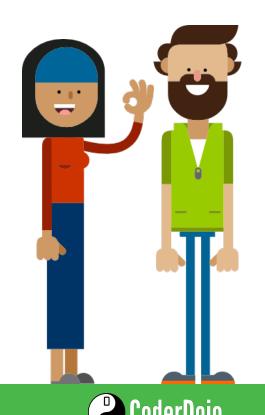


What is a CoderDojo Mentor?



An individual who guides CoderDojo attendees and facilitates their learning



Non-tech skills

Presentation—how to explain and present their projects to others

Planning—working through the problem their project will solve

Testing—trying out the Ninjas' projects and giving feedback

Collaboration—helping Ninjas work together in groups

Other skills—electronics / making / writing / etc.

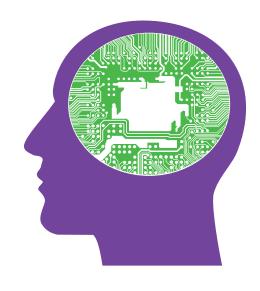


Unplugged activities



Dojo icebreakers

http://dojo.soy/icebreakers



Computational thinking

http://dojo.soy/comp-thinking



You can Mentor tech skills too!



You need to be a genius to program.

Not at all! Everyone can learn to code!







You need to be really good at maths.

You need to know how to add, subtract and multiply.







Computers are clever!

Computers are kinda dumb. They just think really fast.







If I do the wrong thing, I'll break the computer.

Maybe... but unless you hit it with a bat, a techie Mentor can probably fix it!



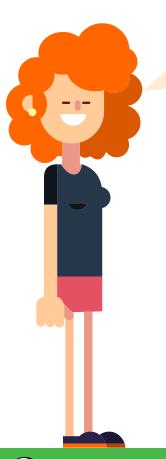


I can't make a mistake in front of the Ninjas!

Seeing Mentors make mistakes helps us accept and learn from our mistakes!







You need to go to college to learn to code.

Many great professional programmers are self-taught.







I'm not sure I can help!

Ask the Dojo Champion, come along and give it a shot!



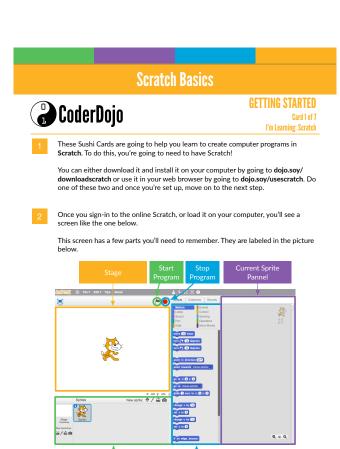


How to do it

Use step-by-step resources

Help when there are issues by checking the Ninja's work against the resource

Try them out yourself!





Where to find resources



Beginner / non-technical

http://dojo.soy/101



Everything

http://dojo.soy/resources





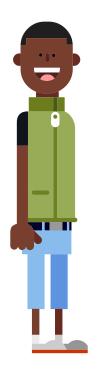
Scratch 101

How to get involved



I'm in a Dojo already

Talk to the Dojo Champion!



I need to find a Dojo

http://dojo.soy/volunteer

