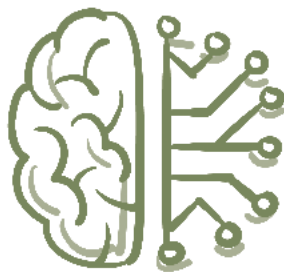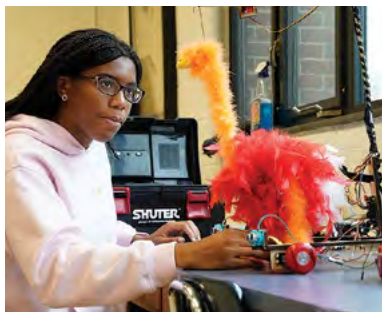WHERE

Can I Go

with Robotics

& Computing

@ GS?

GEORGE
SCHOOL

GS PROGRAMMING AND ROBOTICS DEFIES LABELS. MIXING MATH/SCIENCE WITH ART/DESIGN, THE THEORETICAL AND HANDS-ON, AND ARTIFICIAL INTELLIGENCE WITH THE REAL THING, IT'S "STEAM" ROLLED INTO ONE SUBJECT.

Your knowledge—like your very own robot—is created from the ground up through a cross-disciplinary, integrated, project-based approach that toggles between coding, robotics, and electronics. You'll learn a new language (Arduino C) while expressing who you are through the intelligent machines you program. Will yours play soccer, graph math functions, navigate a maze, or sing?

After Physical Computing and Robotics, you can study AP computer science, advanced programming (microcontroller, Java), and artificial intelligence, a college-level curriculum covering Nash equilibria, propositional logic, genetic algorithms, and neural networks. Got all that? You will.

While you build circuits and connections across skill sets, you'll also have fun. We take part—and excel—in interschool competitions, like the International Fire Fighting Home Robot Contest and our Annual Robotics Invitational, a hackathon we host on campus. At year-end, we hold an open house to delight the community with our sumo-wrestling, poetry-writing, truly amazing robots.

IN THE TOOLBOX

Boss laser cutter

3D printers

CAD software

Industrial arm

Plus microcontrollers, motherboards, battery packs, sensors, actuators…

Learn to let your life speak at George School.