




CODERDOJO KELS

About Us
March 2018



What are we?

Free, volunteer-led, community-based, programming club.

We explore technology in an informal and creative environment.

- *Exploring technology means:*
 - Learning to code
 - Creating websites, apps, programs, games, etc.

No imposed curriculum.

The goal is to encourage a shared learning experience and to make coding fun and sociable.

Who are we?

- Champion
 - *A volunteer who sets-up, runs, organizes, and maintains the Dojo*
- Mentor
 - *A volunteer with some technical experience, who guides and facilitates the learning/project work.*
 - *Mentors are not teachers, and don't know everything!*
- Youth Mentor
 - *An attendee who has some coding experience and is happy to share that knowledge with others*
- Volunteers
 - *People who support the mentors, champions, and/or the Dojo itself*
- Ninjas
 - *Our attendees aged between 7 and 17.*
 - *Only requirement is enthusiasm, more enthusiasm, and a sprinkle of creativity 😊*

CoderDojo is an opportunity for families to share experience as they learn new skills together.

We encourage parents to attend and to become involved;

Our Dojo Mottos

- One rule, be cool
- Ask 3 then me
- If you made it, you can play it
- Parents, pitch in

One Rule, Be Cool

CoderDojo is a fun place to be, but it's only fun because our attendees are so cool.

To be cool, you need to:

- Be positive be kind
- Be friendly (bullying or excluding others is not cool)
- Help each other
- Chat about ideas (but not *too* loudly 😊)

Ask 3 then me

If you have a problem then you should:

1. Ask yourself; “is there something else I could try?”
2. Ask another Ninja, everyone is very friendly
3. ~~Ask Google~~

Then ask a mentor

If you made it, you can play it!

Created something awesome? Want to see if it works? Want to share it with other Ninjas?

We encourage any of the attendees to play around with the things we create and have fun with them! If you make it, you can play it.

We would really like it if you limit your *playing around* to things you or other Dojo members create, or content advised by Mentors.

We want to see you grow and have fun coding!

Parents, pitch in!

Parents are invited to stay at a CoderDojo session, so while you're here why not get involved?

We are open to new volunteers and mentors! Feel you want to help organize the Dojo and become a co-champion? Want to upskill with the other Ninja's and become a mentor? Or simply want to lend an able hand? We encourage you to get involved.

However, we know how busy parent-life is, so if you want to use the time as a simple break, that's ok too! We do advise to try not to hover over your Ninja, so that they can interact and learn with their peers on their own.

Setting up the CoderDojo

- Reference materials
 - *Folder containing print-outs of Sushi Cards, guides, brainstorm sheets, etc.*
 - *This should be managed by a Mentor/Volunteer to ensure is available (and only accessed by a Mentor/Volunteer)*
- Whiteboard/Flipchart
 - *Capturing ideas – use sparingly as the Dojo isn't a classroom!*
- Pens and Paper
- Projector
- Tables
 - *Set-up with groups in mind. Locate as many Ninja's as possible together*

Structure of a CoderDojo session

1. Dojo updates
2. Warm Up
3. Outline the Tasks/Challenges for the Session
4. Brainstorm
5. Get Coding
6. Show your Work

Structure of a CoderDojo session

- Dojo updates

- Introduction to the Dojo for any new members.
- Anything the Dojo needs to communicate with Ninja's/Parents
- Roughly around 5 minutes

Structure of a CoderDojo session

- Warm Up

- Quick physical exercise to warm-up those budding genius minds
 - *Example:*
 - Standing on a line, attendees must sort themselves by birth (day/month) or by the A-Z of their names without stepping off the line
- Roughly around 10 minutes

Structure of a CoderDojo session

- Outline of Task/Challenge for the Session

- The idea is we outline an outcome we would like to see and let the Ninja's figure the how out and in what medium (HTML, Scratch, etc.)
- Depending on the attendees skill levels and the content on offer, this will vary.
- E.g. Scratch lessons:
 - *Attendees who are comfortable can start programming their own games based of a theme or game-type (e.g. a program for Easter)*
 - *Attendees who aren't comfortable with Scratch can start with introductory guides and Sushi cards*
- Roughly around 10 minutes

Structure of a CoderDojo session

- Brainstorm

- This is where we come together as groups and start throwing out our ideas for the challenge/task, using a flipchart, projector, or whiteboard.
- No idea is a bad idea. All ideas are welcome.
- Ninjas can pick any of the brainstormed ideas to help them, or none at all!
- Ninjas can also decide to further brainstorm with pen/paper if they so want.
- Roughly around 10 minutes

Structure of a CoderDojo session

- Get Coding

- Ninja's start implementing their programs based on the task/challenge.
- There is no absolute requirement to complete the outcome, trying and learning is more important.
- We encourage use of our motto's and want the Ninja's to interact to complete the task as a group; if a Ninja is finished with their individual program, could they help their fellow group members out?
- Roughly around 45-60 minutes.

Structure of a CoderDojo session

- Show your work

- If a Ninja has completed the task/challenge, they are encouraged to show their work to everyone!
 - *That can be to show on a projector or simply to call others over to their screen*
- It won't be possible to showcase everyone's work in a given session, so Mentors are encouraged to try give as much equality over multiple sessions to ensure everyone is given the opportunity.
- Takes place during and after the coding session

