**JAVA WORKSHOPS**

Java workshops introduce learners to object-oriented programming using game-based learning methodology, drag and drop interfaces to create 3D animations and 2D games, and interactions with the Finch Robot.

- **Getting Started with Java Using Alice** is designed for students with little or no programming experience and teaches basic Java programming concepts through developing 3-D animations in Alice 3.1.
  - 8 Hours

- **Creating Java Programs with Greenfoot** engages students who understand basic programming concepts to create 2-D games using Java.
  - 16 Hours

- **Java Puzzle Ball** uses a game-based learning methodology to build an understanding of Java. As students play, they develop robust conceptual models for complex key Java programming concepts.
  - 12 Hours

- **Programming the Finch Robot in Greenfoot** encourages students who have completed Creating Java Programs with Greenfoot to program an interface that makes the Finch Robot interactive using its light, proximity, and temperature sensors using Java in Greenfoot.
  - 4 Hours

- **Programming the Finch Robot in Java** encourages students who have completed the Creating Java Programs with Greenfoot and Programming the Finch Robot in Greenfoot to program an interface that makes the Finch Robot interactive using its light, proximity, and temperature sensors using Java.
  - 4 Hours

**DATABASE WORKSHOP**

**Solve It with SQL** introduces databases to beginners, challenging students to play the role of a superhero and solve a series of crimes using a cloud-based database development environment.

- 8 Hours

**STEM SCIENCE WORKSHOP**

**RelativityLand** presents Einstein’s special theory of relativity and is centered on a series of interactive JavaScript simulations through which students can manipulate a flying saucer to explore famous paradoxes and take measurements. The workshop is divided into four lessons that contain a video, lesson slides, and extension exercises to test learning.

- 4 Hours
## WORKSHOP LANGUAGE AVAILABILITY

<table>
<thead>
<tr>
<th>Course</th>
<th>Arabic</th>
<th>Brazilian Portuguese</th>
<th>Chinese (Simplified)</th>
<th>English</th>
<th>French</th>
<th>Indonesian</th>
<th>Japanese</th>
<th>Romanian</th>
<th>Spanish</th>
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All Oracle Academy workshops also are offered as Workshops in a Box, so volunteers, computer club sponsors, and educators who may not specialize in teaching computer science can offer students a fun, hands-on introduction to technology.

Oracle Academy, Oracle's global philanthropic educational program, is open to educators around the world to advance technology education, skills, innovation, and diversity and inclusion. We offer academic institutions and their educators free teaching and learning resources—including curriculum, cloud, software, and professional development—that help them prepare students with knowledge, hands-on practice, and career-relevant skills.

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