CoderDojo

Starting a Dojo Orientation Call

Tues 23 January 12:30pm GMT

What is CoderDojo?

CoderDojo is a global, volunteer-led movement orientated around running free not-for-profit coding clubs (Dojos) for young people aged roughly between 7 and 17.

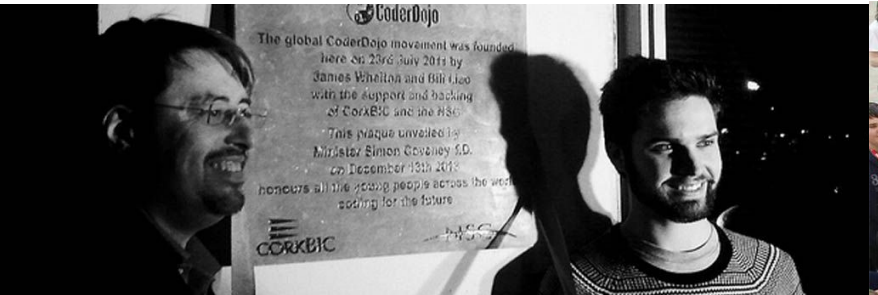
History

Founded by young coder James Whelton and entrepreneur Bill Liao in 2011 in Cork, Ireland

Today, there are over 1,600 Dojos in 75 countries

Mission

By growing Dojos around the world, our mission is to give more young people the opportunity to learn to code in a fun, sociable environment and gain valuable skills for the future.



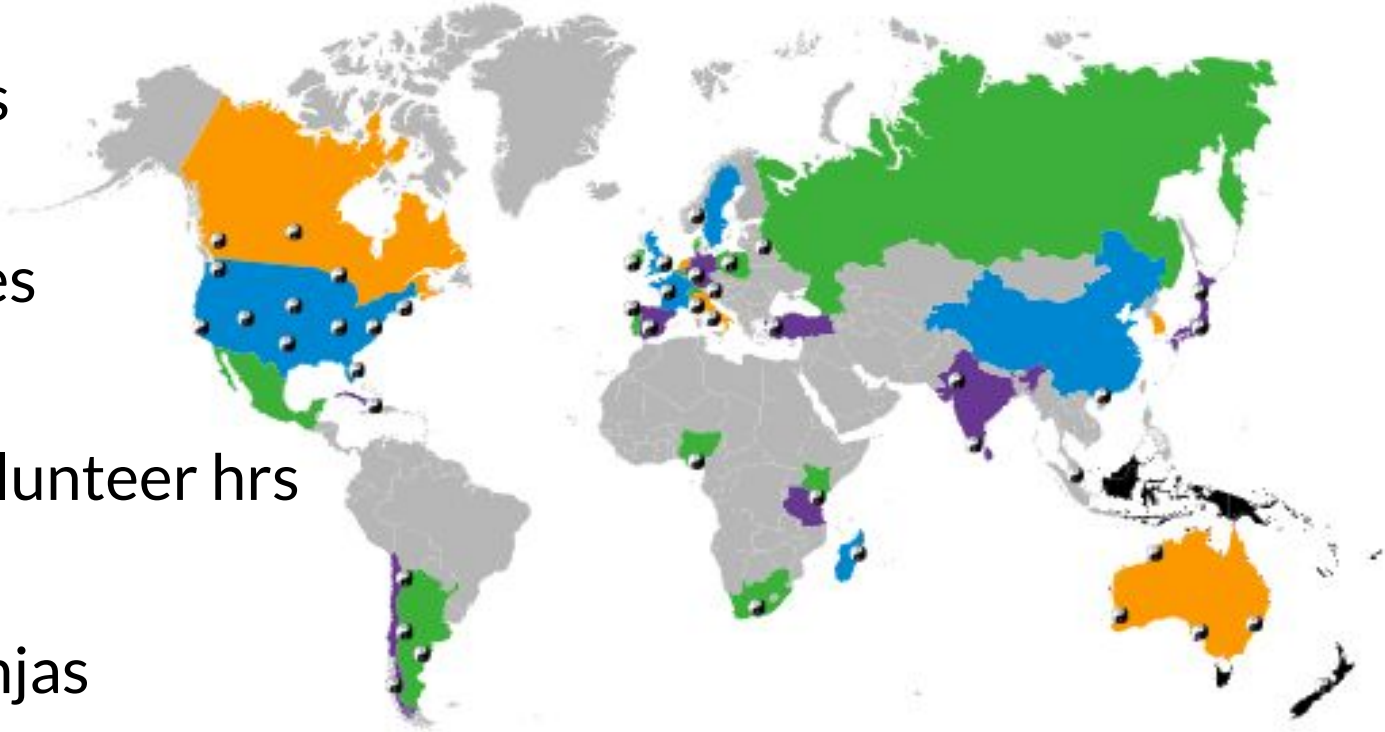
The Global Community

1,600 Dojos

75 Countries

330,000 volunteer hrs

150,000 ninjas



Why learn to code?

Digital technology has an ever-increasing role in how we live our lives, and most of us don't really understand how it works. The ability to create and design with this technology **allows coders to shape the digital world**, rather than just living in a world built by others.

Coders are also **informed consumers** of technology: Choosing the right tools, using them well, and knowing what trade-offs they may be making in the process.

Early exposure to coding can **encourage a more diverse group** of young people, who might otherwise have been uninterested in the field, to consider STEM careers.

What happens at a Dojo?

Every Dojo is different, do what works for you and the Mentors available

That said, sample schedule:

- Set-up tables for topic(s)
- Warm-up/ice breakers

For examples see: dojo.soy/icebreaker

- Top down or self led?
- Presentations
- Next session updates
- Feedback from Volunteers

Troubleshooting Dojo Setup

Finding a venue - Power, Don't need WiFi, fire safety

Finding volunteers

- Source locally, corporates, universities, social media
- Background checking
- 'How to be a Mentor' e-learning module: dojo.soy/Elearning

Finding Ninjas

- Reach out to schools and local youth centres
- Use social media
- Corporate - kids of employees

Fundraising (if needed for insurance etc.)

Planning activities: coderdojo.com/resources,

Running a Dojo

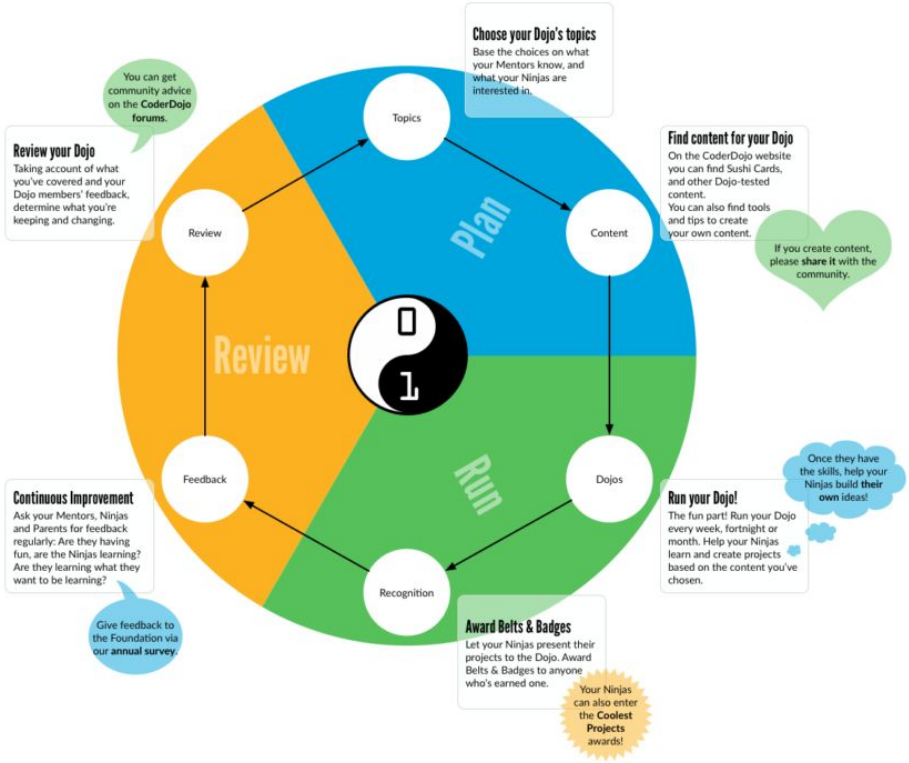
Start with beginner level content

Choose topics based on Mentor knowledge, but good starter topics are:

- Scratch
- HTML & CSS

Reach out to other nearby Dojos and learn from/run events with them

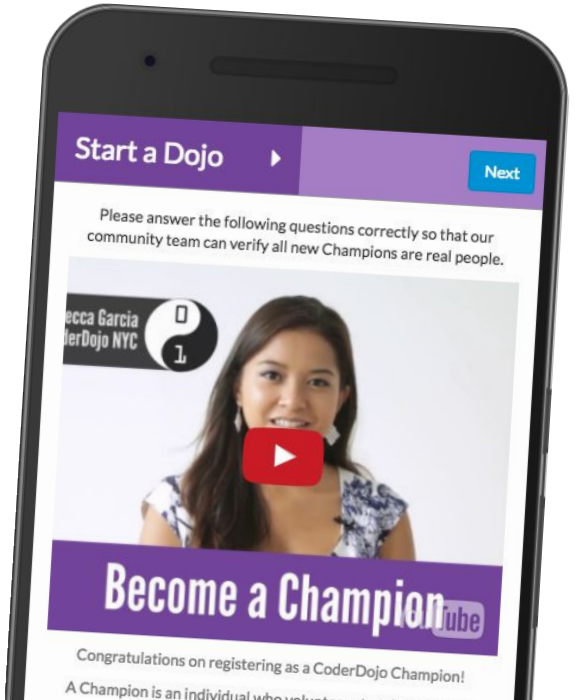
Encourage Ninjas to become Youth Mentors over time



Open floor to questions

Is there anything you wanted or needed to know that we missed?

Any other questions?



Staying in touch with us

- Email us at the Foundation at: info@coderdojo.org
- Sign up to our Newsletter, Facebook and Twitter on our homepage
- Join our Forums and global Slack channel