

Girls in Digital Week 2025

# Additional resources for teachers and parents



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# Unplugged activity

**Target students:** 6–9 years old

**Material:** Printed copies or use the chalkboard

**Link and info:** [english worksheets](#)



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# Breaking the Code

**Target students:** 16-18 years old

**Material:** Computers lab with internet connection to play online gamesR

**Link and info:** [guidelines](#)



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# Create a simple video game

**Target students:** 11-16 years old

**Material:** Computers

**Link and info:** [in French](#) and [in English](#)



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# Card Game

**Target students:** from 7 years old

**Material:** Printed copy

**Link and info:** [complete deck and rules in French](#)



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# The privileged STEMwalk

**Target students:** suitable from 12-13 years old

**Material:** à large room or exterior space

**Link and info:** [guidelines](#)



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