GOMYCODE ©

Student Playbook

The ultimate guide to rock your student experience at GoMyCode

Content.

Dear student,

Welcome to the most compelling and engaging learning experience that exists. We are very happy that you are joining us on this journey. We will help you learn new skills and enjoy every second you spend at GoMyCode.

The GoMyCode learning model is unique and different. The fundamental idea behind our learning model is to push students to develop their self learning skills, to work on projects and to learn how to build, design and ship a tech product. This change of model is very hard. You see, since growing up and going through traditional education; we were taught in a passive way where the teacher is the only source of knowledge.

Today we live in a very dynamic and changing world. The student's most valuable resource is not knowledge itself; it's rather the student's own capacity to learn a new thing, to think independently and be socially strong. Our model reflects the work that happens in the workplace and real life.

Be ready to live a rich and life changing experience. We hope you enjoy it as we do :)

The founders

"Tell me and I forget, teach me and I may remember, involve me and I learn."
Benjamin Franklin, Founding Father of the United States of America

"You can't teach people everything they need to know. The best you can do is position them where they can find what they need to know when they need to know it."
Seymour Papert, Computer Scientist and Educator and MIT

"Change is the end result of all true learning."
Leo Buscaglia, Motivational speaker and professor at USC

Who are we?
Why are we
breaking
traditional
education?

GoMyCode is an **educational platform** that trains top talents on the **newest skills** through a hybrid learning model combining physical presence and an online platform.

At GoMyCode we want to help people learn new skills for multiple reasons :

1. To build a technology product and solve a real life problem
2. To find a job that they love and gain social/economic independency
3. To boost & progress in their careers, catch the technology skills gap
4. To stay up to date with recent technology breakthroughs

Specialities

Learn

DIGITAL MARKETING

GOMYCODE.

GMC *vs* Traditional

We value active learning over passive learning

	Instructor	Hackerspace Atmosphere	Learning Approach
GMC	• Facilitator. • Verifier. • Motivator.	• Student focused. • High student involvement time. • Student interaction. • Movement / fun / dynamic / empowering.	• Focus on practices and building real life products. • Focus on self study as in real life.
Traditional	• Provider of knowledge. • Examiner. Disciplinarian.	• Teacher-focused. • High teacher talking time. • Limited student interaction. • Static.	• focus on theoretical knowledge. • No real life projects.

TRUST THE SYSTEM !!

YOU ARE IN GOOD HANDS!

+10000 Students trained at gomycode on different technologies.

94.55% Students successively finishing the program and shipping products.
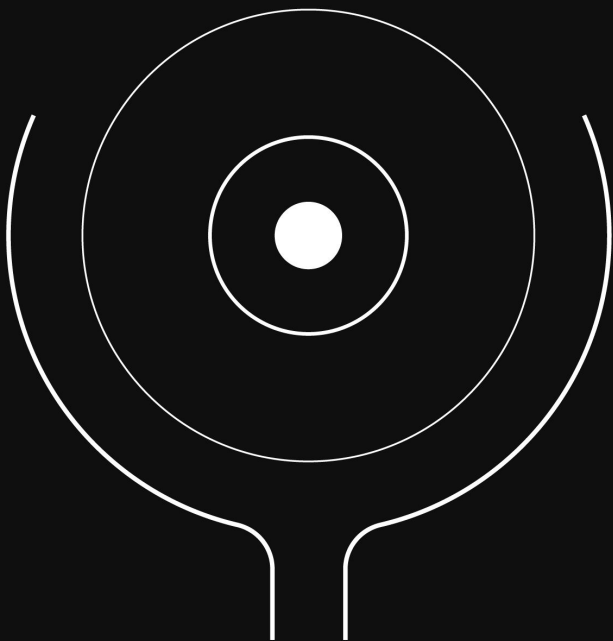
+100 Recruiting companies.

+200 Amazing Instructors mastering different technologies and expertises.
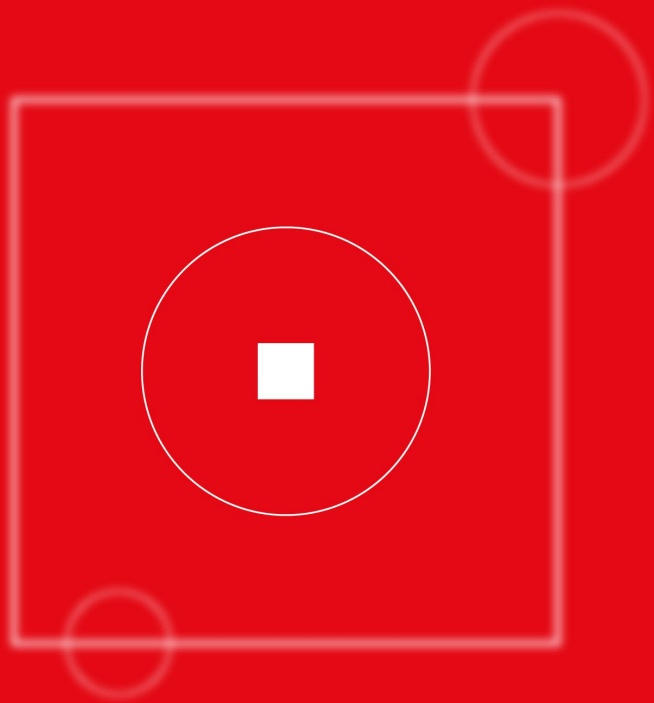
GoMyCode
7 rules of
success

01. **Trust our method**

Trust our method: If things are not clear don't worry. Just continue to progress, things will get much clearer later.

The methodology is efficient and worked for over 10000 students. Accept the method as it was designed. Use the method as it was designed.

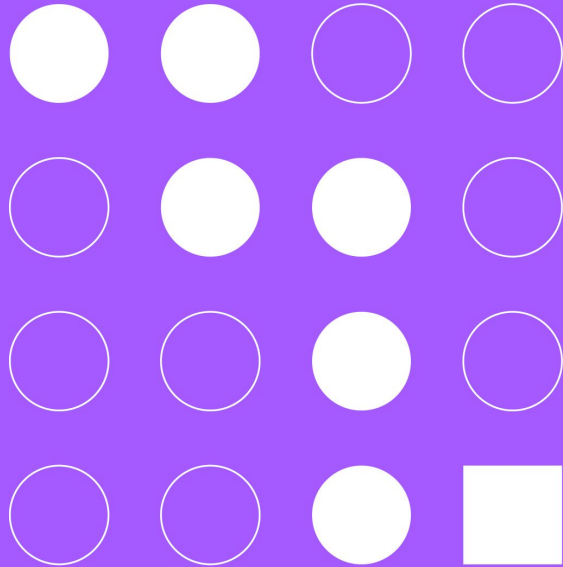Be open to changing preconceived, traditional ideas about education.

02. Embrace uncertainty

Become comfortable with uncertainty and blur.
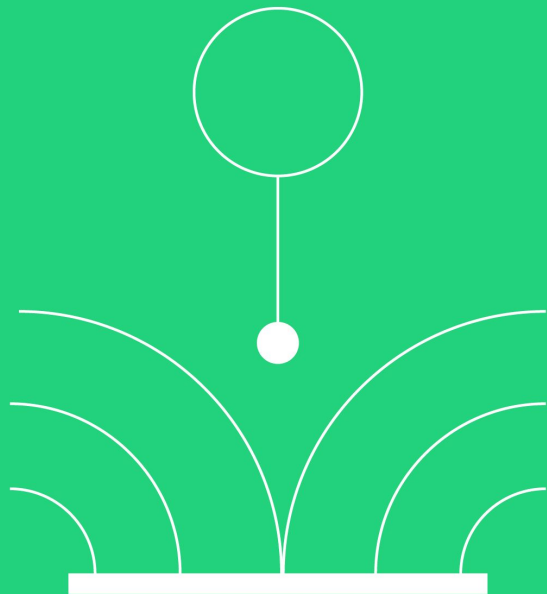
03. Take risks

Take risks, don't be afraid to make mistakes and errors. Making errors is the only way to learn.

04. Manage time

Study at regular, consistent pace.

Plan and use available time effectively and efficiently. Time is never enough.

05. Self learning is a must

Content is a commodity: our content is not enough - a lot of content is available on the internet, you will need to look for the right content during this training but especially after the training.
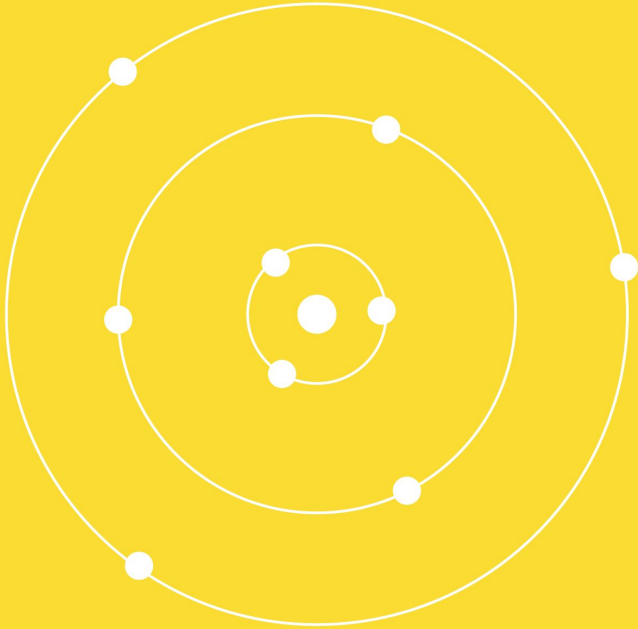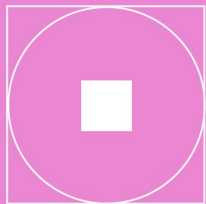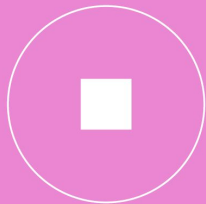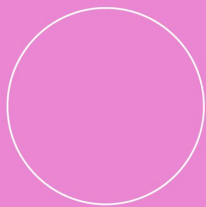
At GoMyCode, you will learn to learn.

06. Collaboration

We do Collaborative learning: fast students help slow students.

Slow students don't be shy to ask questions. We are a community.

We are here to help each other. Make friends and attend event.

07. Product

Design, build ship your products.

We are Product oriented: you will build your products at the end of the training.

How to self learn ?

"You can't teach people everything they need to know. The best you can do is position them where they can find what they need to know when they need to know it."
Seymour Papert, Computer Scientist and Education at MIT

Internet is your friend

- Google
- Blogs
- Youtube
- Online courses (MOOCs)
- stackoverflow.com

Learn from others.
Ask questions.

- Ask other students how did they do things ?
- Ask instructors about how they look for information ?
- Ask experts on linkedin. You will be surprised about how people are willing to answer and help.
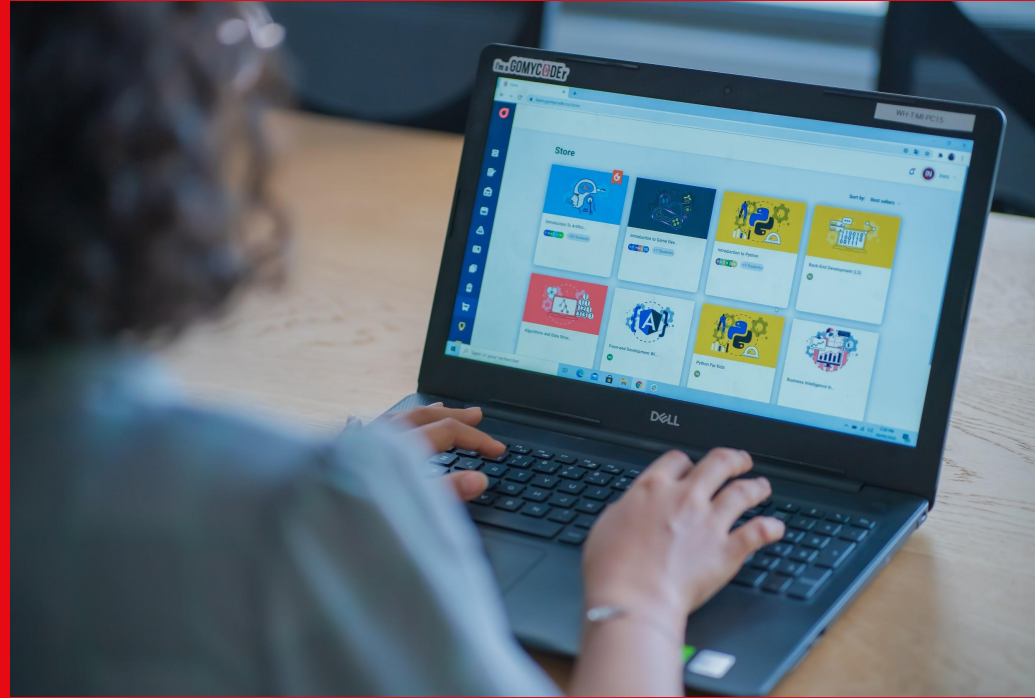
Practice.
Build.
Make errors.
Learn by making.

Follow Tech Influencers.

Twitter - Youtube

Platform and learning cycle ?

Educational instances

Skill

It's the **Core component of content**. A set of skills is a super skill. A set a super skills is a track.

Checkpoint

The **project that concludes a super skill**.

1. The student submits her/his work
2. The instructor checks the checkpoints, gives feedback and rates the student's work.
3. The instructor closes the checkpoint on learn.

One to One meeting

It's a **Job Interview Simulation** between the student and the instructor. The questions synthesise the self Learning part of the Super Skill.
The instructor will not explain or correct the student while doing it.

1. The student should book a 1-to-1 meeting.
2. The student and the instructor will have a 15-min max meeting
3. The instructor will detect the theoretical weakness of each student and take actions during the normal session.
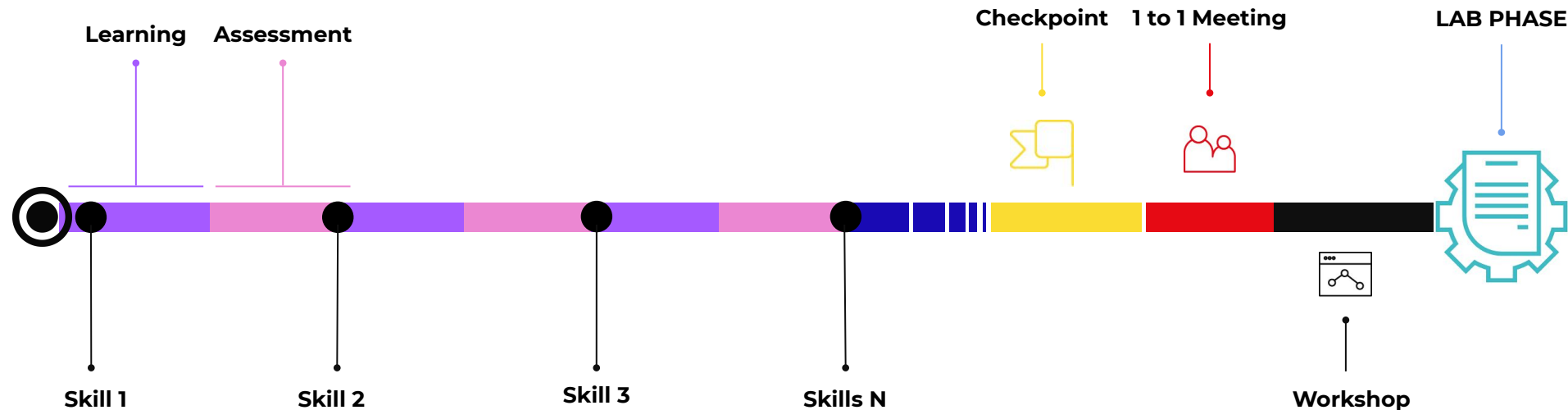
Workshop

It's a presentation or a live coding session to explain a concept or a technique.
The students and instructors engage in a **discussion and an activity on a particular subject or project.**

Learning Cycle

Learning   **Assessment**

Checkpoint   **1 to 1 Meeting**   **LAB PHASE**

Skill 1   **Skill 2**   **Skill 3**   **Skills N**   **Workshop**

To pass a skill, an assessment must be taken by the learners in order to test and evaluate their knowledge for that specific skill (lesson).

A checkpoint is a task oriented assignment, it's mainly a mini project for students to validate the previous Super Skill.

A One To One Meeting is an oral exam that takes place face-to-face between the student and the instructor. The instructor asks theoretical questions about the super skill (chapter) in question.

The workshop is a working session in which the instructor presents a problem (or a use case) and presents the flow of ideas to solve it by involving students or employees.

Session timeline

01

We always start with a **standup meeting**: Every student tells orally (and not by sending a message on Slack) what she/he had done since last session and what is she/he planning to do during current session.

At the end of the standup meeting, we fix the objectives and planning of the session.

02

Break the ice activity (social or learning activity)

03

We execute the planning discussed during the standup meeting. Without this level of organization, we cannot help students achieve their objectives.

04

Last 15 minutes: we assess objectives and planning achievement and we set objectives of self learning.

Meet our learning platform; *learn*

Yassine Boudhina

Welcome back Yassine!

You've learned **70%** of your course this week! "Intro to Data Science and Machine learn with Python"

You have a **60%** run ans you need to move faster if you want to finish your course on time.

Finish your course

Yassine Boudhina

Rank
Titan — 2492pt

Top 5 Skills
HTML — 95 %
Body Tag — 85 %
Web Dev Intro — 100 %
Audio/Video Tag — 100 %
CodeEditors — 70 %

Last Skills Achievement
HTML — 90 %
Heading Tag — 50 %
Image Tag — 95 %
Links Tag — 30 %
Lists Tag — 80 %
Div Tag — 70 %
Table Tag — 100 %

Time Calendar
Last week
Mon Tue Wed Thu Fri Sat Sun

Top performant students

AbdErazzek Ben Brahim
Rank: Titan — 2179 pt

Amani Ayari
Rank: Knight — 1179 pt

Hichem Hamrrouni
Rank: Master — 579 pt

Yassine Boudhina
Rank: Master — 579 pt

Notifications Upcoming events
More →
* Artificial Intelligence Workshop animated by Atef Ben Abderrazak
14 January 2019 | 2:00PM
* Artificial Intelligence Workshop animated by Alia Ben Salah
14 January 2019 | 2:00PM

Todo list
More →
* Lorem ipsum dolor sit amet consectetur adipiscing elit sed do eiusmod tempor
4 min ago — Workshop
* Lorem ipsum dolor sit amet consectetur adipiscing elit sed do eiusmod tempor
4 min ago — Workshop
* Lorem ipsum dolor sit amet consectetur adipiscing
4 min ago — Workshop

My Courses

Introduction to Web Development
Learn the basics of HTML5, CSS3, JavaScript (ES6), Bootstrap & Git and be able to build responsive web pages and get a grasp on Front-end Web Development.
94 out of 145 Skills
250 Students & 10 instructors

Full stack JS
Game Track 1 is an introduction to Game Development. You will learn how to create your own game from scratch using the Unity3D Game Engine and C# Programming language.
245 Skills
250 Students & 10 instructors

React
Move to the next level of Front-end Web Development by Learning to build web apps using the most popular Javascript Framework "React" and handling your app' state with "Redux".
14 out of 145 Skills
250 Students & 10 instructors

Discover more tracks

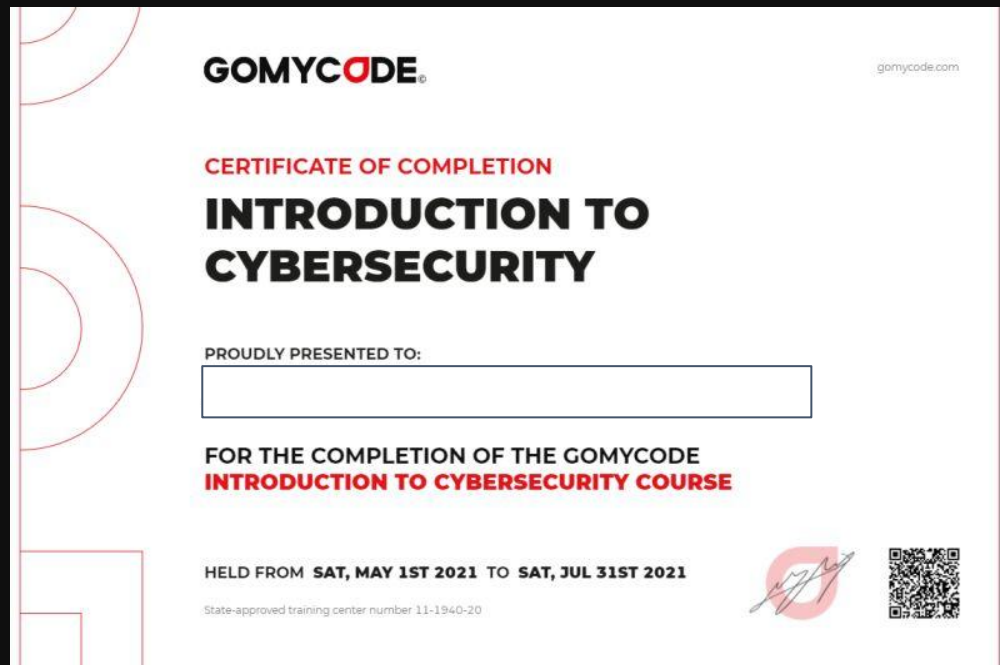# REMINDER OF GOMYCODE 7 RULES OF SUCCESS

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2. Become comfortable with uncertainty and blur.
3. Take risks, not to be afraid to make mistakes and errors. Making errors in the only way to learn.
4. Study at regular, constant pace. Plan and use available time effectively and efficiently. Time is never enough. Parkinson law: work (learning effort in our case) expands so as to fill the time available for its completion.
5. Self learning is a must: our content is not enough - a lot of content available on internet, you will need to look for the right content during this training but especially after the training. At GoMyCode, you will learn to learn.
6. We do Collaborative learning: fast students help slow students. Slow students don't be shy to ask questions. We are a community. We are here to help each other. Make friends and attend events.
7. Design, build ship your products. We are Product oriented: you will build your products at the end of the training.

GOMYCODE CERTIFICATE

Rest assured that you'll naturally obtain your GOMYCODE certificate when you finish your learning cycle at 100% immediately!

Once you finish your course, all your checkpoint projects, all your workshops and all your one to one meetings, our platform will automatically generate your, ready to print, digital certificate.

GOMYCODE

gomycode.com

CERTIFICATE OF COMPLETION

INTRODUCTION TO CYBERSECURITY

PROUDLY PRESENTED TO:

FOR THE COMPLETION OF THE GOMYCODE
INTRODUCTION TO CYBERSECURITY COURSE

HELD FROM **SAT, MAY 1ST 2021** TO **SAT, JUL 31ST 2021**

State-approved training center number 11-1940-20

Let's keep In touch.

Support

lengliz@gomycode.com

Content and Instructors

dorra@gomycode.com

Now we are going to start the course together - Let's begin with the first Super Skill

GOMYCODE©

www.gomycode.co