Go Code 2019 Summer School

In 2019, the **Go Code Project** joined hands with 19 community partners to provide over 1,000 places for students in Sham Shui Po, Yau Tsim Mong, New Territories East and New Territories West to join education programmes. In addition, the Project invited primary schools in Sau Mau Ping to provide venues, extending the service to Kowloon East.

In the Junior Course, students were prepared with basic computer skills before advancing to study coding and create their individual versions of 'Banana Bomb' game app. '**Potato Pirates**', a parent-child card game developed by a Singaporean start-up, was introduced to demonstrate basic programming concepts and, hence, train up students' logical thinking and problem-solving skills. In the game, players were required to give commands using various computer programming languages. In just one hour, students put programming concepts into use and strengthened their memories of key computer concepts through games and laughter.

The Innovation & Technology Fun Day and Junior Course Graduation Ceremony, organised by the HKIF, was held at the Hong Kong Science and Technology Parks Corporation on 26 July and 3-6 August. Guided tours were arranged for students to check out different thematic areas in the Hong Kong Science Park, including unmanned shops and start-up inventions in the Park. They also joined the Robo Workshop to learn more about engineering, physics and coding through practice. Qualified students received graduation certificates for the Junior Course and gifts.

Furthermore, the Intermediate Course, with 6 sessions and a tour to the Sino Inno Lab, has begun in August. Tasked with designing the 'Go Healthy' mobile app, students will apply problem-solving skills acquired from coding to daily life.

Sino Group initiated the **Go Code Project** in 2014 to provide free coding courses for primary 4 to 6 pupils from underserved families. Founded by Sino Group in March 2018, the Hong Kong Innovation Foundation (HKIF) is committed to providing inspirational and fun-filled educational activities for students to sharpen logical thinking, develop creative problem-solving skills and stimulate creativity.

The **Go Code Project 2019** comprises four stages, namely the Junior Course, the Intermediate Course, the Advanced Course and Coding 2.0. The Project teaches students the basic theories of Scratch and MIT App Inventor, allowing them to develop mobile apps with creativity. The curriculum covers basic computer concepts and foundational theories of Python, a programming language.