What is ITgirl?

ITgirl is a program designed to teach underrepresented middle school girls programming and equip them with the skills and confidence to persist in tech. The curriculum is derived from Mobile CSP and sessions will take place on Saturdays, culminating in a hackathon and ultimately funneling into its sister high school initiative. For more information, check out the [ITgirl website](#).

DAY ONE AGENDA

[App Inventor](#)

9:00 - 9:30 AM Icebreaker

9:30 AM - 12:00 PM

Set up with Google Account

[Hello Purr](#) & [Hello Purr Mini Projects](#)

[What is Cryptography?](#)

Now, let's solve some cryptography problems!

12:00 PM - 12:45 PM   *LUNCH*

12:45 PM - 2:00 PM

[Paint Pot](#)

[Paint Pot Projects](#)

DAY TWO AGENDA

App Inventor

9:00 AM - 9:45 AM

Magic 8 Ball

9:45 AM - 11:00 AM

Variables Bouncing Ball

Block Editors

11:00 AM - 11:15 AM   *BREAK!!*

11:15 AM - 12:45 PM

Android Mash & Android Mash Projects

12:45 PM - 1:15 PM   *LUNCH*

1:15 PM - 2:00 PM   Ice Breakers (outside)

DAY THREE AGENDA

App Inventor

9:00 AM - 10:30 AM

Presidents Quiz & Presidents Quiz Projects

10:30 AM - 10:45 AM *BREAK!!*

10:45 AM - 11:15 AM

[Space Invaders](#)

11:15 AM - 12:00 PM

Hackathon Group Announcement and ~GrOuP cHaLlEnGe~

12:00 PM - 12:45 PM *LUNCH*

12:45 PM - 2:00 PM

Start to develop App

Hackathon

Beauty By Me

The Rules

Girls will work in teams to design and create apps for mobile devices that relate to women empowerment.

1. With your partner, brainstorm a project idea, develop drawing(s) of the User Interface and a rough storyboard of how your app will function. You can use this [template](#). Your app should be as complex as Paint Pot 2 or Android Mash.

2. Meet with your instructor to discuss the feasibility of the app and if necessary make any changes in your plan.

3. Present a short (2-3 minute) elevator pitch of your project idea to the class. The pitch could follow this template:

[name of app] is a [kind of thing it is] for [the people who would use it] that, unlike [similar apps] is able to [the major distinguishing feature of your app].

4. Work collaboratively to develop, test, and debug your app, making sure that it meets the following criteria.

9:00 - 9:30 AM   Brainstorm, develop possible user interface designs, discuss how the code will work, and meet with mentor to discuss any potential changes

9:30 - 10:00 AM   Present short pitch of project to the class

10:00 - 11:00 AM   Keynote Speaker

11:00 AM - 12:00 PM   Begin creating app, assign tasks if needed

12:00 PM - 12:45 PM   Lunch

12:45 PM - 1:45 PM   Finish App

1:45 - 2:30 PM   Present Apps

2:30 - 3:00 PM   Closing Remarks, Prizes, and Wrap up