

LEGO & CODING

Bede's LEGO & Coding Academy offers students an opportunity to combine creative building skills with the power of programming to design interactive and functional LEGO creations. LEGO & Coding is an exciting journey where creativity meets technology. In this Academy, students will build and program LEGO models, bringing them to life with coding. As they explore this dynamic combination, students will expand their language skills, mastering the terminology and language needed to create, code, and communicate in the world of LEGO and technology.

OBJECTIVES

- To use creativity and building skills to construct LEGO structures
- To develop a solid foundation in coding principles, learning how to use block-based or text-based coding languages to control and animate LEGO creations
- To enhance logical thinking and problem-solving abilities by devising coding solutions to bring LEGO models to life, incorporating sensors and actuators
- To integrate STEM (Science, Technology, Engineering, and Mathematics) concepts into projects, deepening the understanding of these crucial disciplines through hands-on experimentation
- To foster collaboration and communication skills by working in teams to solve coding challenges and construct LEGO structures, encouraging idea sharing and teamwork
- To expand technical and coding vocabulary, enabling students to effectively communicate about LEGO and coding concepts, empowering them to share their knowledge and ideas within the field

SUMMARY

CENTRES	Eastbourne and Windlesham (6–13 years)		DAYS	Tuesday and Thursday
VENUE	Classrooms on-site		LEVELS	Elementary, Intermediate and Advanced
HOURS	3 hours per week (2x 1½ hour sessions)		INSTRUCTION	One instructor per 12 students
DATES	Eastbourne – Week 2: 05/07/2026 Week 4: 19/07/2026	Windlesham – Week 3: 12/07/2026 Week 5: 26/07/2026	FEE	£295 per week

Minimum number of students is required for the Academy to run. If an Academy is cancelled, a refund will be given.

