

## ***OUR LOCATIONS***

- BRILLIANT MINDS
- COTE BRILIANTE CHURCH  
(HICKEY ELEMENTARY)
- FATHERS SUPPORT  
CENTER
- GIRLS INC
- GRACE UNITED  
METHODIST CHURCH
- JOHN KNOX  
PRESBYTERIAN CHURCH
- JUVENILE DETENTION  
CENTER
- SOUTHSIDE WELLNESS  
CENTER
- ST. LOUIS PUBLIC  
HOUSING
- ST. LUKES PLAZA APTS.
- UNION MEMORIAL  
METHODIST CENTER
- YOUTH & FAMILY  
SERVICES CENTER
- CURRENTLY SEEKING  
NEW LOCATIONS

## **COMPUTER VILLAGE METHOD**

### **COMPUTER VILLAGE METHOD *Community Focused Learning***

**OUR** training model involves student centered, learning activities, engaging motivation and interest. **OUR** lessons are created to answer questions, solve problematic situations, and reflect the education and work environments people experience in professions outside of a classroom setting.

### ***Project Based Learning***



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## **CAREER INSTRUCTION AND COMMITED MENTORING**



***"Where People and Technology Come Together"***

***COMPUTER VILLAGE-*** FOR 25 YEARS HAS TRAINED AN ABUNDANCE OF INDIVIDUALS, FROM AGES FOUR TO 104, IN S.T.E.M., S.T.E.A.M., COMPUTER, AND TECHNOLOGY SKILLS.

***COMPUTER VILLAGE-*** HAS PARTNERSHIPS WITH VARIOUS ORGANIZATIONS THAT ARE COMMITTED AND HIGHLY EXPERIENCED, PRODUCING RESULTS WITH POSITIVE OUTCOMES.

***COMPUTER VILLAGE-*** OFFERS THREE PRIMARY DIVISIONS OF TRAINING.

- **DIVISION I**—COMPUTER TECHNOLOGY
- **DIVISION II**—ENGINEERING
- **DIVISION III**—SUSTAINABLE ENVIRONMENTAL TECHNOLOGY



## ***DIVISION I***

### ***COMPUTER TECHNOLOGY***

- ***HARDWARE***

COMPUTER NETWORKING AND  
HARDWARE INSTRUCTION

- ***SOFTWARE***

MICROSOFT WINDOWS, MICROSOFT  
OFFICE, GAME ENGINES, AND SERVICE  
APPLICATIONS

- ***GAME DESIGN***

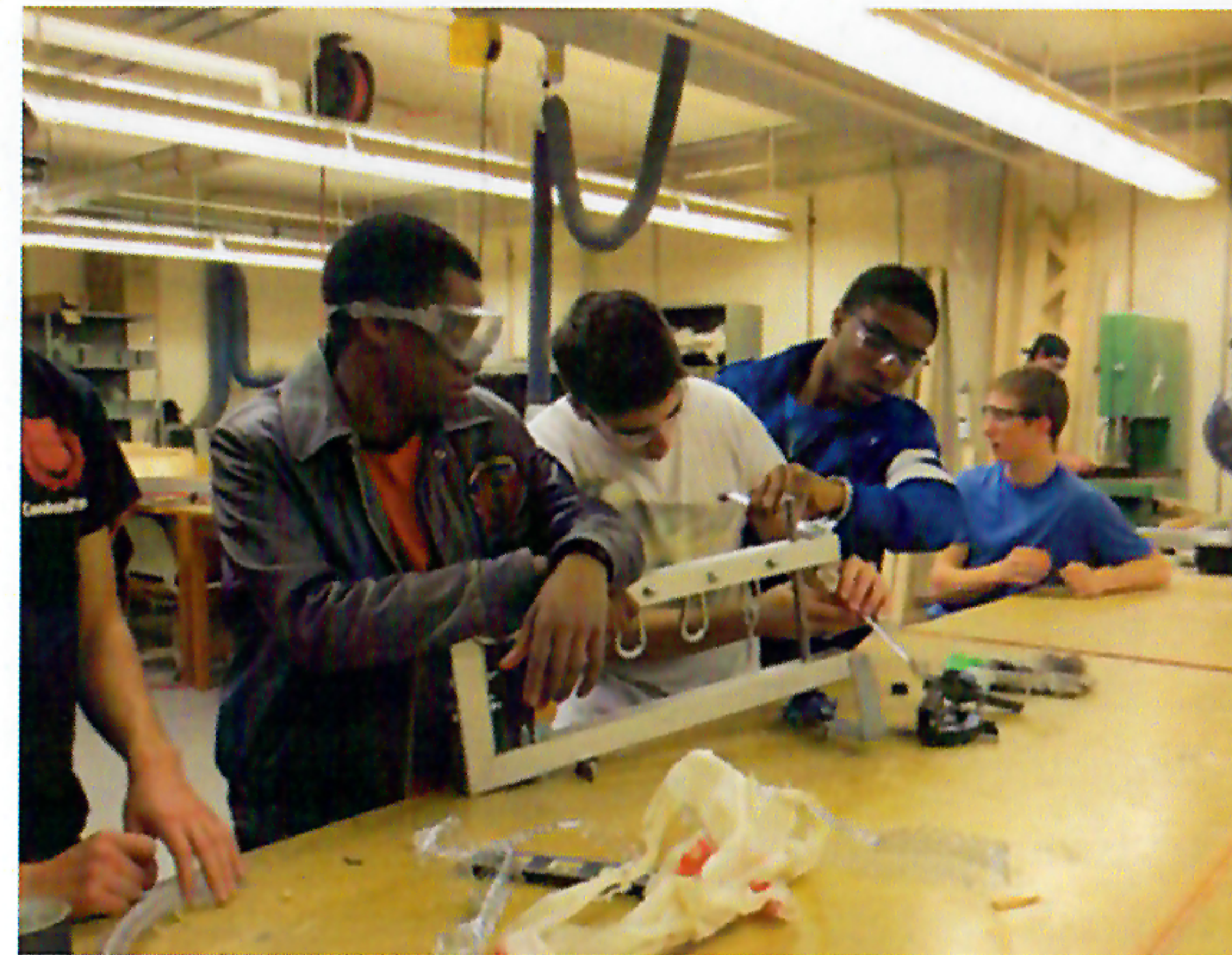
HOW TO CREATE AND DESIGN VIDEO  
GAMES

- ***AUGMENTED REALITY (AR) AND  
VIRTUAL REALITY (VR)***

AR COMPUTER GENERATED  
SIMULATIONS AND VR VISUAL  
SIMULATIONS MAKE ONE FEEL LIKE  
THEY ARE ACTUALLY PRESENT IN  
WHAT IS BEING VIEWED

- ***CODING***

PROCESS OF USING A PROGRAMMING  
LANGUAGE TO GET A COMPUTER TO  
BEHAVE HOW YOU WANT IT TO



## ***DIVISION II***

### ***ENGINEERING***

- ***ROBOTICS***

COMBINES ENGINEERING,  
COMPUTER SCIENCE, MATH,  
PROBLEM SOLVING, AND LOGICAL  
REASONING

- ***3-D PRINTING***

LEARN TO OPERATE 3-D PRINTER

- ***COMPUTER GRAPHICS***

VISUAL CONCEPTS, USING  
COMPUTER SOFTWARE,  
COMMUNICATING IDEAS

## ***DIVISION III***

### ***SUSTAINABLE TECHNOLOGY***

- ***DESIGN THINKING***- Empathize,  
Define (the problem), Ideate,  
Prototype, and Test

- ***MAKERSPACE***- facility for  
making, learning, exploring and  
sharing that uses high tech to no  
tech tools. It provides hands on  
learning, help with critical  
thinking skills and even boost  
self-confidence.

- ***SUSTAINABLE DEVELOPMENT  
GOALS*** - 17 universal goals of  
ending poverty, protecting the  
planet and ensuring peace and  
prosperity.

