

CODEMONKEY COURSES

2021-2022



CodeMonkey's Course Offerings are perfect for elementary and middle schools. With CodeMonkey's fun and intuitive curriculum, your students will learn to code in no time! After completing CodeMonkey's award-winning coding courses, students will be able to navigate through the programming world with a sense of confidence and accomplishment.

CODEMONKEY JR:

CodeMonkey Jr. is for younger learners. It teaches students the basics of coding with a progression of gaming challenges. Using blocks, students will build a set of visual coding instructions to help lead a monkey to collect bananas and get to the treasure chest.

Intended Grade Level(s): PK-K.

Levels: 120, divided to 4 chapters.

Lessons: 10, each 35-minutes long; Takes 3-6 months to complete if taught once a week.

Programming Language: Blocks.

Prior Experience: None.

Devices: Desktops/laptops, tablets and iPads.



BEAVER ACHIEVER:

Beaver Achiever was made with 1st and 2nd graders in mind. The minimal text throughout the course makes it the perfect solution for early readers. With its fun graphics, intuitive interface and easy-to-follow instructions, students will quickly catch on!

Intended Grade Level(s): 1-2.

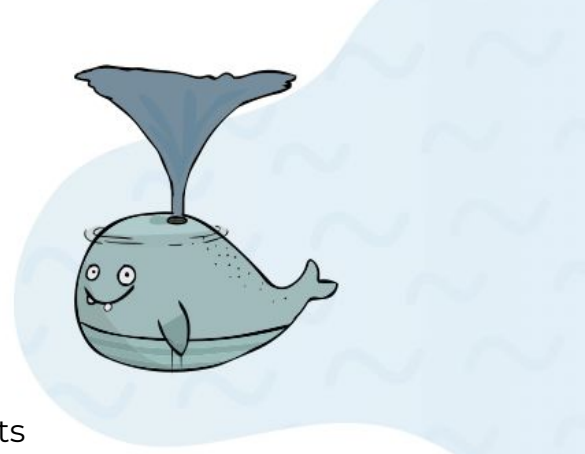
Levels: 120, divided to 3 courses.

Lessons: 23, takes 4.5 months to complete if taught once a week.

Programming Language: Blocks.

Prior Experience: None.

Devices: Desktops/laptops, tablets and iPads.



CODING ADVENTURE:

Coding Adventure is a game-based environment where students learn to code in a real programming language as they help a monkey catch bananas. The course provides an easy entry into text-based coding.

Intended Grade Level(s): 3-8.

Challenges: 420, divided to 3 courses.

Lessons: 48, each 45-minutes long, takes 3 semesters to complete if taught once a week.

Programming Language: CoffeeScript.

Prior Experience: None.

Devices: Desktops/laptops, tablets & iPads with a keyboard.



DODO DOES MATH:



Dodo Does Math's highly engaging challenges offer students a memorable way to practice math. In each challenge, students need to help the dodo get to her eggs by utilizing real-world coding and math skills.

Intended Grade Level(s): 2-8.

Challenges: 60, divided to 3 courses.

Lessons: 6, each 45-minutes long, takes around a semester to complete if taught once a week.

Programming Language: CoffeeScript.

Prior Experience: First 30 Coding Adventure challenges.

Devices: Desktops/laptops.

CHALLENGE BUILDER:

Challenge Builder is a project-based platform that allows students to create their own Coding Adventure-styled challenges. Teachers can utilize this platform in their lessons to help to bring out student creativity and assess student understanding.

Intended Grade Level(s): 3-8.

Challenges: None, Free-style creation platform.

Lessons: 1 included in Coding Adventure lessons.

Programming Language: CoffeeScript.

Prior Experience: Coding Adventure Part 1.

Devices: Desktops/laptops, tablets & iPads with a keyboard.



GAME BUILDER:

GAME DESIGN COURSES

The Game Design courses guide students as they use game-design elements to build a specific game. Each course emphasizes a separate element that will help prepare them to create their own games in CodeMonkey's Create Games platform.



Intended Grade Level(s): 5-8

Exercises: 91, divided into 3 courses.

Lessons: 19, each 45-minutes long, takes around a semester to complete if taught once a week.

Programming Language: CoffeeScript.

Prior Experience: Coding Adventure Part 1.

Devices: Desktops/laptops or keyboarded device.

CREATE GAMES

Create Games enables students to execute every stage of the game-creation process - from choosing their own backgrounds to programming the rules of their games. Advanced learners can build their own games from start to finish while beginners can work their way up by choosing a pre-built template or remixing an already-built game.

Intended Grade Level(s): 5-8

Exercises: Free-style platform.

Lessons: None.

Programming Language: CoffeeScript.

Prior Experience: Game Design Courses.

Devices: Desktops/laptops or keyboarded device.



BANANA TALES:



Banana Tales is a comprehensive coding course that teaches students Python. The goal of the game is to move the banana to the monkey, by clearing a path and overcoming obstacles along the way. Every few challenges, new animals are introduced to help clear the path. After students write their code, they will click on the banana to get it moving. Hints and tips included.

Intended Grade Level(s): 5-9.

Challenges: 125; divided into 2 courses.

Lessons: 23, each 45-minutes long, takes around a semester and a half to complete if taught once a week.

Programming Language: Python.

Prior Experience: None.

Devices: Desktops/laptops or keyboarded device.

CODING CHATBOTS:

What better way to learn than through a hands-on project? With its chatbot interface, easy-to-read instructions, and real-world programming, Coding Chatbots is the perfect project-based solution for older students. In Coding Chatbots, students learn Python and chatbot interface elements as they program a real chatbot to host a popular guessing game.

Intended Grade Level(s): 7-9.

Exercises: 74 .

Lessons: 16, each 45-minutes long, takes around a semester to teach if taught once a week.

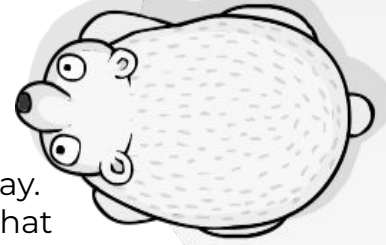
Programming Language: Python.

Prior Experience: First 30 challenges of Coding Adventure.

Devices: Desktops/laptops.



HOUR OF CODE ACTIVITIES



Hour of Code Activities are a great way to introduce your students to the basics of computer science in a fun and easy way. Each of the previously mentioned courses include challenges that make up their own stand-alone Hour of Code Activity. The following Hour of Code Activities are additional Activities with challenges not included in other courses

SPACE ADVENTURE:

Students will write real code while helping a monkey astronaut catch bananas in space!

Intended Grade Level(s): 3-8.

Challenges: 17.

Lessons: Teacher notes.

Programming Language: CoffeeScript.

Prior Experience: None.

Devices: Desktops/laptops, tablets & iPads with a keyboard.

BLOCKS JUMPER:

Students will enjoy a “lighter” version of the Game Builder platform, where they can simply drag and drop blocks to create their own game.

Intended Grade Level(s): 2-8

Exercises: Free-style platform.

Lessons: Teacher notes.

Programming Language: Blocks.

Prior Experience: Beaver Achiever one hour activity.

Devices: Desktops/laptops or keyboarded device.



MOON LANDER:

Similar to the Game Design courses, student will code a physics-based game that will land a spaceship on the moon

Intended Grade Level(s): 6-9.

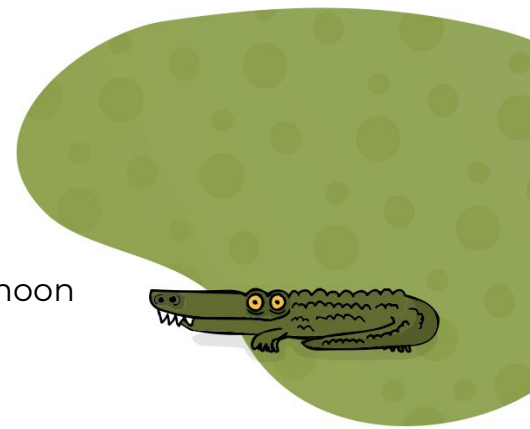
Exercises: 17.

Lessons: Teacher notes.

Programming Language: CoffeeScript.

Prior Experience: Game Builder one hour activity.

Devices: Desktops/laptops or keyboarded device.



TRIVIA CHATBOT:

Students will learn Python as they code a chatbot that will host a guessing game.

Intended Grade Level(s): 6-8

Exercises: 15.

Lessons: Teacher notes.

Programming Language: Python.

Prior Experience: Coding Adventure one hour activity.

Devices: Desktops/laptops or keyboarded device.

