DIGIMAKER NEWS

JULY 2024

Greetings,

This newsletter explores how Digimaker's coding classes for kids use games, robots, and projects to teach coding while boosting creativity and critical thinking. It also reveals coding's role as a universal language that connects cultures and prepares for the future. Furthermore, discover that STEM was once called SMET before the name change in 2001!
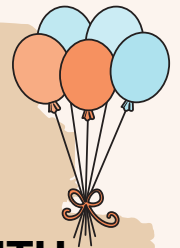
FAQ

QUESTION
How does Digimaker make learning fun and engaging?

ANSWER
Digimaker uses interactive and hands-on approaches, making learning computer science enjoyable through engaging activities and projects.

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SPARK YOUR CHILD'S CREATIVITY WITH DIGIMAKER

Want to Make Learning Fun for kids? This post explores how Digimaker makes learning fun! Kids dive into coding with hands-on projects like games and robots. Our activities boost creativity and critical thinking. Transform screen time into learning time with Digimaker!

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HOW PROGRAMMING EMPOWERS KIDS

EMBRACE PROGRAMMING POWER

HOW PROGRAMMING CONNECTS CULTURES

This post dives into how coding transcends cultures, unites with a universal language, and empowers kids for a globalized future. Let kids code their way to a friendlier, more connected world!

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SMET TO STEM:

STEM REVOLUTIONIZED EDUCATION

This post dives into a fun fact about STEM, as it was once called SMET! Judith Ramaley rearranged the letters in 2001, reflecting a shift towards a unified educational approach in Science, Technology, Engineering, and Mathematics. Discover how this change reshaped learning & innovation!

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