17th Annual Girls' Day
Saturday, October 27, 2018
Walsh Amphitheater
St. Bonaventure University
St. Bonaventure, NY 14778

A Day of Computer Activities for Girls in Grades 6th, 7th or 8th
Funded by a Grant from the Lenna Foundation of Lakewood, NY

You are invited to participate in the 17th Annual Girls’ Day Workshop sponsored by the Computer Science Department at St. Bonaventure University and funded by a grant from the Lenna Foundation; there is no expense to participate. Women involved in the Computer Science field will provide you with hands-on computer experiences. You will also have an opportunity to meet and interact with these successful women.

The day will begin at 8:45 with check-in and snack in the Walsh Amphitheater. There will be two hands-on sessions in the morning. A complimentary lunch in the Hickey Dining Hall will be followed by a hands-on session and a closing session in the afternoon. We will conclude at 3:00 and dismiss participants from Walsh Amphitheater. Your parents/guardians are welcome to attend, as there will also be activities for them. You will be assigned to three of the five workshops as listed below.

If you wish to attend Girls’ Day, fill out the registration form, have your parent or guardian sign it and provide contact information. Return the form to the guidance counselor or teacher who gave it to you and by the date they told you. As our facilities are limited, registration will be on a first-come, first-served basis so complete and return the paperwork as soon as possible.

Girls’ Day Workshops

Storytelling through Animations
You will learn how to animate a storyline while learning some of the basic concepts of computer programming.

What is Computer Programming
You will learn basic concepts of Computer Science through writing your own programs or apps

Encryption
Learn ways to encode your secret message and decode others.

Programming a Wearable Device
You will learn how to program a small display of led lights.

Programming Robots
You will learn basic coding and robotics skills through the hands-on experience of programming a robot.