

The Zurich CoderDojo

The Zurich CoderDojo is a multilingual group (DE, EN, IT, PL, FR). You will learn much more out of this sessions if you can attend regularly. Of course it does not have to be every week. Bring your own laptop. If needed, we can also provide computers on demand. No constant supervision by parents is necessary. Parents can relax in our small lounge.

Activities

Ninjas who have never been coding before, are introduced to Lightbot and learn the basics about programming. Our main platform is Scratch, a powerfull jigsaw-like programming environment. On top of it we run Makey Makey, Thymio, and other interesting workshops.

Get in touch

You can get in touch with the Zurich CoderDojo and follow our news through our Twitter channel:
@CoderDojoZH

If you want to join our weekly dojo with your kids , please register on our Meetup page:
<http://meetup.com/Coder-Dojo-Zurich>

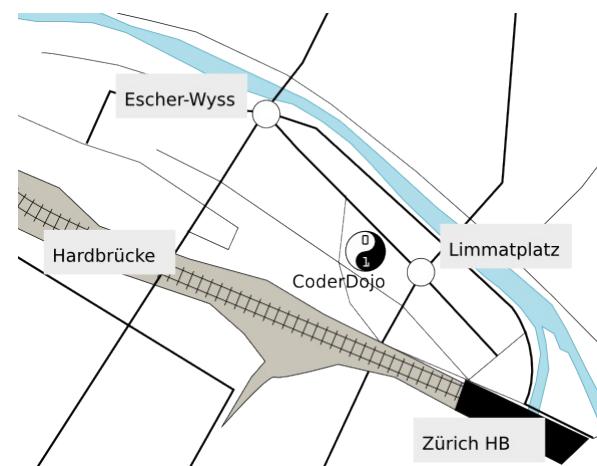
And you can, of course, visit our website:
<http://coderdojozh.github.io/>



CoderDojo is a volunteer led network of free computer programming clubs for young people aged 7-17.

CoderDojo puts an emphasis on self-motivated learning through project work, peer-to-peer mentoring and the creation of innovative projects.

There are over 450 CoderDojos teaching young people how to code in over 45 countries around the world.



Sunday, 15:00 - 17:00 @ Liip

Limmatstrasse 183
8048 Zürich
<http://coderdojozh.github.io/>

CoderDojo
Zurich

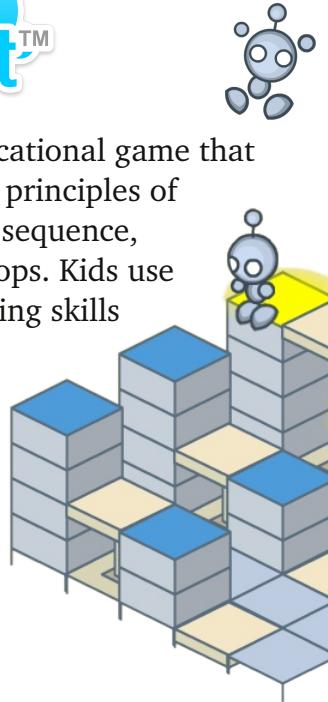
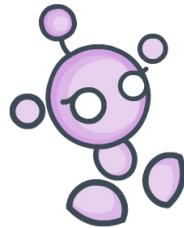
**For Ninjas
aged 7 to 17**



**On Sundays
15:00 - 17:00**



Lightbot is an educational game that introduces several principles of programming like sequence, conditions, and loops. Kids use their problem solving skills to complete the puzzles!



Thymio II is an affordable educational robot providing a large number of sensors and actuators, allowing interactions based on light and touch, with graphical and text programming.

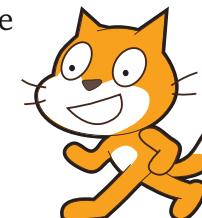
SCRATCH

Scratch is a free educational programming language that was developed at the Massachusetts Institute of Technology (MIT) with over 5 million registered users.

Scratch is designed to be fun, educational, and easy to learn. It has the tools for creating interactive stories, games, art, simulations, and more. Scratch has its own paint editor, a sound editor and a ton of pre-made assets that make it easy to pick up via example.

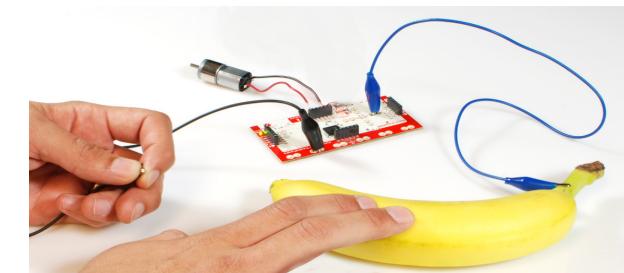
Scratch makes coding accessible by providing blocks like a jigsaw puzzle that you drag and combine into structures.

It's a powerful and simple tool that allows you to just try things out and see what happens.



MaKey MaKey

MaKey MaKey works like a keyboard but does not look like one: it's a colorful octopus with lots of cables and alligators clip connecting objects from your everyday life to your games. Or your Scratch programs. It works with bananas, play-doh and all conductive materials!



"Kids come in expecting to be able to make Minecraft."

After spending about 30 minutes showing them just how to make a fish and a cat collide and behave properly, they would all gain a new appreciation of just what went into making a game work. After that, every kid would have all sorts of ideas of what to do to make the game their own."

Adriel Wallick, games programmer.