





Your guide on how to EDIT KATA

JUMP IN!



Contents

About this Guide

Kata is an open forum for the CoderDojo community to share resources with one another and work together to grow the knowledge of the members within the movement.

This guide is designed to help you edit Kata, so that it is easy to use by Dojos all over the world! We want Kata to be fun, safe and social for everyone involved so we have made this guide to help you along!

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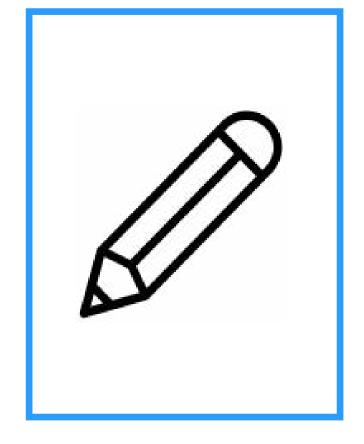
Introduction

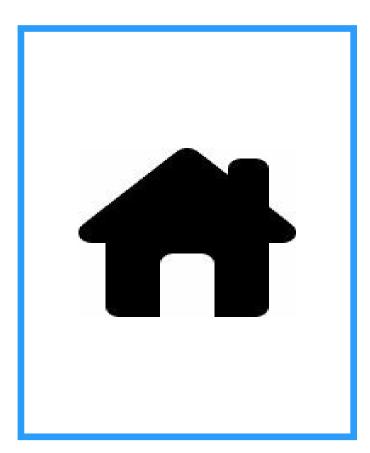
CoderDojo strives to create an environment which is fun, safe and social for everyone. For this reason, we hope that all our resources will be easy to understand and high quality with the anticipation that it's effortless for Dojos to learn and grow.

Kata is an open forum for the CoderDojo community to share resources with one another and work together to advance the knowledge of the members within the movement. Kata is also a place to exchange content and ideas on what to explore at your Dojo, as well as to explore helpful external resources to match every Ninja's level!

Kata is split into three major components;

- 1. Organiser Resources,
- 2. Learning Resources and
- 3. Ninja Zone.





<u>Organiser Resources:</u> focuses mainly on how to set up a Dojo and any issues you may run into with this.

<u>Learning Resources:</u> concentrates on what to explore at your Dojo and how to do it.

<u>Ninja Zone</u>: is a safe place to let your Ninja's build and play fun games whilst learning to code!

This guide is to help arrange all resources so that they are relatable and easy to follow for all Dojos which sticks to CoderDojos revised format structure for Kata.

Once you've become a Kata editor uploading your Dojos content couldn't be simplier!

Guidelines For Editing Kata

- All content must be of a child friendly nature.
- All information on Kata is provided to support the CoderDojo Community and aims to help and provide useful, concise and accurate information.
- Please post your content within the right sections. For example Organiser Resources, Learning Resources or Ninja Zone!
- Think, quality over quantity when writing a post. Make sure your post is clear and concise to avoid any confusion for the readers and to help with translation.
- Advocacy, propaganda, or recruitment of any kind: commercial, political, religious, or otherwise must not be posted on Kata.
- The CoderDojo Kata is a knowledge base for the CoderDojo community and must not be used for self gain or self -promotion.

- Please avoid overlinking. Links to policies, guidelines, essays, and articles are only to be used when clarification or context is needed.
- Try not contradict another post or post conflicting information. The community's view cannot simultaneously be "A" and "not A". If discrepancies arise between posts the editors can discuss together how they can accurately reflect the community's view.
- Information about companies and products such as Raspberry Pis, for example, have to be written in an objective and unbiased style.
- Perfection is not required! Kata is a work in progress. Collaborative editing means that incomplete or poorly written first drafts can evolve over time into excellent articles.
- Kata will be moderated by the CoderDojo Foundation team. Any content that is deemed explicit, unnecessary or does not meet the above guidelines will be removed.



• If you have any questions or if any issues arise please email: info@coderdojo.org

Copyright and Creative Commons

for

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Disclaimer

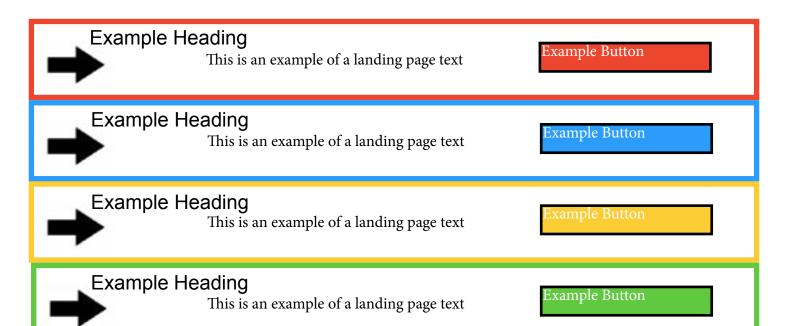
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Overview Of Kata



Kata is made with MediaWiki. MediaWiki is a free software, open source, wiki package written in PHP, originally for use on Wikipedia. Find more fun tips and tricks on MedaWiki here.

To keep Kata consistent and easy to use, there is a general format everyone who uploads content should adhere to. This includes a colour scheme and table formatting as seen in the picture above and below.

We want Kata to be effortless to use and an accessible site for mentors and Champions alike, as well as a safe and fun place for Ninjas to explore!

That is why we have decided to create a fun color scheme as seen in the picture above.

You can learn more about our colour scheme later on! The graphs seen below are visible all around Kata which help organise data and are visually engaging.

You can learn how to implement and use graphs in this document!

We hope you find this booklet useful in helping you upload your Dojo's content to Kata so that, consequently, it can help other Dojos across the globe!

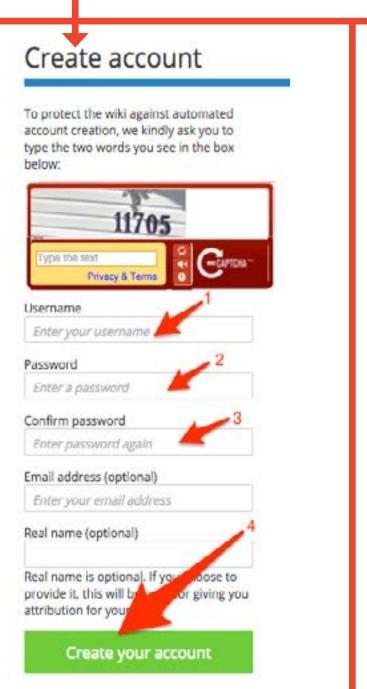
Topic	Full Title	Dojo	Presented By	Level	Language	Description	Туре	Cate- gory
Java	Example java tutorial	Example Dojo	John Doe	Begin- ner	English	This is an description of what my tutorial does.	Dojo Creat- ed	Tu- torial
Java	Example 2 java tutorial	Example 2 Dojo	John Doe	Begin- ner	English	This is an description of what my tutorial does.	Dojo Creat- ed	Tu- torial
Java	Example 3 java tutorial	Example 3 Dojo	John Doe	Begin- ner	English	This is an description of what my tutorial does.	Dojo Creat- ed	Tu- torial

Register For Kata

To become a Kata editor you must first, Create an Account. To do this you must go to the top right corner of Kata and click "Create Account".

Here you can add your details and click "Create your account" at the bottom of the page as seen in the picture.

Once you've received a confirmed Username and Password you can apply to become an editor by following this link and must input the relevant information as seen in the sample below.



rou	r Details
Please	provide your contact deta
Full Na	me *
Email a	nddress *
-, 1	ata Username *
	note you will have to create a ata.coderdojo.com/wiki/Spe
V	r Dojo Details
You	
	of your Dojo *

Upload Pictures, PDF's & Files

To upload files, you must first become an editor! Please see the "Register for Kata" section if you forget how to do this!

When you become an editor, <u>click here</u>, and you will be able to use the "Upload your content!" button.

You can also directly go to the upload page <u>here.</u>

Once on the page above, 'choose file' and select the file you wish to upload.

Kata will automatically give it a 'Destination Filename' you can change this name but make sure it is in the same format as your original file. E.g. Check that they both end in .pdf/.png/.gif etc.

The 'Destination Filename' is the name you will be referring to on your Kata pages. Please make the name rememberable so that everyone can easily access and use the file.

Type Of Content To Upload

If you are happy to collaborate your work we suggest creating a new page on Kata within the relevant section. That way, other Champions and Mentors can help your resource become a super one!

If you do not want your content edited, we suggest creating a PDF version of your document so no one else can edit it. Host your PDF on a page with clear titles and a description paragraph. However, we encourage Dojos to upload new pages rather than PDF's so that the whole community can work together to combine their knowledge.

Creating video resources is also a fun and innovative way to get your expertise noticed, while potentially inspiring thousands of Ninjas around the world! Find how to embed videos on Kata next!

Screenshot: File description Destination filename: Summary: Licensing: None selected ‡ Upload options Watch this file Ignore any w Upload file

Creating A New Section



Creating a new section is easy!

First, decide what you want to call your new page. Once you've decided put your decided title into the URL after; kata.coderdojo.com/wiki/. For example, if we make a page called example, we would type:

kata.coderdojo.com/wiki/example

into the URL to see if the page is being used. Like in the picture above! Make sure the page is free!

Click 'edit this page' to create the page and save when you're done! It couldn't be simpler!

When to create a page:

Create a page if you think relevant information is missing on Kata or if you want to host your own dojos resources!

Please remember, if you host content of any kind on Kata, it is liable to be edited and/or removed completely if not at the required standard (please read our disclaimer for full details!)

Find out how to input into a table, create a table and create a whole new section next!



7.1 Inputting into a table

If you want to upload a link to your Dojos content please find the most relevant section in learning resources.

NOTE: Upload to 'tutorials' if your Dojo has created the resource. If it's an external resource please upload to the relevant language in the 'Programming language' section.

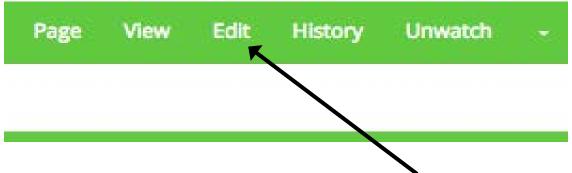
'Tutorials' and 'Programming Languages' are split by different programming languages so it is clear where to upload content. If the language you are looking for is not there however, you will have to create a new section, please see our create a new section to see how this is done!

If your language resource is there however, it couldn't be simpler to share your content! When you click on your desired language you will see a table filling the majority of the page. This table is subcategorized into:

Topic	Implies which programming language you are inputting about or what the resource explores (3D printing, Scratch, Python etc.).
Full Title	Is the name of your content which includes the link. This can be done by copying your link into square brackets [] with a space between the link and what you want to call it. For example: [http://kata.com/wiki/example This is an Example name] This would only show 'This is an Example name' in the table and embed the link within the name, making it easy to access.
Dojo	Is the name of your Dojo you are from. If you are uploading an external link in 'Programming Languages' This section may not be there, do not fear!
Presented By	Is your name or whoever created the content!
Level	Is the level to which it is aimed at: Beginner, Intermediate or Advanced?
Language	What Language is the resource in? English, French, Italian?
Description	Give a brief introduction on what you're uploading!
Туре	What kind of resource is it? It can either be an 'External Resource' or 'Dojo Created'.
Category	Does the resource teach by a tutorial or by a ninja playing a game? Example categories are; 'tutorial' or 'Game-based learning'.

7.1 Inputting into a table

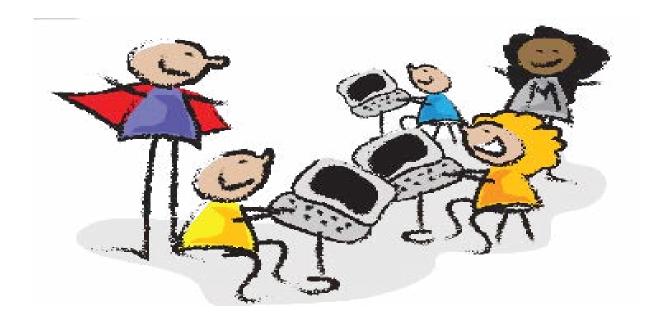
So how do you put your information into the table?



Go to the top right hand corner of the page and you will see an edit button. Click on it and you will see something similar to the following example:

|-|JavaScript||[[Intermediate Javascript Sushi]] ||CoderDojo Foundation || CoderDojo Foundation|| Intermediate|| English || Created by the Coder-Dojo Foundation these cards will further your knowledge of Javascript! || Sushi|| Series |-

Go to the end of the section and use to divide your content into the relevant headings as seen above!



7.2 Creating a new table

To create a new table simply copy and paste the code below into the relevant section. This code will display the graph at the end!

```
{| class="wikitable sortable kata-sea" |-
! scope="col" width='100' | Topis
! scope="col" width='500' | Full Title
! scope="col" width='100' | Dojo
! scope="col" width='100' | Presented By
! scope="col" width='100' | Level
! scope="col" width='100' | Language
! scope="col" width='500' | Description
! scope="col" width='100' | Type
! scope="col" width='100' | Category
|-
```

| Java || [http://www.java.com/en/ Example java tutorial] || Example Dojo || John Doe || Beginner || English || This is an description of what my tutorial does. || Dojo created || Tutorial

| Java || [http://www.java.com/en/ Example 2 java tutorial] || Example 2 Dojo || John Doe || Beginner || English || This is an description of what my tutorial does. || Dojo created || Tutorial

| Java || [http://www.java.com/en/ Example 3 java tutorial] || Example 3 Dojo || John Doe || Beginner || English || This is an description of what my tutorial does. || Dojo created || Tutorial |-

I	This starts a line of data
II	Type all the data in a line per row, separated by , which will create new columns!
I-	This is used to create a new row of data
}	This will conclude your table.

To change the colour of the graph simply type the relevant colour code here!

Red	class="wikitable sortable kata-fiery"
Yellow	class="wikitable sortable kata-sun"
Green	class="wikitable sortable kata-grass"
Light Blue	class="wikitable sortable kata-sky"

Topic	Full Title	Dojo	Presented By	Level	Language	Description	Type	Category
Java	Example java tutorial	Example Dojo	John Doe	Begin- ner	English	This is an description of what my tutorial does.	Dojo Creat- ed	Tuto- rial
Java	Example 2 java tutorial	Example 2 Dojo	John Doe	Begin- ner	English	This is an description of what my tutorial does.	Dojo Creat- ed	Tuto- rial
Java	Example 3 java tutorial	Example 3 Dojo	John Doe	Begin- ner	English	This is an description of what my tutorial does.	Dojo Creat- ed	Tuto- rial

7.3 New Section on Landing Page

If you're creating a new section on a landing page, a new programming language for example, there are a few small things to consider.

Create the page as normal (please see above in 'Creating a new section' if you forget!)

Once that's completed go to the landing page to which it belongs. For example, if we want to create a C++ section to our programming languages, simply create the content on a new page.

Once you've uploaded your content go to the relevant section, for example 'Programming Languages' section. Now you must create a section box on the landing page!

To do this, its best to look at an example. The following is how you would make a C++ language box!

Tip: Take your time with boxes! The longer you take, the greater they'll be!

```
<div style="margin:0; margin-top:0px; margin-bot-
tom:15px; margin-right:0px; border:6px solid #ed462f;
padding:.3em 1em 1em 1em; background-color:#FFFFFF;">
====C++ Example=====
[[File:C++ExampleIcon.png|link=C++ Example|left|100px]]
[http://kata.coderdojo.com/wiki/C++_Example C++ Exam-
ple((.kata-button .kata-fiery-color .kata-button-quarter .but-
ton-right))]
:::::This is an example of a C++ page on a landing page.
<br/>
<br/>
</div>
```

Let's break this down!

7.3 New Section on Landing Page

<div style="margin:0; margin-top:0px; margin-bottom:15px; margin-right:0px; border:6px solid #ed462f; padding:.3em 1em 1em 1em, background-color:#FFFFFF;">

This creates the border around your text. To change its colour simply change the hex value (Make sure its the right hex value!) to one of the following:

NB

#ed462f = Red (Fiery)

#2c9cfb = Sky Blue (Sky)

#fbcc33 = Yellow (Sun)

#61c93f = Green (Grass)

#2e7ac7 = Dark blue (Sea)

Note: Please keep the border colour consistent to the order of the boxes. The colour of the border must not be random, instead the box colours must go in the above order.

====C++ Example====

This creates a heading for your section. The heading size must be consistent with the rest of the page. To change the heading size, add an '=' to both sides to make it smaller or take them away to make it bigger!

[[File:C++ExampleIcon.png|link=C++ Example|left|100px]] This creates an icon (picture) as a link. The icon must be 100px in size and aligned to the left. They must also be either made or taken from a website which allows for commercial use only. Do not take any icons without the author's permission! Upload the icon and embed with a link as usual, please see uploading content section if you forget how to do this. Seperate each attribute with |

[http://kata.coderdojo.com/wiki/ C++_Example C++ Example((.kata-button .kata-fiery-color .kata-button-quarter .button-right))]

This creates a button with an embedded link. Please make sure the buttons colour matches your box border! We will learn how to create buttons next (so do not fret!)

:::::This is an example of a C++ page
on a landing page.

This will give your box a description. The ':' at the start of your text indent your text! The more you have, the further to the right your text will go!

<br clear=all>

This makes sure nothing overlaps and that your box gets formatted correctly!

</div>

This ends the boxes border! It will turn out something like this:

C++ Example



This is an example of a C++ page on a landing page

C++ Example

Buttons

Buttons are the big colourful links which lets you decorate a page and makes it easy to find links and resources.

Example Button

When to use Buttons:

Use buttons only if the page you are making has an important link that you need to highlight. Only use a button every half a page and do not overuse buttons. Make sure the buttons size and colour corresponds to the page!

How to use a Button:

Use a link like normal in the square brackets with a space between the link and what you are calling it. Then after the links name use double regular brackets with the attributes stated below. Lets look at an example.

Example:

[http://kata.com/wiki/example Example button((.kata-button .kata-sky-color .kata-button-half .button-center))]

Colors:

.kata-fiery-color
.kata-sky-color
.kata-sun-color
.kata-grass-color
.kata-sea-color
.kata-sea-color
.kata-sea-color
.kata-sea-color
.kata-sea-color
.kata-sea-color

Sizes:

.kata-button-eighth(1/8 screen).kata-button-quarter(1/4 screen).kata-button-half(1/2 screen).kata-button-biggest(3/4 screen)

Allignment:

button-right Alligns the button.

to the right

button-center Alligns the button

to the center



Embedding Content & Using Pictures

Embedding Videos & PDFs

You Tube

If you want to upload a video, just copy and paste the code below!

```
{{#evt:
service=youtube
|id=http://youtu.be/h3r-
Fi_Qx-Ok
|alignment=center
}}
```

In the 'id' tag paste the URL of the video you wish to show after the equals sign (Replace what is in red with your link!)

Please align all videos in the center of the page, with text above or below it.

For PDFs, upload the PDF as normal. Go to the page you wish to upload the PDF to and paste the name of the PDF into <pdf>

For example:

<pdf> C_Language.pdf </pdf>

Using Pictures

Upload the picture you wish to use. Please make sure the size is consistent and relevant to the page. To change a pictures size just change the px size as such:

[[File:Examplepic.png | 100px]]

If you want to use a picture surrounded by text please put it to the right of the page. To do this align it like this:

[[File:Examplepic.png | 100px | right]]



Creating New Language Resources

If the language you wish to upload for, content is not represented as a flag on the top of 'Learning Resource' section, there are a few simple steps to follow to get your content on kata.

First add your content to a page relating to your language, such as;

kata.coderdojo.com/German

If you forget how to upload content to a page please see uploading content section. Once this is done you must upload your link to the learning resource page.

To do this, search for your relevant flag online. Once you've saved your language related flag to your computer (make sure you have the author's permission to do so!) you must make it the same size as the other flags. To do this open a photo editor, like Gimp, and create a new picture with dimensions 640X400.

Stretch your flag so it fits in these dimensions. Once this is done, download the new revised flag. Upload this flag onto kata.

Then open the Learning Resource section. Beside 'Resources' click 'edit'. Upload the picture with a link as usual like in the example below. Make sure your flag is 70px! It will look something like this:

[[File:German Example flag. png|70px|link=Kata German Example]]

Your new flag will appear beside the flags below!





Conclusion:

We want to create an environment for everyone to enjoy. In order to implement this CoderDojo Foundation has prepared these guidelines and simple steps so that Kata is easily understood and accessible by all.

CoderDojo is possible because of the amazing champions, mentors, volunteers, parents, partners, sponsors and, of course, most importantly the Ninjas, who take part all over the world. We would like to thank everyone for their continued support and participation. A particular thank you to all Kata contributors who make it possble to share resources across the globe, we are so very greatful to have volunteers as tremendous as you!