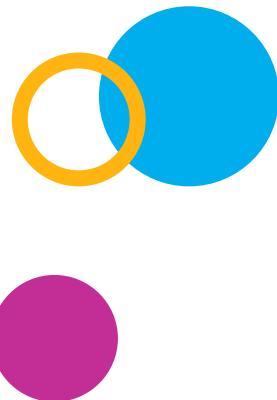




Kodable Education

Exploring K-5 STEM Through Code

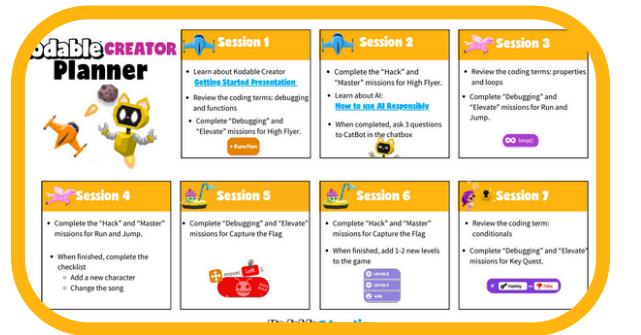


What is Kodable Education?

An all-in-one platform to help your school explore STEM through code



Block & Text-Based Coding Learning



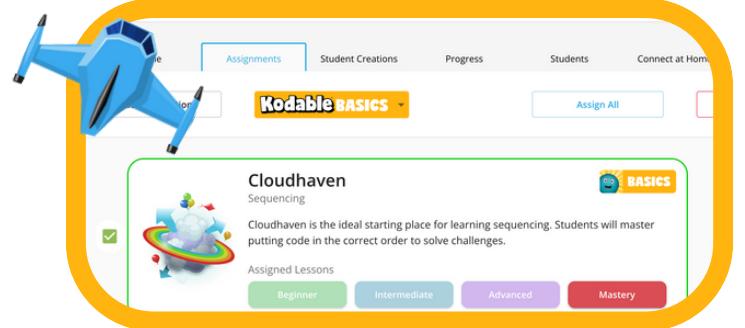
Comprehensive Curriculum & Lesson Plans



Standards Alignment



Built-In Assessments & Progress Reporting



Classroom & Assignment Management



Professional Development



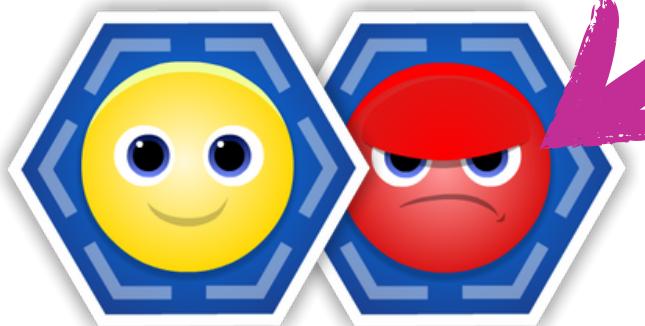
Kodable prepares students for their digital future



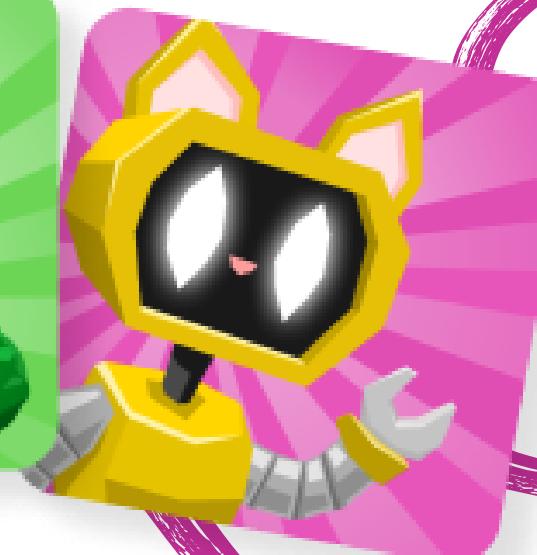
Block Coding



STEM & PBL



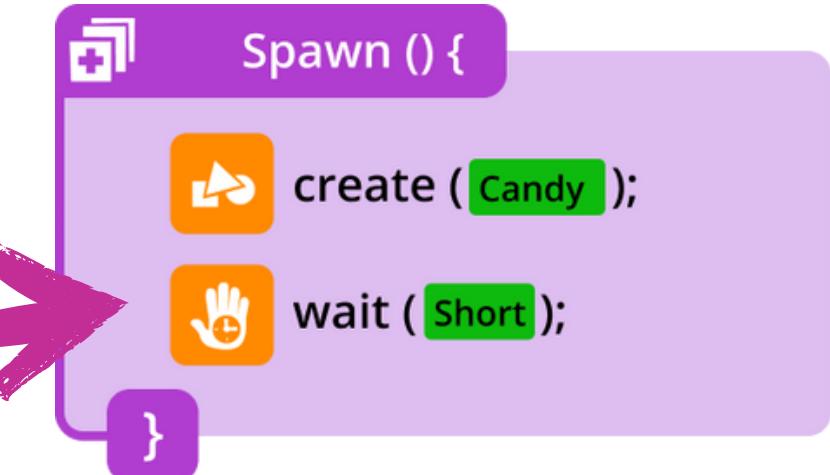
Social-Emotional Learning



Digital Citizenship



Artificial Intelligence (AI)

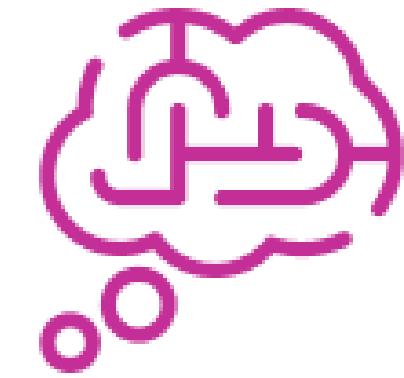


Text Coding



ESL Support

Kodable promotes development that extends beyond the classroom



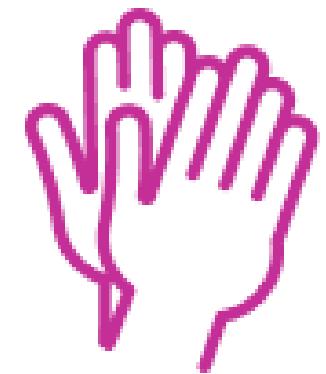
Problem Solving



Grit



Resilience



Collaboration



Communication



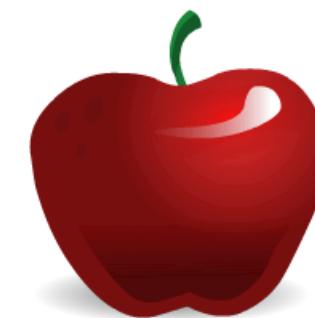
Creativity

Kodable by the numbers...

#1 STEM Coding App for **70%** of US Elementary Schools

Inspiring **40M+** Kids To Start Coding

300M+ Coding Creations Shared



Grade Based Learning Progression

Kodable Education's suite of learning apps grows with your students to meet their needs



Kodable[™]
BASICS
K-2



Kodable[™]
CREATOR
3-5



BUG WORLD
by Kodable[™]
K-5

Complete K-5 STEM Coding Curriculum



Self-Guided
Coding Lessons



Unlimited
Practice Levels



Game Design
Courses



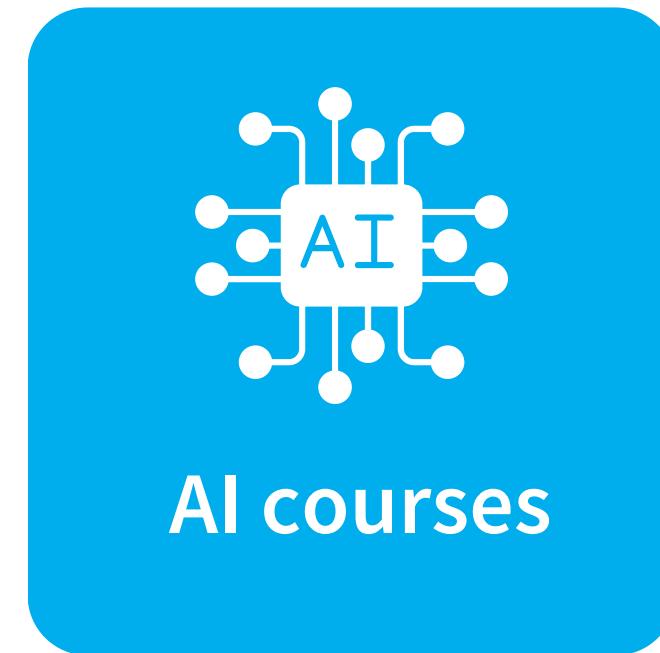
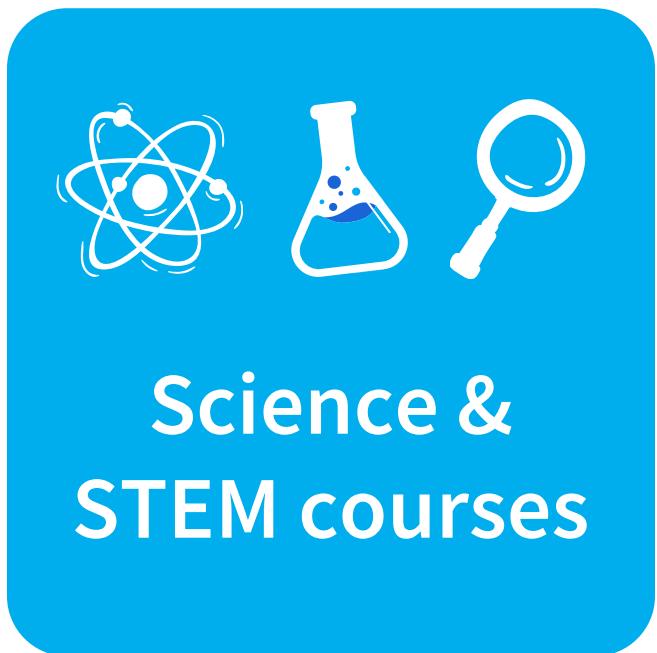
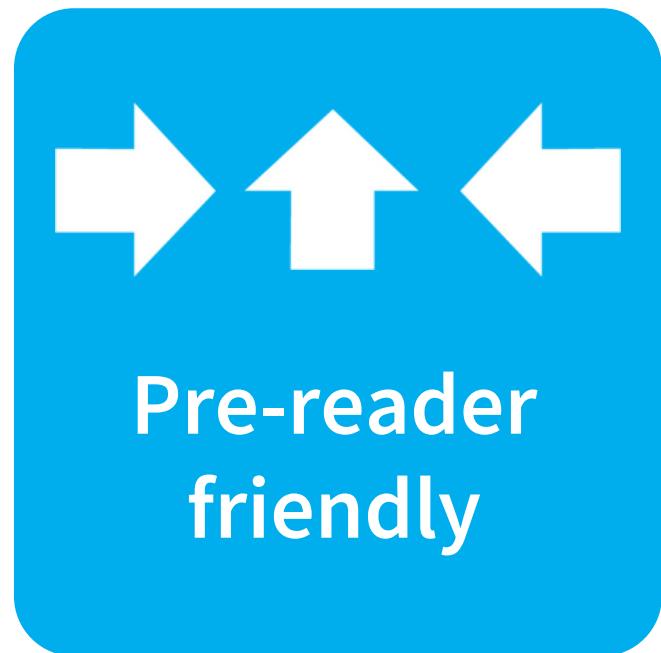
Endless
Creative Play



At-Home App
for More Practice

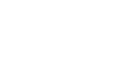


Scaffolded Courses & Lessons



Easily Track Student Progress

See and celebrate student progress across all Kodable apps on your teacher dashboard

		Kodable Basics	Cludhaven				Smeeborg			
			Beginner	Intermediate	Advanced	Mastery	Beginner	Intermediate	Advanced	Mastery
Apple										
Last seen 12/5/2024										
Tyler										
Last seen 10/22/2024										
Blue Fuzz										
Last seen 12/6/2024										
Sprinkles										
Last seen 10/22/2024										
David										
Last seen 10/21/2024										

Powerful tools for Educators

The screenshot displays a digital learning platform interface with two main course cards:

- Cludhaven**: Sequencing. This card features a rainbow icon and a "BASICS" badge. It describes the course as an ideal starting place for learning sequencing, where students master putting code in the correct order to solve challenges. It includes tabs for Beginner, Intermediate, Advanced, and Mastery levels.
- Smeeborg**: Sequencing and Conditions. This card features a globe icon and a "BASICS" badge. It describes the course as exploring "If... Then..." statements, teaching how to make programs respond to specific conditions. It includes tabs for Beginner, Intermediate, Advanced, and Mastery levels.

On the left side of the interface, there are four buttons: "Download Report" (with a document icon), "+ Add Class" (with a plus sign icon), "Videos" (with a video camera icon), and "Activities" (with a hand icon). The "Videos" button has a checked checkbox icon above it.

Lesson library & Unplugged activities

Course guides & answer keys

Assignment controls

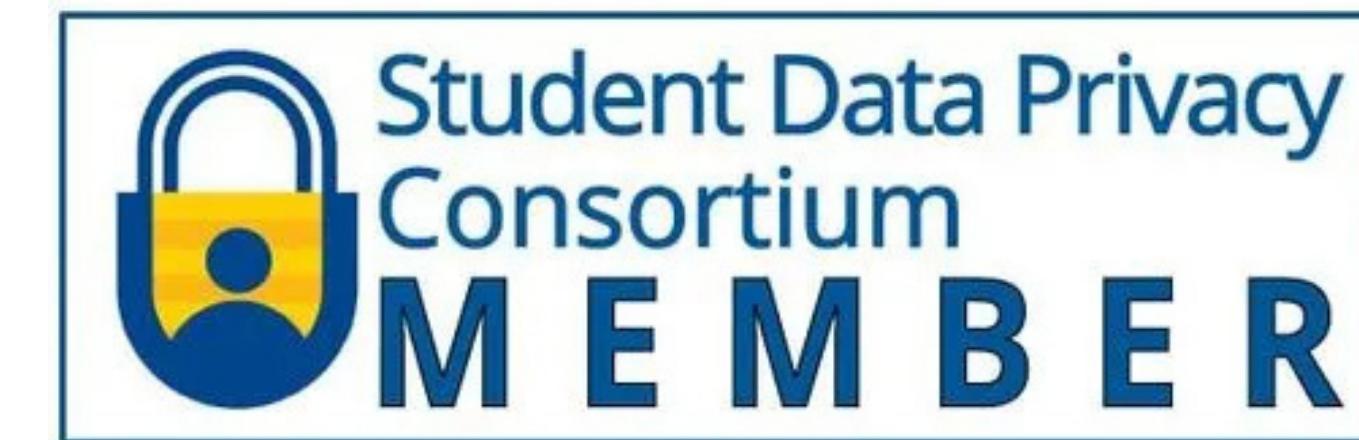
Class management tools

Co-Teachers

Detailed progress reporting

Commitment to Student Privacy & Security

Learn more about Kodable Education's privacy policies on our website at Kodable.com/privacy.





CSTA Standards Aligned

Level 1A: Grades K-2 (Ages 5-7) | Level 1B: Grades 3-5 (Ages 8-11)

Kodable BASICS	Competencies	Kodable CREATOR	Competencies	Standards
 Basics This course will teach sequencing and simple game mechanics, building a foundation for more advanced coding skills.	Students will learn:  Sequence Arrange code in the correct order  Direction Move character based on direction	 High Flyer A flying navigation game introducing students to Kodable Creator's mechanics by interacting with objects to progress and learning basic controls and code manipulation.	Students will learn:  Sequence Arrange code in the correct order  Debugging Find and fix code errors  Object Relationships Understand parent and child objects in coding with spawners.	1B-AP-09 Create programs that use variables to store and modify data. 1B-AP-12 Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features. 1B-AP-15 Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.
 Cloudhaven This introductory course is designed to help students master the concept of sequencing by learning how to put code in the correct order.	Students will learn:  Sequence Arrange code in the correct order  Debugging Find and fix code errors	 Run and Jump An endless runner style game where students build on their previous code knowledge.	Students will learn:  Property Modification Adjust properties like speed and color  Object Variants Differentiate and use object types  Variable Adjustments Modify variables to manage health	1B-AP-09 Create programs that use variables to store and modify data. 1B-AP-11 Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process. 1B-AP-12 Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.

Kodable School Plans



Premium

\$1750 / year per site

Up to 250 students

Access to all course content and lessons

Progress and usage reports

Admin account for class management

Learn More



Premium+

\$2500 / year per site

Unlimited Students

Everything included in Premium plans plus:

Access to an AI tutor

Clever secure sync

Personal account manager

Learn More

How Can I Fund Kodable At My School?

Here are some common ways Kodable may fit into your STEM or Technology budgets:

STEM-Specific Budgets

- STEM Curriculum
- Technology for STEM Programs

Curriculum Budgets

- Science Curriculum
- Supplemental Instructional Materials

Federal Funding

- ESSER Funds
- Title IV, Part A Funds
- Career and Technical Education

Technology Budgets

- Educational Technology
- Computer Science Education

Professional Development

- Teacher Training for STEM

Local Grants

- Innovative Learning Grants
- Teacher Discretionary Budget

Educators



Kodable

**“Teachers don’t need to know how to code,
kids learn on their own.”**

Erica, Classroom Teacher

**“Kodable is a great way to introduce
elementary students to coding!”**

Gina, Media Specialist

**“A must-have app for kindergarten STEM
students.”**

Lisa, Classroom Teacher