Welcome to Code Club!

First of all thank you so much for volunteering to run Code Club!

Code Club is about fun creativity and learning through exploring. It's important that the children enjoy their time at Code Club and that it doesn't feel like another school lesson. They should understand that they're in charge of the computer, and can (and should) make it do what they want, not the other way around.

Other benefits of Code Club, such as learning about computational thinking, or developing expertise in coding, are secondary to these two objectives.Having said that, children will absorb all these wonderful skills as they work through the projects rather than through didactic teaching.

We have provided some projects as starting points for the children to work from. They won't rigidly follow the steps as listed. Instead they'll ask questions, try things out and make up their own objectives. This is creativity in motion so please encourage this! You're on hand to guide them if their experiments don't work.

Hopefully, the children will be engaging in a process of playful discovery. Reassure them that they can't break anything by trying things out in Scratch. Where children need support to achieve what they want, provide it. But if they're having fun and being productive then try not to get in their way. In particular, many of the projects are games, and the children will want to spend some time just playing them so just let them.

This is different from the 'crowd control' style of classroom management. There's a line between fun and collaboration on one side, and disruption and misbehavior on the other. Read the document **Creating a positive learning enviroment** and speak to the attending teacher on school rules.

Preparation

Code Club is a proper club and proper clubs need badges! We have provided a sheet of badges for you to print out. If you stick this to card and add safety pins they turn into badges. At the beginning of your first session ask each child's name and write it on a badge for them in marker pen. At the end of the session collect them into a box, then everytime they come to Code Club they can wear their badge and feel like part of a club. It's also super handy for you to help remember their names!

Reference

The Scratch interface guide is in the Scratch Guides folder. Also in that folder are Scratch Cards which show you how to do things you need over and over again like a timer. It would be good to have a set of these for every 3 children in the group so they can be shared. It might even be a good idea to laminate them so they last the term! You'll notice that a couple of them look different, this is because we felt they we missing and so we designed them ourselves. There is also a getting to know Scratch guide and it might be good to print a couple of these too so the children can refer to them.

The first session

Before the first session and all following sessions we recomend that you complete each project to make sure you know how it works and can answer any questions that might arise. Better to be prepared!

Judge what level your group is at with a show of hands (see **First Lesson Questions** sheet). If they have never used Scratch before then start them on the first project - Felix and Herbert. The first part of the first session is volunteer led for 20 minutes (see the first project file) after this the children learn on their own and it is your task to guide them if they become stuck.

Projects and ability levels

We've created nine Projects. There are three levels: 1, 2 and 3 with three projects in each level. The difficulty level increases wih each level. Each project has basic exercises that creates a basic game then there are challanges for the children to attempt where there are no given answers.

The basic exercises should take one session each but it's unlikely that all the extension exercises will be completed in one session. If a child is enjoying a project and doesn't finish it all in one week but wants to come back to it the week after or take it home then do let them. It's your Code Club so go at the pace the children are happy with. Be warned: they WILL find the challaneges challenging! Don't give in and give them the answers (we have provided you with complete Scratch files of each game) instead give them clues to help them find a solution.

Saving work

Save the children's work online on the Scratch website. Create an account on the Scratch website for your school and save their work from the desktop to the website at the end of each session. Be sure to try this before the first session, as there may be issues with the school's network configuration. If you encounter any problems, check with the school's IT support or create a network folder for each child to save their work to.

Recording progress

Record the date when each child completes each project. When they have completed all the projects in the level give them their certificate. Certificates are PDFs to be printed out and filled in by yourself. Present certificates at the end of the Club and give them a clap. You might want to inform the Head-teacher too in case they want to present them in assembly.

Support

We have done our best to make this clear and easy for you but we know there will be questions. If you are stuck or unsure about something then please do get in touch. We have created a support team to answer your emails. Email **support@codeclub.org.uk**

T-shirts

We have made Code Club t-shirts for those who would like them. They are availbale in a variety of colours and come in shapes for men women and children. You can find them in our shop on our website. These are by no means compulsory, just a bit of fun!