On February 6th, 2014 STAIRSTEP Computer Science undergraduates Hannah Leleux, Greg Yera, Timothy Holcombe, and Alexander Strong and graduate student Phillip Potter taught a Computer Science workshop, sponsored by STAIRSTEP, to 9th grade students from Port Arthur Independent School District. STAIRSTEP participants Holcombe and Strong presented and taught the students Computer Science concepts by leading them in building a game in Scratch. Yera, Leleux and Potter were available to assist any students that were struggling or falling behind.
The workshop material was designed by a research program called INSPIRED using Scratch. The workshop was given by the STAIRSTEP participants to 30 high school students. At the beginning of the workshop Dr. Timothy Roden gave a short presentation on what courses are required in a game development degree. Dr. Roden also showed the students some of the projects his students have worked on in game development. After Dr. Roden’s presentation was concluded The STAIRSTEP members gave a short presentation on careers available in the Computer Science field. The presentation included the education requirements, job duties, and average salaries for each position. STAIRSTEP members then introduced The Big Three CS Control Structures: Sequence, Selection, and Repetition that would be used during the interactive workshop.
After introducing the principles, Timothy Holcombe gave instructions on how to implement the concept in Scratch. Alexander followed along with Timothy’s instructions showing the concepts implemented in Scratch for the students to see.

The high school students were able to pick up the concepts quickly. The few students falling behind were quickly assisted by Greg and Hannah. After the lecture and each demonstration was over, students were given time to follow along creating small animations in Scratch. When the workshop material was completely covered the students were allowed to create programs in Scratch on their own. The students and faculty were treated to a pizza lunch after the workshop. The session was an overall success, furthering the students’ knowledge in Computer Science, accomplishing the goal of opening up the student’s eyes to the fun side of Computer science.