How do I start a Dojo?

CoderDojo

CoderDojo is a free, fun way for children aged 7 to 17 to learn to code. The focus is on self-led learning, with mentors offering assistance. It's simple to set up a CoderDojo in your community. Just follow these steps:
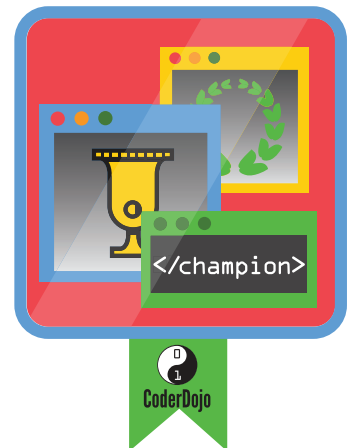
Step 1: Find a Champion

The Champion of a CoderDojo is someone (not just techy types!) who is passionate about the mission of CoderDojo and in charge of setting up and running a Dojo. This is probably you!

What if I need help?

You can ask other members of the CoderDojo community!

· Join the community forums — **dojo.soy/new-forums**

· Join the community Slack team — **dojo.soy/new-slack**

· Contact the CoderDojo Foundation — **info@coderdojo.com**

Step 2: Register on Zen

Register your Dojo on Zen, our community platform. This will let us help you get started and help people find your Dojo.

You can register at **dojo.soy/new-dojo**

Step 3: Build a team

You don't need a big team, but more people means you can do more. The team can include technical Mentors alongside non-technical volunteers, such as the parents of Dojo attendees.

Where do I find Mentors?

Mentors are the technical volunteers who guide attendees in learning new skills. You might find them:

· In local technology companies, businesses, or community centres.

· In local universities, colleges or second level schools.

· Technically skilled young people, maybe even from your Dojo!

Step 4: Find a venue

You need to find a place to hold your Dojo. This should be a free venue, as CoderDojos never charge attendees to participate.

Please note that you cannot host a CoderDojo in a home.

What if I have unavoidable costs?

If you have costs that are beyond your control, e.g. insurance, you could consider:

· Sponsorship from local businesses.

· Grants or other funding from local governments.

Step 5: Plan your Dojo

Now that you have a team and a venue, it's time to start planning your Dojo! So get all your volunteers together and decide:

· What day of the week you will run on.
· How long your sessions will last.
· How often you will run (once a week, once a month, etc.).
· What kind of projects will you do, with what technologies. For ideas, see our free resources — **dojo.soy/new-kata**

Dojo Tickets

To avoid overcrowding use the CoderDojo ticketing system **dojo.soy/new-tickets**

Step 6: Promote your Dojo

Time to tell the world about your Dojo! Update your status on Zen from **In planning** to let people know you're open. Use social media to let schools and youth groups in the area know about your Dojo.

Step 7: Be cool

Now you have a CoderDojo and a group of Ninjas learning new skills and building awesome projects. Good work! Share your experience and help other Champions and Mentors make their Dojos better, as well as using their ideas to improve yours.

· Join the community forums — **dojo.soy/new-forums**
· Check out our community events — **dojo.soy/new-events**