding instructions.
- Instruct a computer to perform tasks in a sequence.
- Test and refine their coding instructions to uncover hidden underwater treasure.

Virtual workshop for students – Hour of Code Minecraft: AI, ages 8+

In this free, one-hour virtual workshop, students eight and older will have fun learning and being inspired by Minecraft, computer science and Artificial Intelligence (AI). Using the power of code and AI, students will learn with the Minecraft 2019 Hour of Code lesson to program the Agent to prevent forest fires and regrow a forest.

By the end of the workshop, students will have:

- Instructed a computer to perform fundamental coding tasks.
- Understood basic AI concepts and coding concepts such as loops and events.
- Experienced how AI is being used in the real-world to promote conservation and sustainability.

Virtual workshop for students – Digital photography: Create cool photos and stop motion animations, ages 8+ (Days 1 and 2)

In this free two-day one-hour workshop, students eight and older will explore digital photography concepts by taking and editing photos and creating a stop motion animated video.

By the end of this workshop, participants will have:

- Understood and explored key foundational digital photography concepts.
- Created and edited photos.
- Created a stop motion animation that they can share with friends and family.

For the first session, participants should have use of a camera, preferably on a smartphone or mobile device, for taking and editing photos. For the second session, participants will need to use a mobile - device camera (smartphone, iPad, Chromebook) and download Stop Motion Studio, a free and easy-to-use app: <https://www.cateater.com/try.html>.

Virtual workshop for students – Beginners’ fun with computers and coding workshop, ages 6+ (Days 1 and 2)

In this free virtual two-day workshop, students ages six and older will learn the basics about how computers work and have fun with hands-on introductory coding activities.

By the end of this two-day workshop, students will have:

- Understood the essentials about how computers work.
- Completed basic coding challenges.
- Learned key coding concepts such as algorithms, debugging and looping.

Virtual workshop for students – Create a difference in your world, ages 8+ (Days 1 and 2)

In this free virtual workshop, students ages eight and older research and identify a cause they care about in their local community and create action plans to volunteer and get the word out about their personal cause.

By the end of this workshop, participants will have:

- Learned to research areas of interest.
- Developed personal passions and understand new ways to make connections with others.
- Gained new skills with applications, such as Word, Excel, PowerPoint, Bing, and Photos.

Virtual workshop for students – Make your own story with PowerPoint and Word: Your community, ages 6+ (Days 1 and 2)

In this free virtual workshop, students six and up will learn how to create a story using Microsoft PowerPoint and Word. They'll explore the latest version of these Office apps, including using drawing tools, selecting and sizing images and icons, creating backgrounds, and changing fonts. Activities will focus on collaborative learning and hands-on guided experiences.

By the end of this workshop, participants will have:

- Built confidence in using PowerPoint and Word as digital tools.
- Exercised their creative skills by making a story with visual appeal.
- Collaborated as a group to start a community-themed story and developed it as an individual project.

Virtual workshop for students – Make hustle happen: Start your own business or champion a cause, ages 13+

Learn from key NFL talent on how to follow your passion, start your own business, and create positive change in your community. In this free virtual two-hour workshop, students thirteen and older learn how key NFL identities “make hustle happen” through side businesses, following their dreams or collaborating to serve a cause they care about. Participants will brainstorm ideas for their own side hustle or supporting a cause, then create their action plan.

By the end of this workshop, students will have:

- Researched and decided on a small business idea or a social issue to support.
- Turned an idea into a clear and executable action plan.
- Built a toolkit for school and home projects using Windows 10 tools.

Virtual Workshop for Students – “Smithsonian National Tour”

Pick from the following 90 Minute Tours for your Students!

- Virtual Workshop for Students – “Smithsonian National Air and Space Museum” Experience
- Virtual Workshop for Students – The Smithsonian National Museum of Natural History’s “Ocean Hall” Tour
- Virtual Workshop for Students – “Smithsonian National Zoo & Conservation Biology Institute” Experience
- Virtual Workshop for Students – The Smithsonian National Museum of Natural History’s “Ancient Egypt, Enter a Mummy's Tomb”

Bing – Trip Around the World Field Trip

- Virtual Workshop – Bing Virtual Travel: Journey to Africa
- Virtual Workshop – Bing Virtual Travel: European Backpacking Trip
- Virtual Workshop – Bing Virtual Travel: Journey to Australia
- Virtual Workshop – World Cuisine

Virtual Workshop – Coding Adventures with Wonder Woman

Inspired by WONDER WOMAN 1984, coming to theaters, Wonder Woman is in the Smithsonian Museum and she needs to collect artifacts before time runs out. In this free virtual experience, learners eight and older use block-based coding to design and code their own arcade game to play online.

If you've never coded before and want to learn this is the experience for you.

By the end of the experience, students will have:

- Learned and used key game-design and coding concepts
- Coded a playable game
- Published their game via a URL so they can continue to play and develop it after the workshop

Virtual Workshop – College Students

- Office 365
 - Word
 - PowerPoint
 - Excel
 - OneNote
 - Teams
- LinkedIn
 - Rock your Profile
 - LinkedIn Pages