Tech Volunteer Specification

What is CoderDojo?

CoderDojo is an open source, volunteer led movement of free computer programming clubs for young people. At Dojos, young people between 7 and 17 learn how to code, develop websites, apps, programs, games and more. Dojos are set up, run by and led by volunteer members of the community, for their local community. Due to this all local Dojos are autonomous and each Dojo is different based on the skills of it's core team. Teams are comprised of a Champion, Mentors and non-technical volunteers.

CoderDojo has just one rule for the young people attending:

"Be Cool",
Bullying, lying, being disrespectful wasting people's time and so on is considered uncool.

This information is for tech Volunteers responsible for leading Dojo sessions and supporting to Champions and Volunteers who work with young people at CoderDojo.

What is a CoderDojo Tech Volunteer / Mentor?

"Volunteers are people from all walks of life regardless of age and stature that have a common goal. This goal is the desire to make a difference in their community by giving their time to help others."

A **CoderDojo Tech Volunteer** is also known as a **Mentor** and is a technically skilled individual who guides CoderDojo attendees and facilitates their learning and project work during a Dojo session. Mentors usually have a preferred area or expertise within which they like to work (eg. HTML, Python etc.).

Basic Requirements:

It is recommended that **ALL** CoderDojo Volunteers are to be background checked according to regulations in your region. A Mentor needs to be a technically skilled and enthusiastic individual who guides CoderDojo attendees and facilitates their learning and project work during a Dojo session. The Mentors main focus is on guiding the young people through the basics and then facilitating them in creating their own projects.

These are basic requirements for Mentors;
- A love of coding and enthusiasm for passing this skill on
- Basic knowledge of at least one coding language or experience with Scratch
- Background checked according to regulations in your region
- Equipment necessary for a session you want to run if it is not supplied by the Dojo itself

Each Dojo may differ in terms of basic requirements so ask the Dojo you want to Mentor with if there are any special requirements they would like you to have and let them know what you can offer.

What does a Mentor do?

Dojos rely on Tech Volunteers / Mentors to help organise and run Dojo sessions. As CoderDojo is open source, and each Dojo run by a team of Volunteers in their local community, each Dojo is inherently different. What is taught at a CoderDojo is normally dependant on the Mentors who are there and their technical skills combined with the interests of the young people attending. At Dojos young people will learn technical skills, work on fun projects, help each other solve problems and show off what they've been working on. CoderDojo Mentors support the following CoderDojo Learning Philosophies:

- Project and discovery based learning
- Mentor support / facilitation
- Self motivated problem solving
- Peer to peer
- Mentoring presentation skills

What's my commitment as a Mentor?

All Mentors are welcomed to get involved in once-off Dojos, as well as ongoing activities so you don't have to feel pressured to take part in every Dojo.

Who can become a CoderDojo Mentor?

Everyone can!! You just have to be enthusiastic and interested in learning to code and sharing your knowledge with others! CoderDojo encourages young attendees to Mentor their peers at their Dojo. We also love to see parents get involved in CoderDojo in any way they can. Some CoderDojo parents have learned the basics of Scratch and HTML and gotten involved by becoming Mentors at their Dojo!

When Do Dojos Run?

Dojos run at different times during the week depending on the Volunteer group organising them. Once you join your local Dojo they will be more than willing to discuss and organise times that suit all involved.

Duties & Responsibilities

A Tech Volunteer can support their Dojo by providing encouragement to young people at the Dojo and helping with:

Planning a Dojo
- Choosing and researching tutorials for the sessions
- Choosing and sourcing equipment needed for the Dojo
- Organisation and operational support
- Creating / researching new resources for the Dojo

At the Dojo
- Health and Safety checks
- Mentoring and supervision:
  - Positive reinforcement
  - Project support and guidance
  - Encourage creativity

○   Facilitate peer to peer learning

CoderDojo needs you!

There is no shortage of young people eager to learn how to code but there is a shortage of Mentors to lead and guide them on their adventure discovering the fun of coding with CoderDojo.

More information about CoderDojo:

Website: http://coderdojo.com/
Zen: http://zen.coderdojo.com/
Kata: http://kata.coderdojo.com/wiki/Main_Page
Videos about CoderDojo:

- CoderDojo, One Rule: Be Cool!: https://www.youtube.com/watch?v=k5ciSFjEN1c
- CoderDojo in 90 Seconds:

https://www.youtube.com/watch?v=z_gcHGa8J1E

- Coding the Future, The Story of CoderDojo so Far: https://www.youtube.com/watch?v=_bjboMjNr9Q