

THE CODING & ROBOTICS WORKSHOPS

SAINT-PIERRE DE CHAILLOT SCHOOL

The weekly workshop that teaches children, screen-free and on-screen, to program, create and solve, one project after another.

LE KOMPA

The Kompa coding workshops introduce children from CP to CM2 to programming.

Through weekly sessions, students learn to give instructions, develop their logic and anticipation, and progress at their own pace with trained instructors.

Screen-free first, on computers later : the youngest program robots by hand, the older ones move on to code.

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Four skills developed in depth

Logic

Programming means breaking an intention down into steps. Children learn to break down a problem, sequence actions and reason step by step.

1

Anticipation

Each instruction produces an effect. Students learn to imagine the result before running it, then fix their program when the robot or game doesn't do what they expected.

2

Creativity

Drawing with a robot, inventing a video game, building a machine. Coding becomes a medium of expression where each student builds their own projects.

3

Self-confidence

Seeing your program run, fixing a bug, making a robot move or launching a game you created yourself. The workshops build solid confidence with digital tools.

4

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HOW A SESSION UNFOLDS

One hour, three phases.

DISCOVERY
15 min

The instructor introduces a concept : a robot, a command, a programming idea. Students handle, observe and ask their questions.

THE CHALLENGE
15 min

Courses to program, logic puzzles, targeted exercises. Students work alone or in pairs on challenges suited to their level.

CREATION
30 min

Free or guided practice. Children design their own courses, games or robots, test and adjust. The instructor circulates, unblocks and celebrates discoveries.

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Two paths, from tangible to code

Students are grouped by age. CP and CE1 follow a five-period path built around educational robots, with no forced screen time. CE2, CM1 and CM2 move into programming on computers, with four themed periods.

CP–CE1 • The robots

Five robots, thirty sessions. Bee-Bot for first commands, Matatalab to program with blocks, Ozobot to move to tablets, Thymio for sensors, KIBO to build your own robot.

CE2–CM2 • The code

Four modules, eight sessions each. Scratch for a structured project, TPBot to drive a robot-car, MakeCode Arcade to create mini-games, Robotics Kit to assemble and upload.

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PRACTICAL INFO

GROUP 1

CP – CE1

Friday

During the lunch break

30 sessions

GROUP 2

CE2 – CM1 – CM2

Tuesday

During the lunch break

30 sessions

ANNUAL FEE

380 € / student

SIGN UP

Online form

https://ecoles.lekompa.fr/register

CONTACT US

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SEE YOU SOON AT LE KOMPA