MAGNET BYTE
NEWSLETTER
DEC 2024

Girls Who Code Club
Jiya Raka

The recent Girls Who Code meeting provided an inspiring opportunity to explore the roles of an architect and a professional coder. During the session, club members were introduced to our SAS mentor, Mrs. Mary, who brought valuable insights from her experience at SAS.

Density Tower
liquids arranged in order of increasing density

Hour of Code
300+ Eagles participated

Band Concert
December 18

WHAT WE DID

6th graders demonstrated that objects reflect only certain wavelengths of light, which correspond to the colors we perceive.

8th Graders participated in a superhero/villain periodic table activity. Students were engaged in this activity because it highlighted how creative connections between science & storytelling can make learning memorable.

Gr6 Science activity intro to Light Unit

Gr8 Science Project: Gallery walk for Super Hero/Villain Periodic Table

WHO WE SAW

DataHoney met with students during CompSci Edu Week and challenged them with a SQL activity. Students were able to input and analyze data using SQL coding.

Women in Computer Science Club at **NCSU** met with students to discuss careers and pathways in Computer Science. They presented a Sprite Lab activity for students to work on after playing the game created by the presenter.

WHERE WE WENT

CaraGreen

Interior Design and Invention & Innovation students visited CaraGreen to explore sustainable building materials, learn about career paths in the industry, and participate in a hands-on Design Challenge.

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Mrs. Mary is a skilled software professional with expertise in various programming languages, and she plays a critical role in developing and managing software solutions for her company. Her ability to tackle coding challenges makes her an exceptional mentor and educator.

As a special highlight, the club also connected virtually via Google Meet with Mary's sister, Katy, an Architect and Technology Strategist at SmithGroup. Katy shared her experiences working on complex architectural data projects, offering members a glimpse into how technology drives innovation in architecture.

Currently, the Girls Who Code club is working on developing a game using Scratch, with a goal to complete the project by April 2025. This initiative reflects the club's commitment to fostering creativity and coding skills among its members.

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