YEARS 3-7

# DIGITAL WORLD (COMPUTING)

If you want to understand the logic behind technical devices in your everyday life, this club allows you to explore and experiment with the processes that go on behind the screen.

The main objective of the Computing Club is to help students understand basic and advanced topics in technology and Computer Science. This is mainly done by exposing our members to new technological advancements such as camera drones, 3D printing, digital photography and programmable robots. The primary reason behind this strategy is not only to learn about cutting-edge technology, but to help students actively take part in the research and ultimately to make their own custom-built innovative technological products.

*For more information, please see Mr. George Poullides and Mr. Nicolas Koumbarou.*