



KODEKIDDO WEBSITE V2

by Protototototototo

Emily Indrakusuma | Felix Irwanto | Jessica Jodis



KODEKIDDO

WEBSITE V2 GOAL

"To meet the current market climate,
growth, and audience"

MEET CITRA & DEBY



CITRA

Parent

"I want to find a good extracurricular activity for my daughter"

However,

I am busy



DEBY

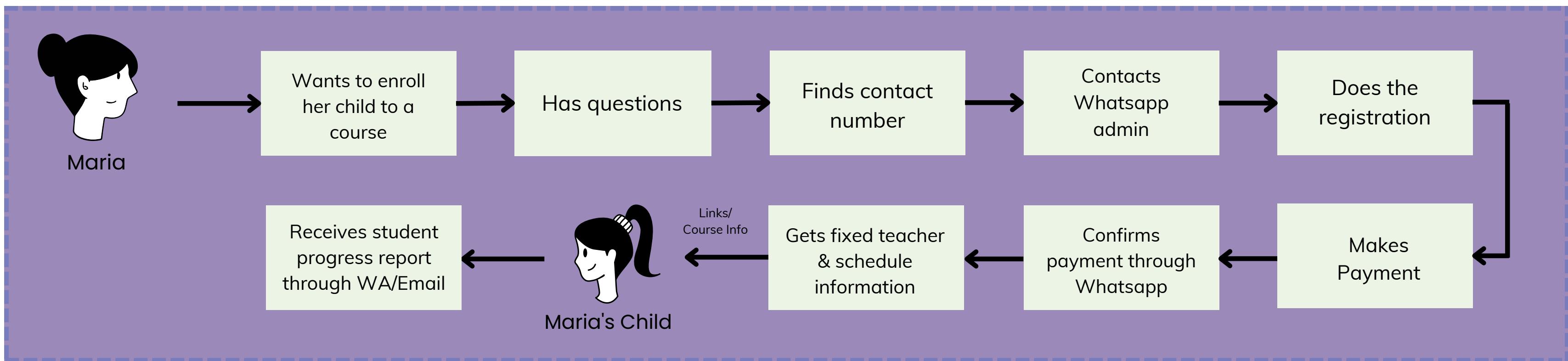
Child

"I want to learn how to code"

However,

I do not understand how to operate websites

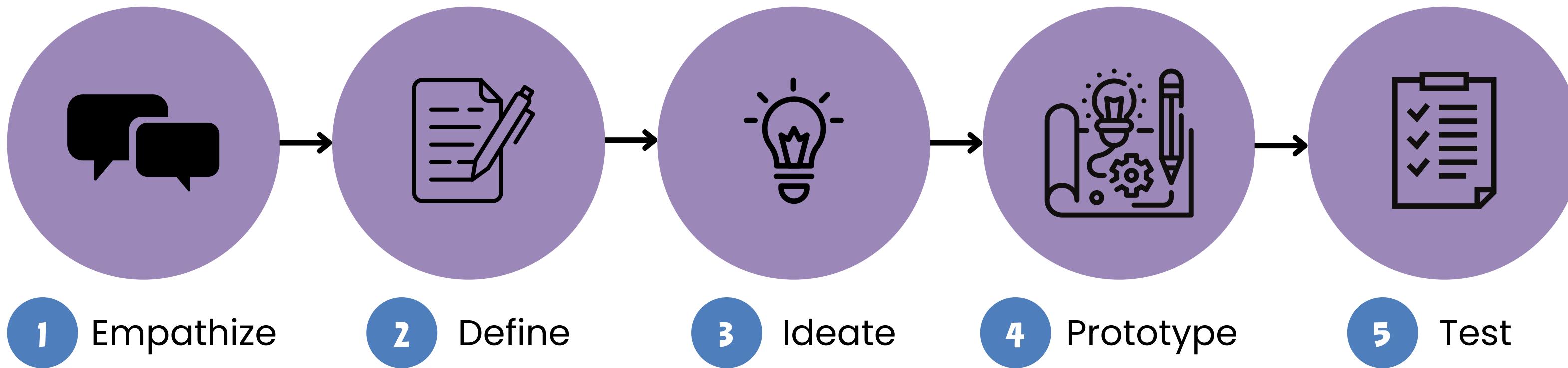
CURRENT USER FLOW



This flow is **complicated**. We are here to change that.

DESIGN FRAMEWORK

"Design Thinking Process"



1

EMPATHIZE

What?

To understand users by gaining real insights towards their wants and needs

How?

Understand The Main Users of KodeKiddo

- 2 user interviews with KodeKiddo Parents
- 3 user interviews with potential KodeKiddo students

1 EMPATHIZE

MRS. MARIA



MRS. FEBRINI (RINI)



1 EMPATHIZE

BRANDON



CAILY



KIMBERLY



1 EMPATHIZE

INTERVIEW SUMMARY

Interviewee	Profile	Problem	Needs
 Maria	Mrs. Maria's son has been a KodeKiddo student for two years. She does all the research and registrations for him.	Difficult to find course information for her specific branch (KodeKiddo Bandung)	<ul style="list-style-type: none">• Integration of platforms (All functions available in one place: registration, information, student report, attendance)• Have a reliable and complete source of information
 Febrini	Mrs. Febrini's daughter has been a KodeKiddo student for one year. She does all registrations for her.	Does not like to do research	Receive complete information without having to do extensive research

1 EMPATHIZE

INTERVIEW SUMMARY

Interviewee	Profile	Problem	Needs
 Brandon	Brandon is a 15-year-old middle school student. He is interested in learning coding.	Wants to find an extracurricular activity according to his hobby.	<ul style="list-style-type: none">• Fun website design• Easy-to-understand information
 Caily	Caily is 16 years old. Currently, she learns coding to help her school courses.	The website layout makes it difficult to understand.	<ul style="list-style-type: none">• Have a clean layout• Use suitable color palette
 Kimberly	Kimberly is 12 years old. She wants to learn coding because of her parents.	All information are given by her parents. Moreover, all registration process are handled by her parents.	Provide complete information for parents

2

DEFINE

What?

To analyze information gathered
in Step 1 - Empathize and define
core problems

How?

- Visualize our Findings
 - User Persona
 - Benchmarking
 - SCQ Framework

User Persona

Parents



CITRA
KodeKiddo Parent

35 years old, parent of 1
Housewife

Bandung, Indonesia

BACKGROUND

I am a parent of a young KodeKiddo student. I want to find a useful hobby for my child. However, I limit my child's screentime to avoid misuse of technology. I usually do research for my children. I believe that my responsibility is to find a good hobby for my child that is both useful and enjoyable for them. I don't have knowledge on coding, but I believe that it is beneficial for my child's future.

GAINS	PAINS
<ul style="list-style-type: none"> • Likes to do research for her kids • Can operate PC/Smartphone 	<ul style="list-style-type: none"> Does not have knowledge about coding courses

GOALS

- Find a trusted source for KodeKiddo courses (details, pricing, schedule) information
- Monitor student's activity and attendance
- Maintain communication with KodeKiddo teachers and admin

NEEDS ALIGNMENT

- Streamlined process
- Live Chat
- Website Sign Up/Login

Students



DEBY
Student

15 years old
Middle School Student

Jakarta, Indonesia

BACKGROUND

I am in middle school. After school, I don't have any other activities. I have always liked playing with robots and mobile games since I was a kid, so my mother wants to enroll me to a coding course. I am excited to learn coding, but I also want it to be fun.

GAINS	PAINS
<ul style="list-style-type: none"> • Interested in learning about technology • Can operate PC/Smartphone 	<ul style="list-style-type: none"> Has no prior knowledge about coding

GOALS

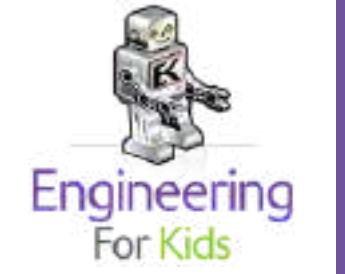
- Find a fun coding course
- Gain new skills
- Find information on new courses

NEEDS ALIGNMENT

- Fun design
- Easy-to-understand information

2 DEFINE

Benchmarking

			
Students	<ul style="list-style-type: none"> • 2nd to 4th Grade • 5th to 6th Grade • Middle and High School Kids 	<ul style="list-style-type: none"> • Pre-K to 2nd Grade • 3rd to 5th Grade • 6th to 8th Grade 	<ul style="list-style-type: none"> • 4-8 y/o (Pre-K to 2nd Grade) • 8-16 y/o (3rd Grade to High School) -> divided to 2 ranges
Registration Method (exclude onsite registration)	Google Forms	Through Whatsapp and Phone Call	Directly through website
International Access	Soon to be available	Combined in one website	Will be redirected to international site

2 DEFINE

SCQ Framework

S

Situation

C

Complication

Q

Question

Current Situation

Website can only show information and link to other platforms.

Ideal Situation

Website serves as an integrated platform for all functions.



- Website content are added gradually
- Processes use 4 platforms (Google Form, Whatsapp/Email, KodeKiddo App & Learning Platform)
- Manual check for registrations and verification of payment

How to simplify the processes?

Outcomes:

- Create registration page in the website
- Enable user sign in

- Integrate user processes
- Live Chat
- International microsite

3

IDEATE

What?

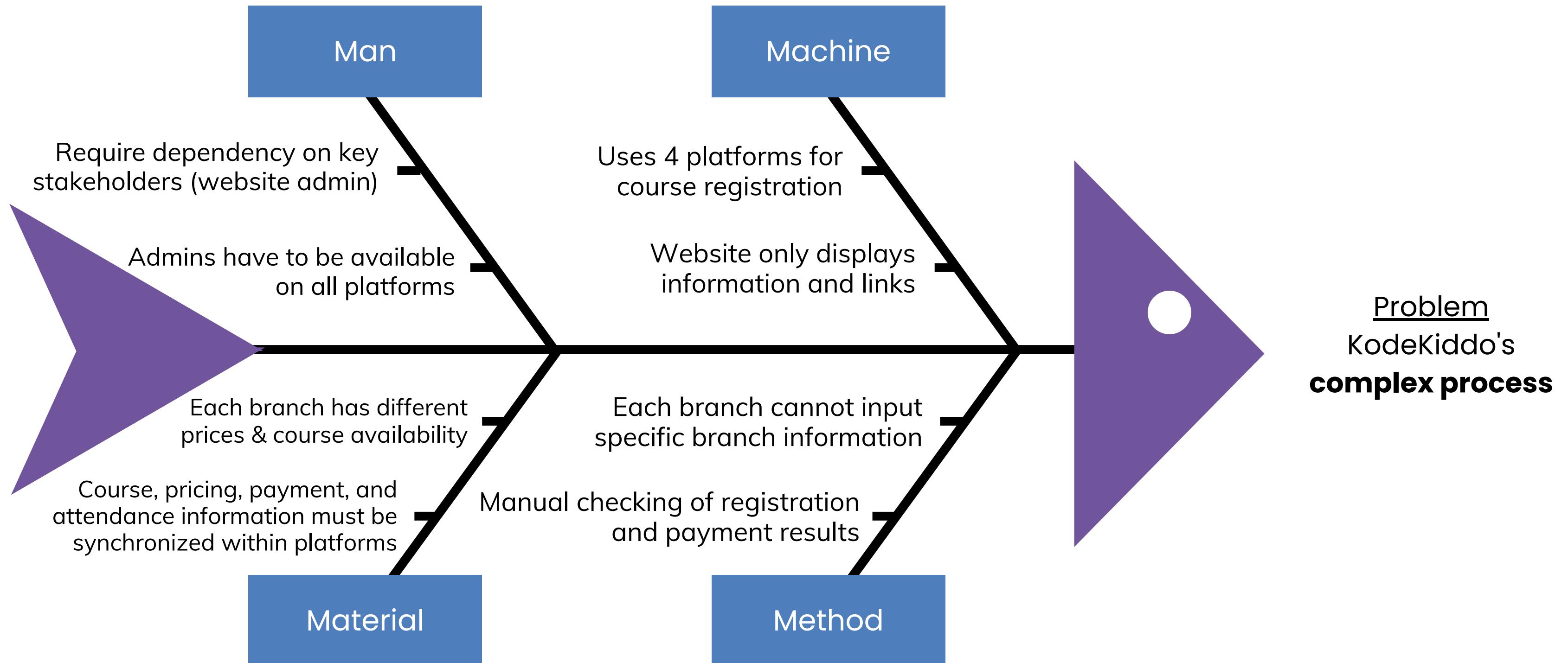
To generate innovative solutions
from the problem statement.

How?

- Fishbone Diagram
- Problem-Objectives-Solution Analysis
- Navigation Map

3 IDEATE

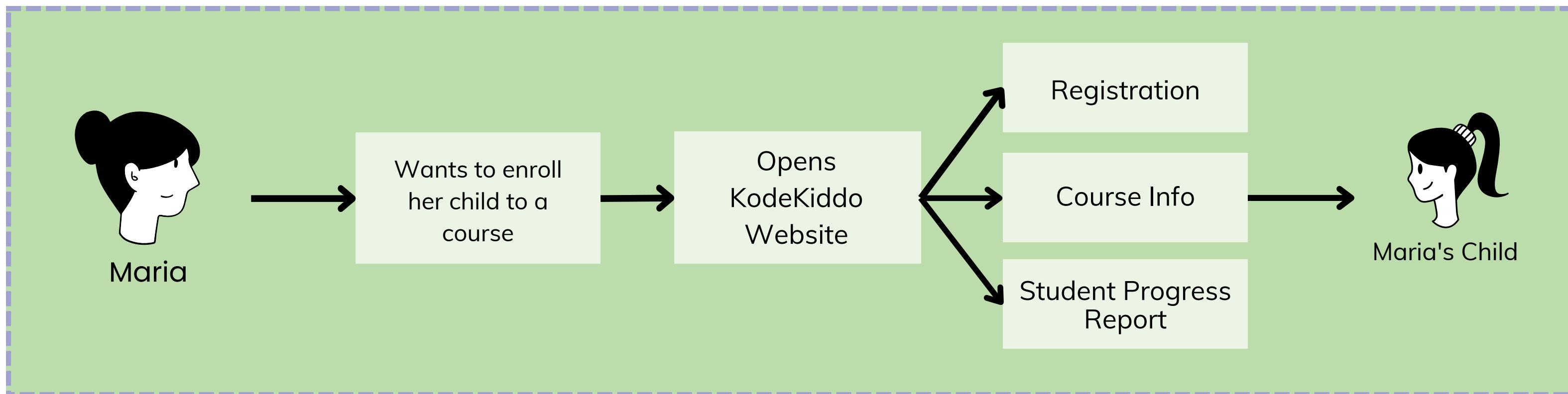
FISHBONE DIAGRAM



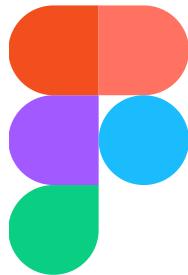
Problem
KodeKiddo's
complex process

3 IDEATE

IDEAL USER FLOW



KodeKiddo wants to continue using WordPress and Elementor Plug-in



Our KodeKiddo Website V2 design will be created using **Figma**.

Figma accommodates easy converts to **HTML, CSS, and React.Js**

This is useful for **manual uploads** to WordPress using HTML files.

Figma also has functions to convert elements to **.png or .svg** (export function).

Converted elements in .png and .svg makes it easy for the design to be uploaded to **Elementor**.





The current website is very long.

User's focus **will decrease** as you go further down the site.

57% of user viewing time is on top of page.

For that reason, we decided to shorten the website length. To do that, we kept the current site's **sticky navigation** and **site footer** (to signal end of page).

Moreover, we will propose the following:

- **Add more sub-menu**
- **Utilize pop-ups instead of listing down all information**

Source: usabilitygeek.com, nngroup.com

CURRENT STICKY NAVIGATION



CURRENT SUB MENU:

- Home
- Why Coding
- Our Program
- Location
- FAQ

PROPOSED SUB MENU:

- Home
- Program
- Location
- FAQ
- About Us
- Contact Us
- Sign Up

The current website is not full-sized.



The current website is not full-sized.

However, when website is resized, it becomes full-sized.



Website in split screen view (half screen)



Mobile view

In recent years, it is **uncommon** for websites to have a layout that is not full-sized.

Other than that, it is best practice to have a full-sized website to accommodate for responsive web design.

Therefore, we will **incorporate a full-size layout** in our proposed design.

Through our user interviews, users find it difficult to find information in the website

So, we propose a **live chat feature**.



Maria

I never thought of that. That would be a nice feature.

Live Chat?

A live chat is a discussion between two people that involves sending messages over the internet, especially to get or give information about a company's products

Source: dictionary.cambridge.org

Below are some **benefits** of using a live chat:

- Users can reach KodeKiddo directly, without signing up to another platform (Whatsapp/Email)
- Reduce need for admins to check on other platforms
- Chat data can be extracted and stored for analysis
- Implement chat bots (in future development) for FAQs and simple questions

Source: tidio.com

Meet Koddy. KodeKiddo's very own Live Chat mascot.

Personalization

By using Koddy, the live chat feature can have a more personalized effect for KodeKiddo - special to KodeKiddo. Users will feel more like speaking to a person, not giving the "robotic" feel of generic live chats.

Gives Personality

The mascot can also give a certain personality to the Live Chat. Koddy can be marketed to be **reliable, friendly, and ready to help**. This helps to assure users of the live chat's performance.

Appearance



On the left is how we can use Koddy in the Live Chat button on the website. Koddy's phone also helps indicate users of its function as a communication tool.

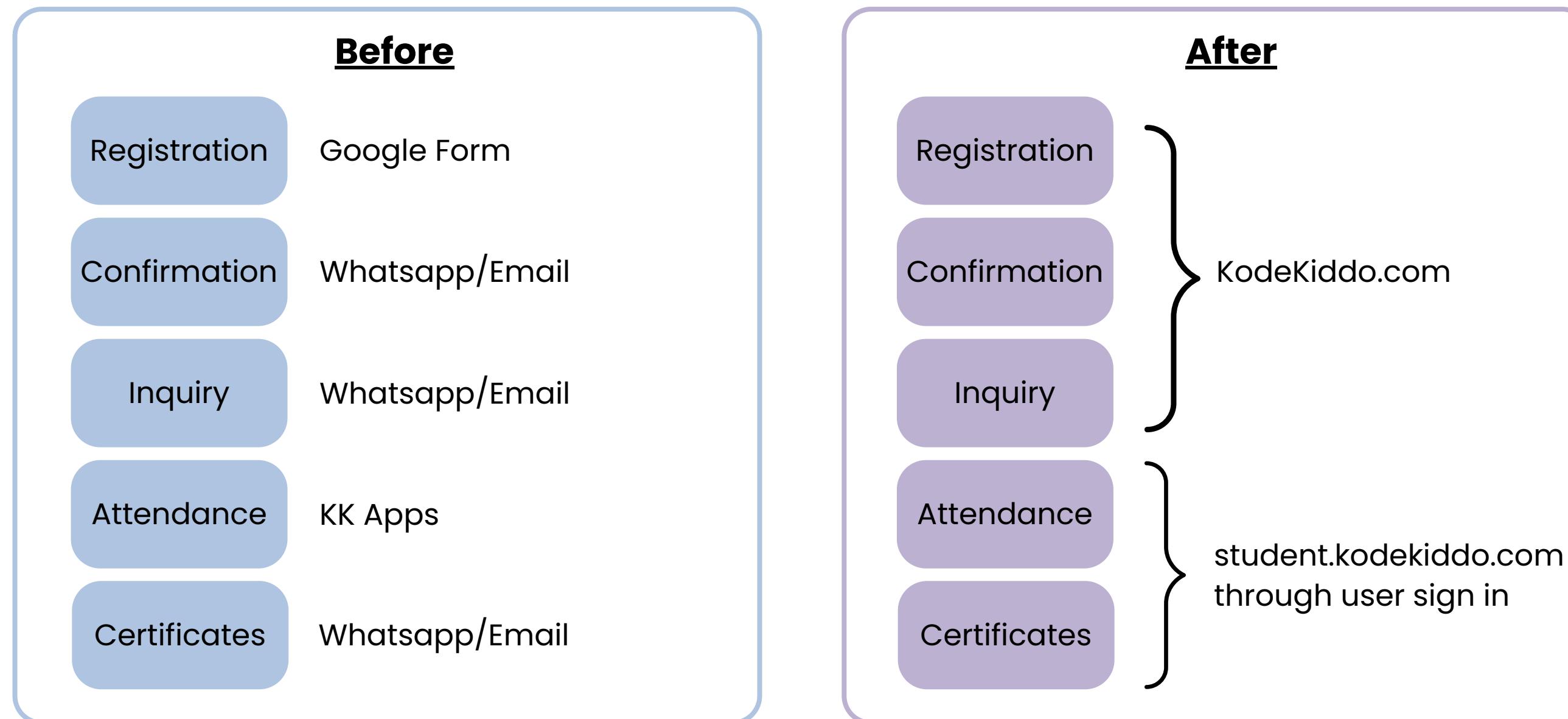


Koddy

3 IDEATE

New Proposed Feature: User Sign Up/Sign In

KodeKiddo Website V2 has to integrate processes. To do that, we must add a user sign up/sign in feature.

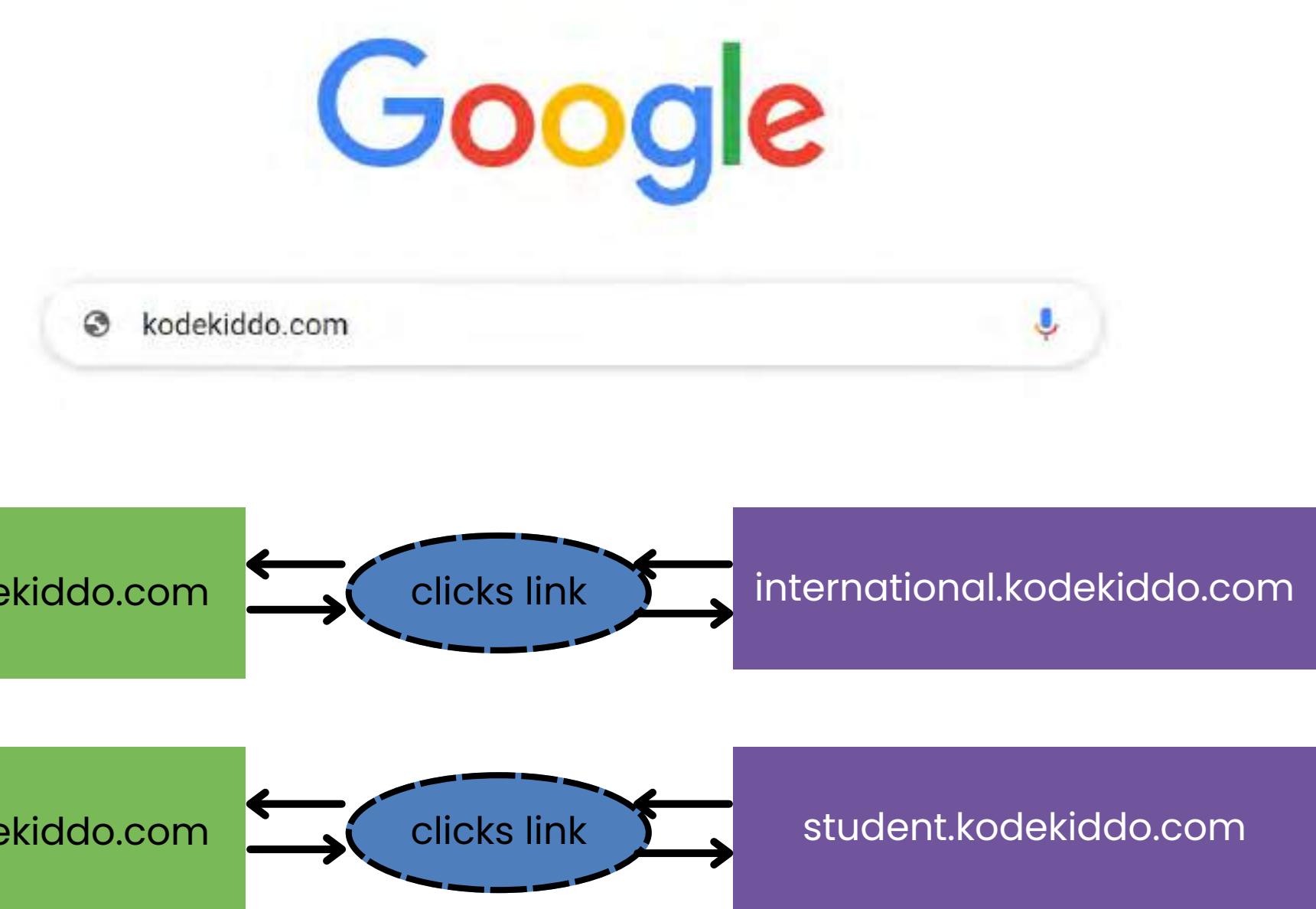


3 IDEATE

KodeKiddo Website V2 requires an additional student and international microsite.

To ease users, we propose an easily identifiable link **in the kodekiddo.com site** to connect directly to international.kodekiddo.com and student.kodekiddo.com

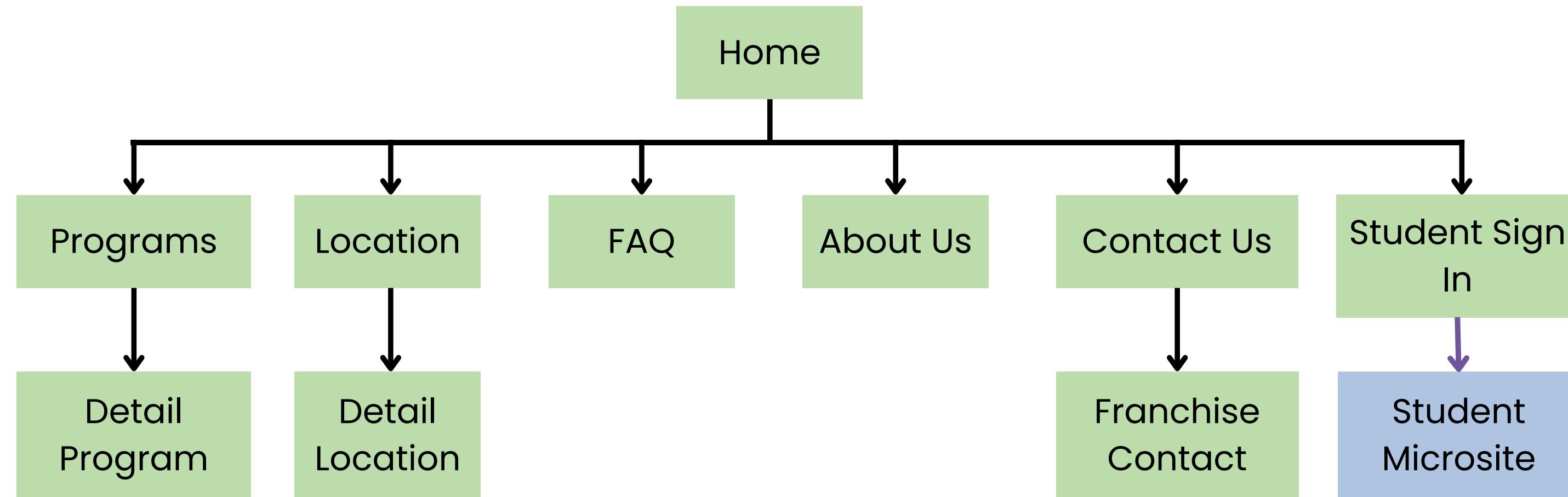
Therefore, all users can start from the regular kodekiddo.com site, regardless of their location.



3 IDEATE

KODEKIDDO WEBSITE V2 NAVIGATION MAP

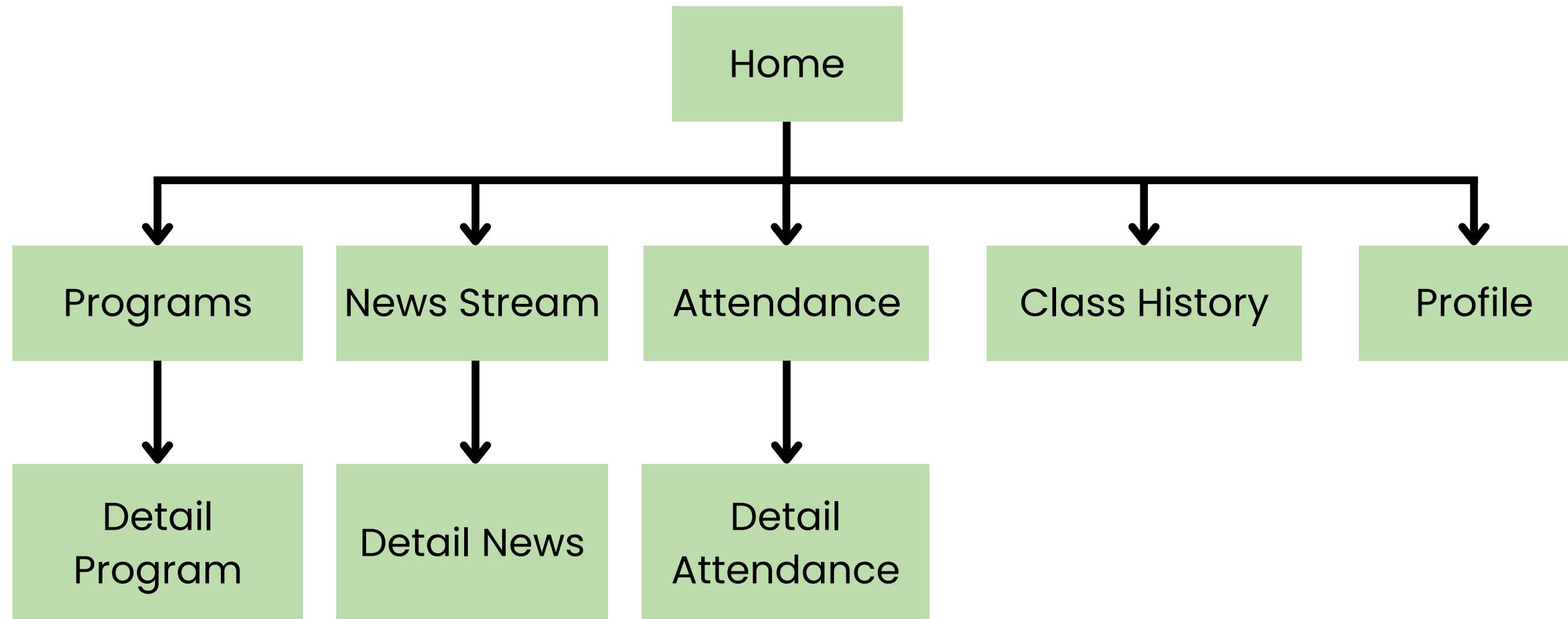
Navigation map of **kodekiddo.com**



3 IDEATE

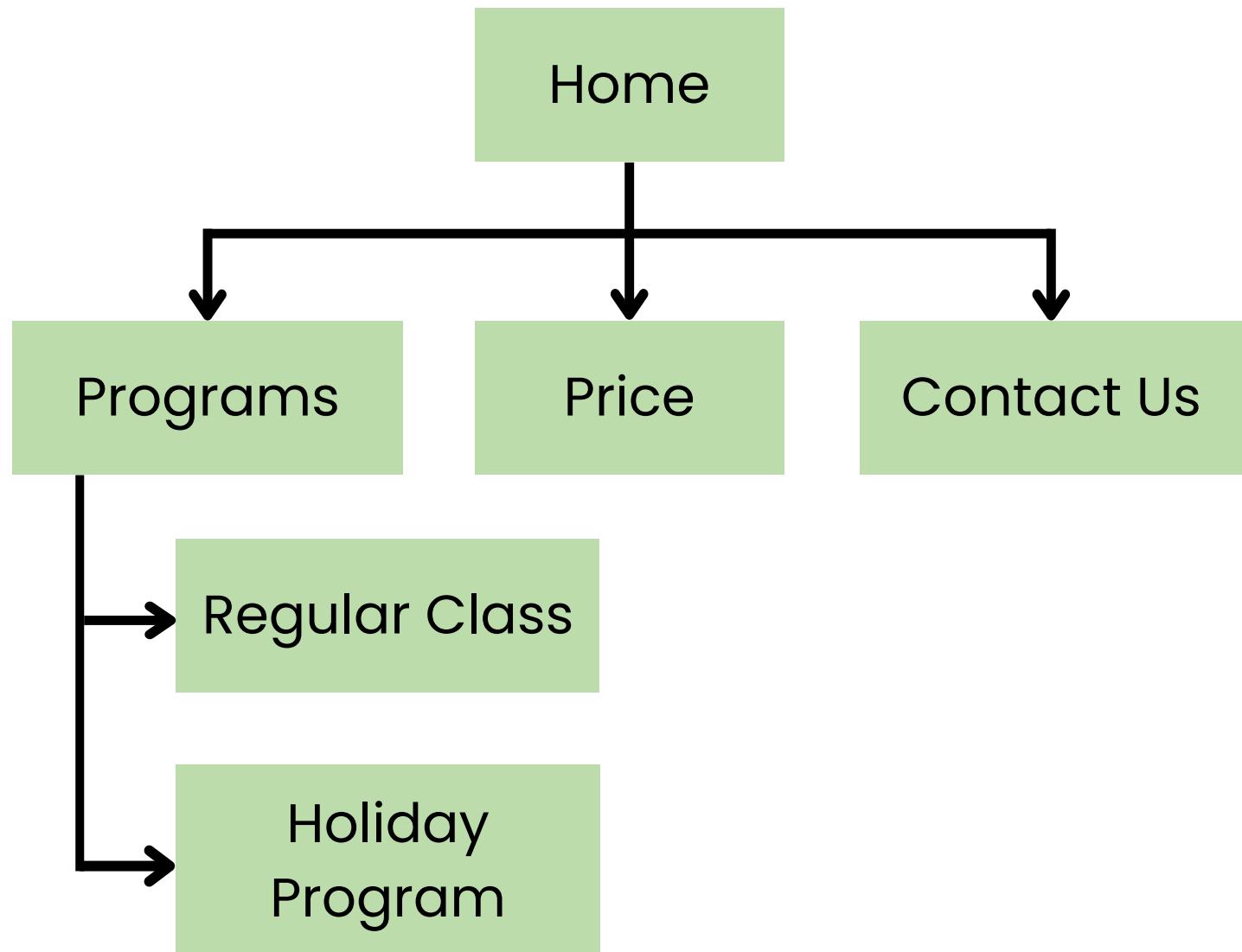
KODEKIDDO WEBSITE V2 NAVIGATION MAP

Navigation map of **student microsite**



KODEKIDDO WEBSITE V2 NAVIGATION MAP

Navigation map of **international microsite**



4

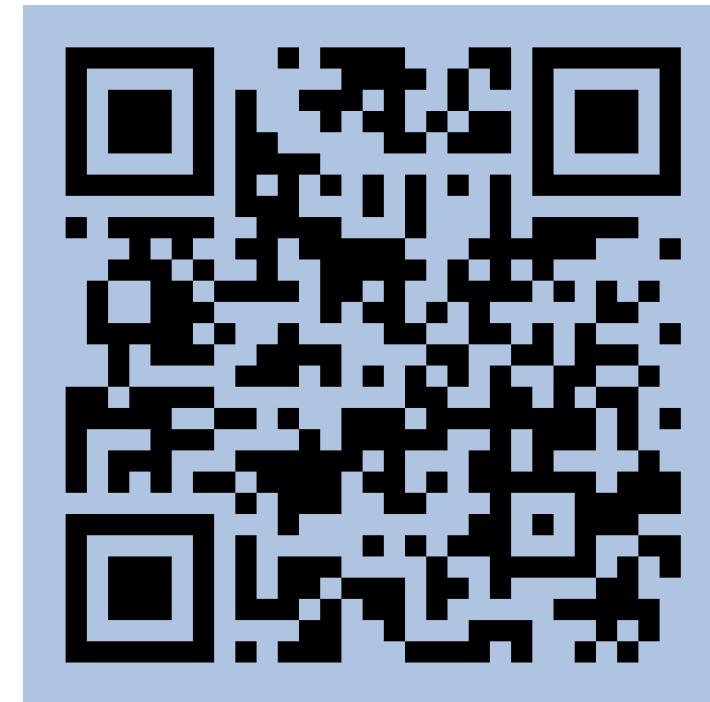
PROTOTYPE

What?

To create the best solution for the problem through experiments.

How?

- Wireframe
- UI Specifications



<https://bit.ly/PrototypeProto8>

Notes:

to preview this prototype, please use the
"Fit Width" menu for the best result

NOTES

The prototype designs consist of **THREE** different types of design, which is:

1. Dual language (English and Indonesia) for Kodekiddo Indonesia site with domain kodekiddo.com
2. Kodekiddo student microsite with domain student.kodekiddo.com
2. International Kodekiddo microsite with domain international.kodekiddo.com
3. Website in responsive form

4

PROTOTYPE

Color Palette



Font and Typography

THE MINION
AA AA
50 37

Poppins
Aa Aa Aa
28 21 16

Perfect Fourth Scale: 1,3333

Drop shadow

○ X

X 0

Blur

5

Y 5

Spread

0

 000000

30%

Shadow

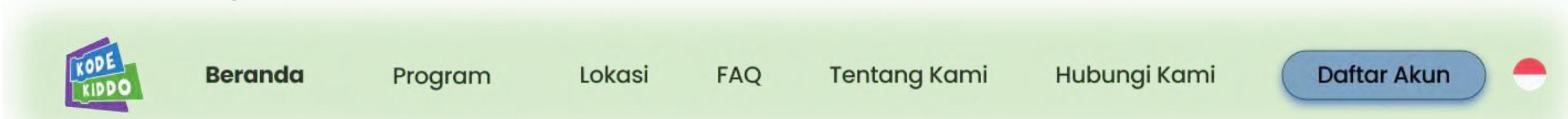
Layout Grid

Count	Color	
20	 FF0000	5%
Type	Width	Margin
Stretch	Auto	0
Gutter		
20		

4 PROTOTYPE

Icons and Buttons

Sticky Navigation



Buttons



Live Chat Button



Characters



Site Footer



KodeKiddo International



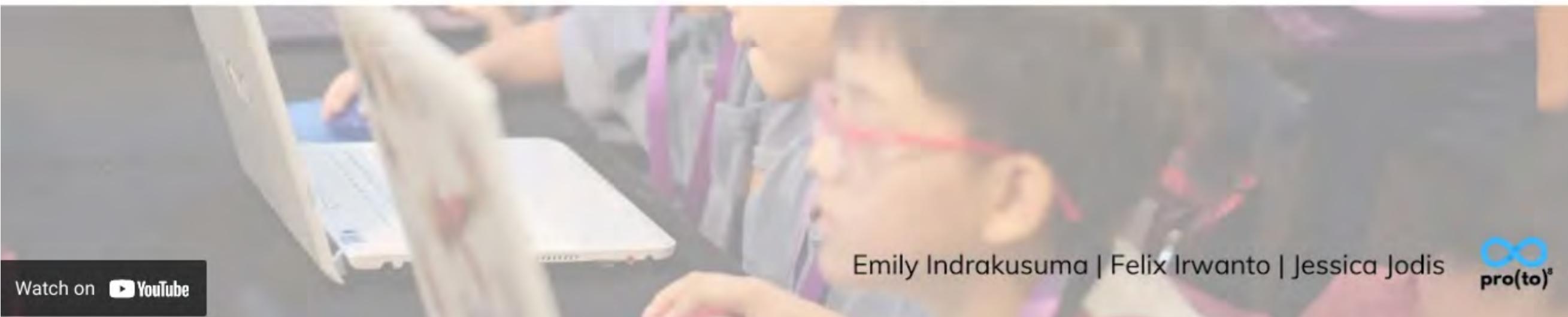
4 PROTOTYPE

Prototype Demo



KODEKIDDO WEBSITE V2

by Protototototototo



<https://youtu.be/o4CdLcRMjM4>

5

TEST

What?

To try out the prototype, identify existing problems, and iterate.

How?

- Refer back to user opinions
 - A/B Testing

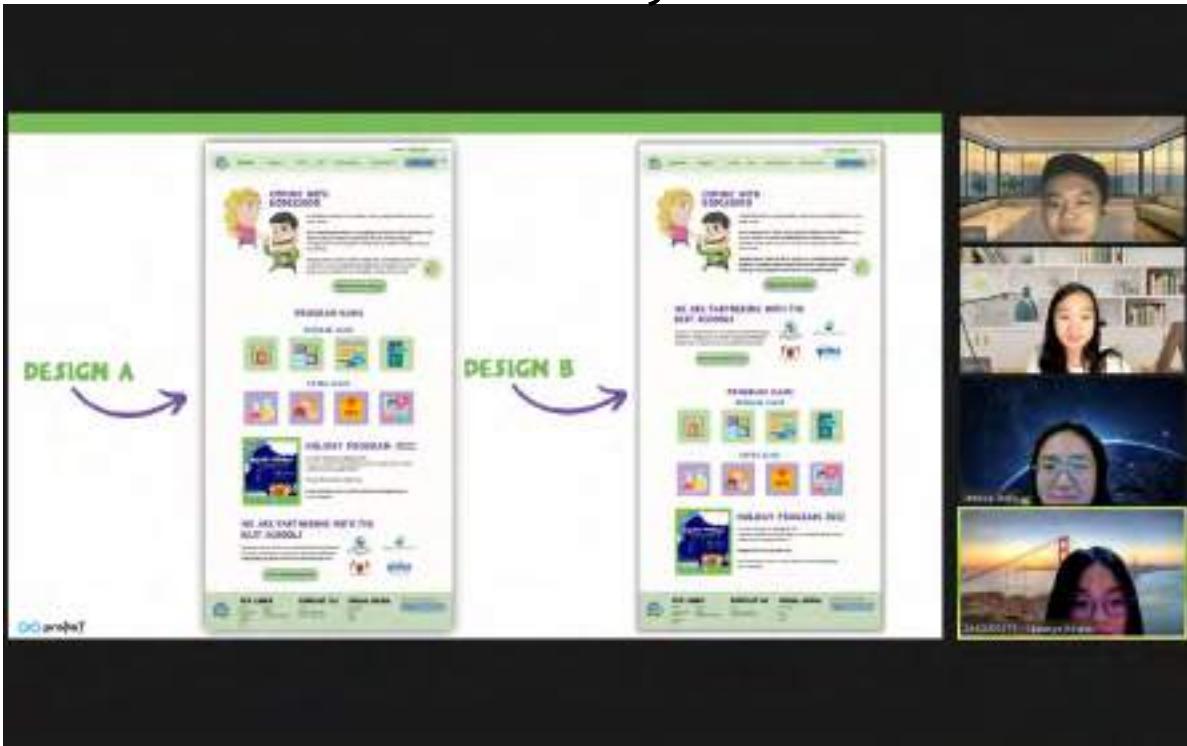
5 TEST

A/B Test Candidates

Kelven



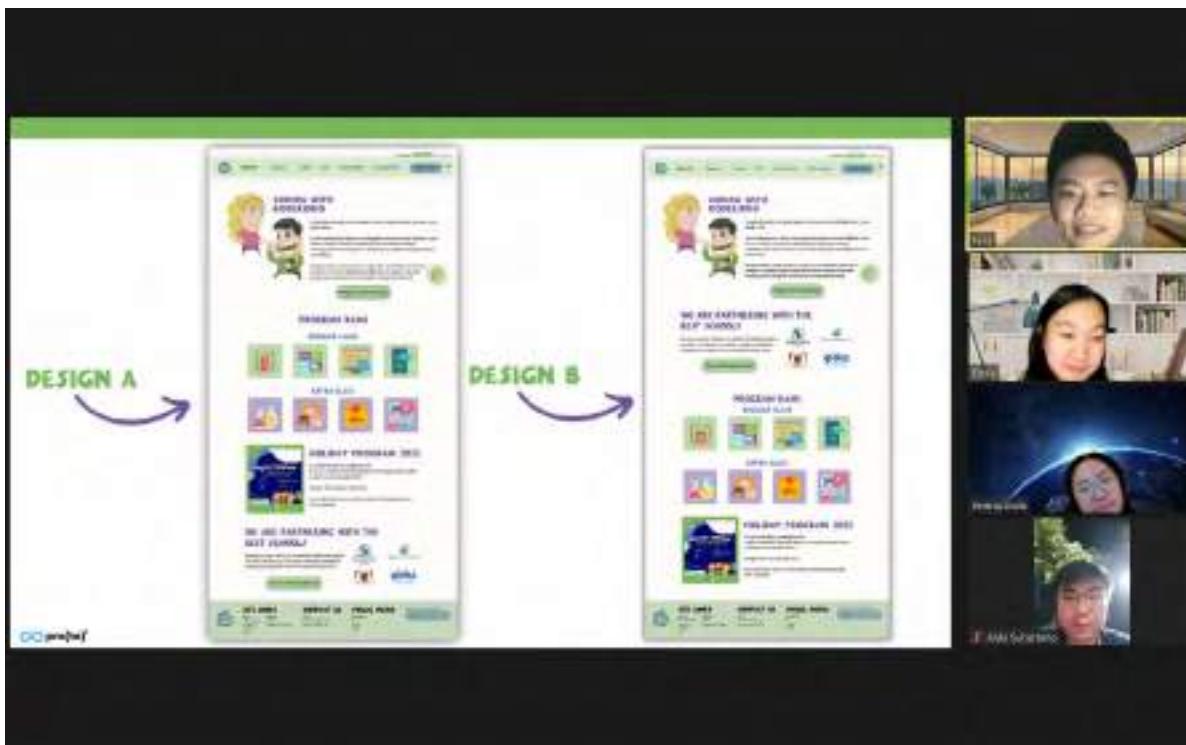
Natasya



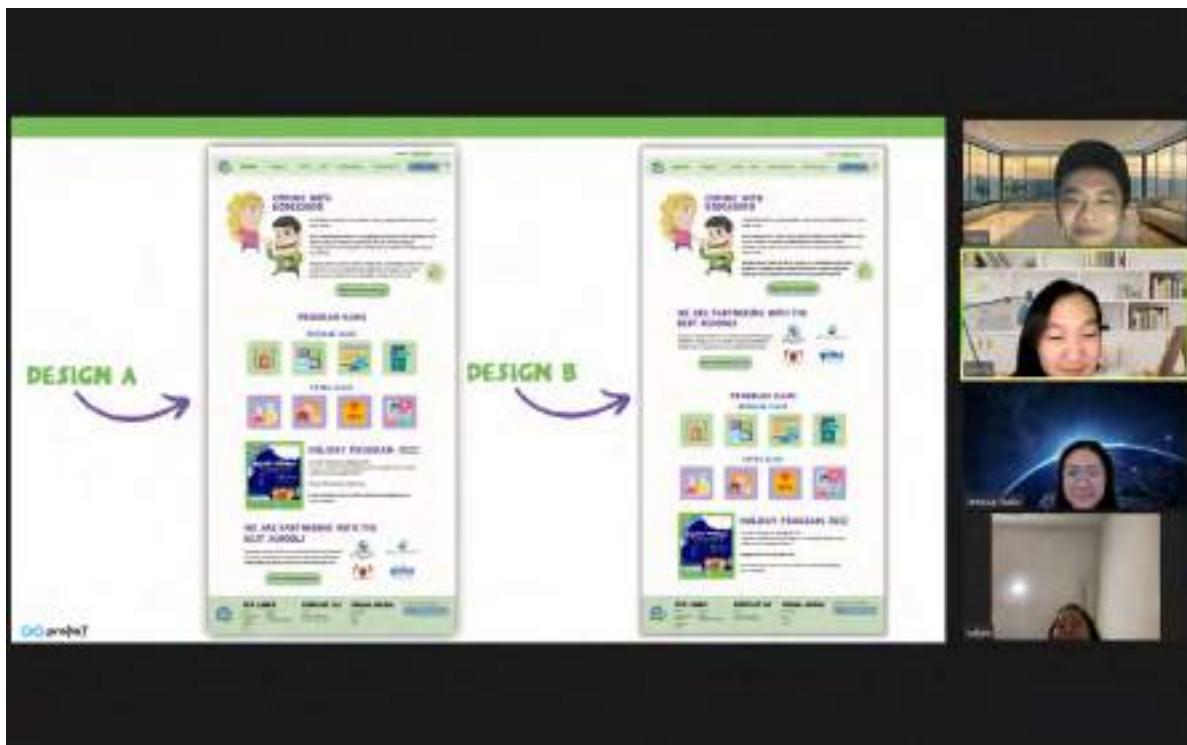
Ellene



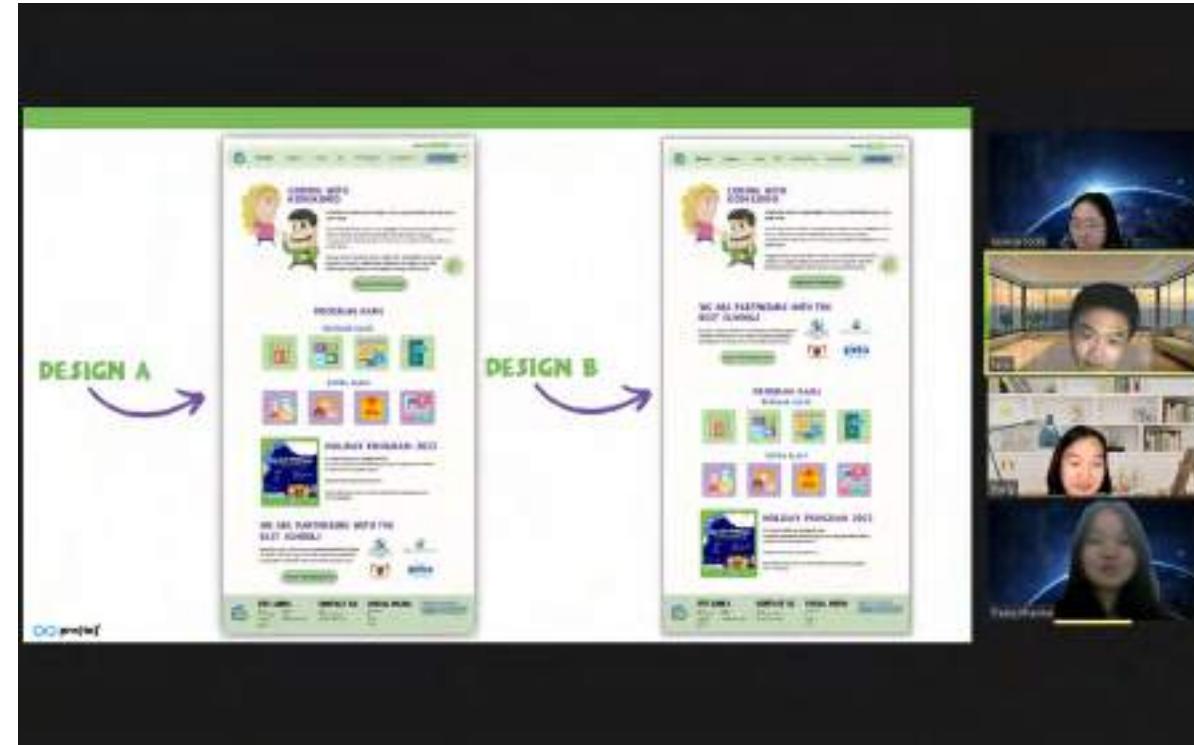
Aldo



Valeria



Tresia



5 TEST

DESIGN A



CODING WITH KODEKIDD



KodeKidd adalah tempat belajar coding yang interaktif dan seru untuk anak-anak.

Kami menawarkan kelas untuk kegiatan afterschool dan akhir tahun untuk liburan sekolah di lokasi KodeKidd atau di sekolah, dengan menggunakan teknologi dan metodologi yang dikembangkan khusus untuk anak.

Dengan kantor pusat di Silicon Valley USA, KodeKidd membangun program-program global yang dilakukan di negara maju dan kesempatan partisipasi di kompetisi coding internasional.

[Registrasi Sekarang!](#)

PROGRAM KAMI

REGULAR CLASS



EXTRA CLASS



HOLIDAY PROGRAM 2022



AI Cyber Security & Coding for Kids
Program populer ini kembali lagi untuk mengisi waktu libur Sekolah 2022 ini.
Dengan lebih banyak topik baru.
Kelas dilakukan secara online, kiddos bisa bergabung dari kota manapun.

WE ARE PARTNERING WITH THE BEST SCHOOLS



Baca Selengkapnya!

SITE LINKS

- Home
- Why Coding
- Program
- Contact
- Faq

CONTACT US

- Email: [KodeKidd@kodakkid.com](#)
- Phone Number (01)
- Phone Number (02)

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- Twitter: [@kodakkid](#)
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DESIGN B

CODING WITH KODEKIDD



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Dengan program kerja sama sekolah, KodeKidd dapat semakin mendukung mitra untuk memberi pendidikan coding dan computer science ke lebih banyak anak.

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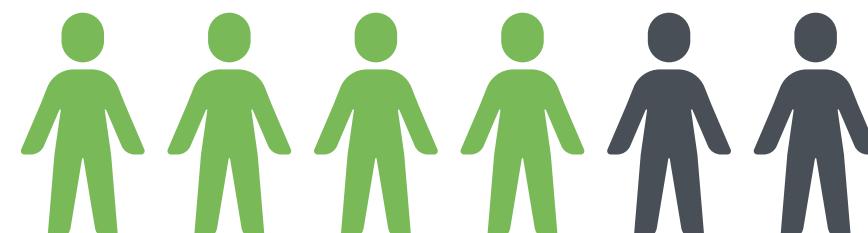
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5 TEST

A/B Test Results

Candidate	Chosen Prototype	Feedback
Kelven	B	B is neater, has more white space.
Natasya	B	Thinks that school partners are important for the company's credibility.
Ellene	A	Wants to focus more on programs; does not think school partners are important to be put on the top of page.
Aldo	B	B gives information in a more structured manner.
Tresia	A	A is nicer to look at; feels that school partnerships are usually on the bottom.
Valeria	B	B is easier to look at (to find information)



4/6 Chose B

5 TEST

Change school
partnership position

Add space between
content

The screenshot shows the KodeKiddo website homepage. At the top, there is a navigation bar with links: Beranda, Program, Lokasi, FAQ, Tentang Kami, Hubung Xami, and Daftar Akun. Below the navigation, there is a section titled "CODING WITH KODEKIDDIO" featuring two cartoon characters. To the right of the characters is a text block about KodeKiddo's mission to provide coding education after school and during holidays. Below this is a "Registrasi Sekarang!" button. Further down, there are sections for "PROGRAM KAMI" (with "REGULAR CLASS" and "EXTRA CLASS" icons) and "HOLIDAY PROGRAM 2022". At the bottom, there is a "WE ARE PARTNERING WITH THE BEST SCHOOLS" section with logos for Sekolah Cerdik, ipeka, and Sekolah Minggu Kristen.

The screenshot shows the KodeKiddo website homepage after testing. A large dashed box highlights the "WE ARE PARTNERING WITH THE BEST SCHOOLS" section, which has been moved from its original position below the "HOLIDAY PROGRAM 2022" section to a new location on the right side of the page. The rest of the content remains the same as the original screenshot.

CONCLUSION

Problems

Website content are added gradually

Processes use 4 platforms (Google Form, Whatsapp/Email, KodeKiddo App & Learning Platform)

Manual check for registrations and verification of payment

Solution

Complete UX Redesign

- Add web registrations
- Add student microsite
- Include complete information from all branches
- Add live chat feature

Web registrations feature (payment with third party service)

Impact

KodeKiddo can upload new content without having to change the web layout.

Users can find information, register, and monitor class progress directly from the website.

Users feel assured of payment security and are able to view payment status directly from the website.

**"Good Design isn't decoration. Good
Design is problem solving."**

- unknown





THANK YOU

Emily Indrakusuma | Felix Irwanto | Jessica Jodis



**CAPTURE OF THE KODEKIDD
V2 DESIGN**



Beranda

Program

Lokasi

FAQ

Tentang Kami

Hubungi Kami

Akun Siswa



CODING WITH KODEKIDDO

KodeKiddo adalah tempat belajar coding yang interaktif dan seru untuk anak-anak.

Kami menawarkan kelas untuk kegiatan afterschool dan aktifitas untuk liburan sekolah di lokasi KodeKiddo atau di sekolah, dengan menggunakan teknologi dan metodologi yang dikembangkan khusus untuk anak.

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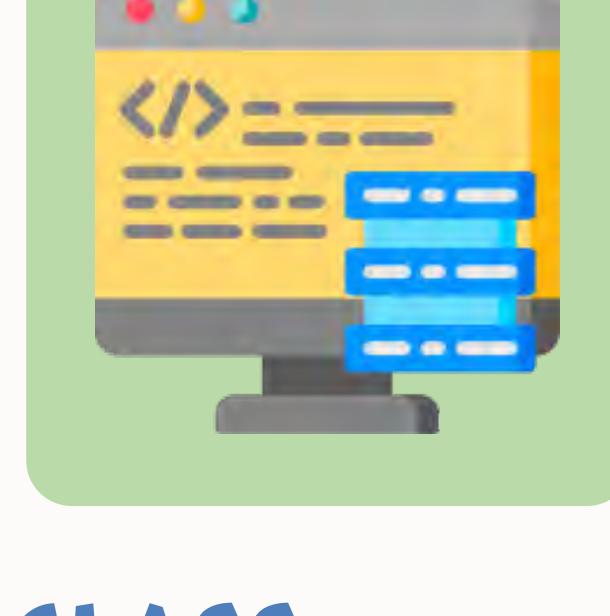
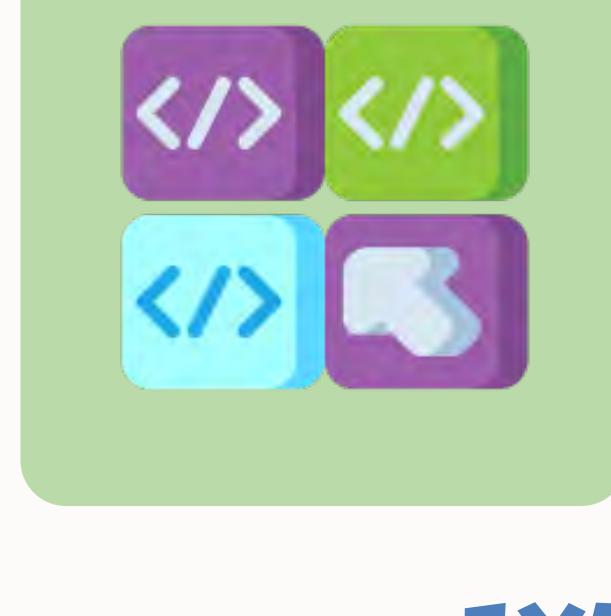
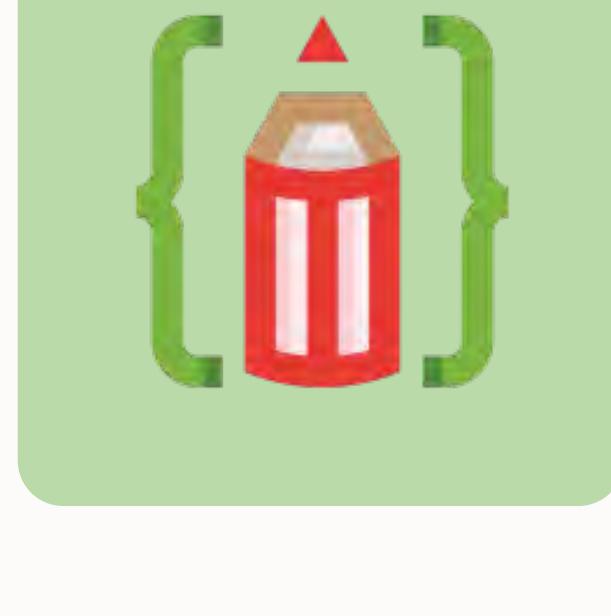

[Registrasi Sekarang!](#)

WE ARE PARTNERING WITH THE BEST SCHOOLS

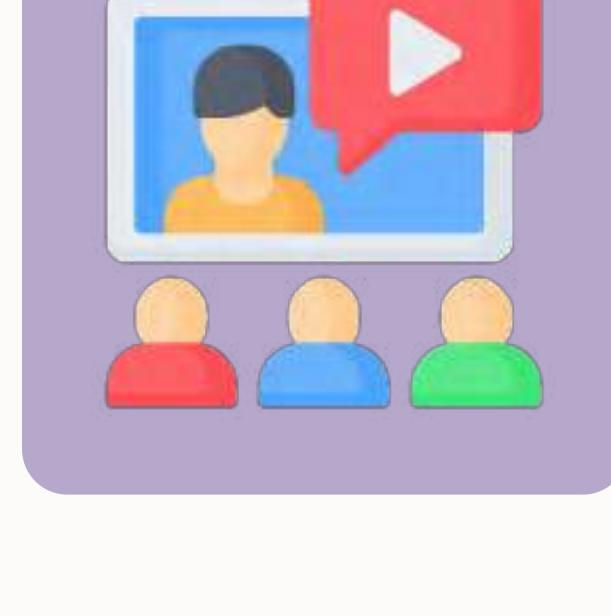
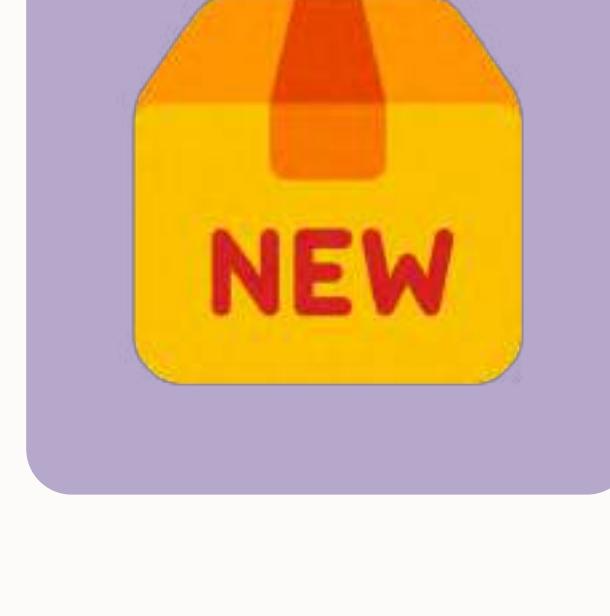
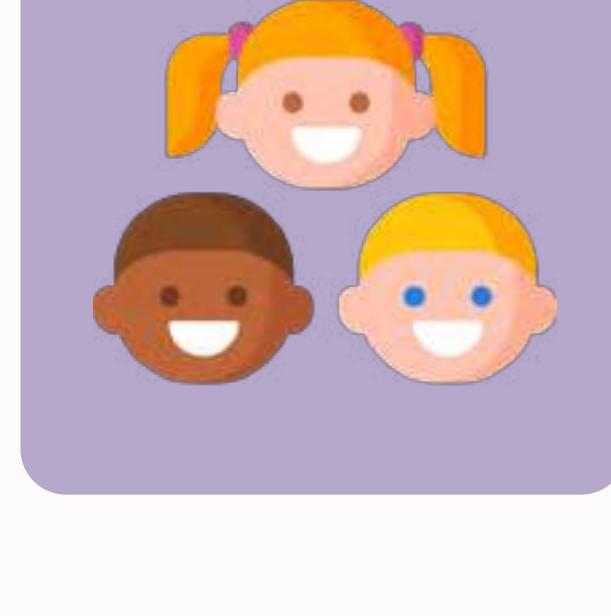
Dengan program kerja sama sekolah, KodeKiddo dapat semakin mendukung misi untuk memberi pendidikan coding dan computer science ke lebih banyak anak.

[Baca Selengkapnya!](#)


PROGRAM KAMI REGULAR CLASS



EXTRA CLASS



HOLIDAY PROGRAM 2022

Program populer ini kembali lagi untuk mengisi waktu kiddos di saat Liburan Sekolah 2022!! Akan banyak topik baru yang tentunya sangat menarik bagi kiddos!

Kelas dilakukan secara online, kiddos bisa bergabung dari kota manapun



SITE LINKS

- [Home](#)
- [Why Coding](#)
- [Program](#)
- [Location](#)
- [FAQ](#)
- [Register](#)
- [Career](#)
- [KodeKiddo Location](#)

CONTACT US

- [Email](#)
- [Phone Number \(ID\)](#)
- [Phone Number \(US\)](#)

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PROGRAM KAMI

REGULAR CLASS

[INTRODUCTION TO CODING](#)

[CODING FOR SD \(BEGINNER\)](#)

[CODING FOR SD \(ADVANCED\)](#)

[CODING FOR SMP](#)

[CODING FOR SMU](#)


EXTRA CLASS

[STEM](#)

[KINDER CODING](#)

[ZIP CLASS](#)

[CODING COMPETITION](#)

[WEBINAR & WORKSHOP](#)

[CODING AND HOLIDAY AI PROGRAM 2022](#)

[KIDDOSTEM HOLIDAY PROGRAM 2022](#)

[SCHOOL PARTNERSHIP](#)


PENDEKATAN KAMI

[GROUP LESSON](#)
[PERSONALIZED LEARNING](#)
[GROUP CHALLENGE](#)


SITE LINKS

[Home](#)[Why Coding](#)[Program](#)[Location](#)[FAQ](#)[Register](#)[Career](#)[KodeKiddo Location](#)

CONTACT US

[Email](#)[Phone Number \(ID\)](#)[Phone Number \(US\)](#)

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 Email**SUBSCRIBE**

[Beranda](#)[Program](#)[Lokasi](#)[FAQ](#)[Tentang Kami](#)[Hubungi Kami](#)[Akun Siswa](#)

LOKASI KODEKIDDО

CARI LOKASI:

-- ketik lokasi--



SELURUH CENTER KODEKIDDО

JABODETABEK

- Center Kelapa Gading – Jakarta Utara
- Center Pantai Indah Kapuk – Jakarta Utara
- Center Permata Buana – Jakarta Barat
- Center Pondok Indah – Jakarta Selatan
- Center Bintaro – Tangerang Selatan
- Center Grand Galaxy – Bekasi
- Center Gading Serpong – Tangerang
- Center Cibubur

JAWA BARAT

JAWA TENGAH

JAWA TIMUR

BALI

SUMATERA

SULAWESI

KALIMANTAN

PUSAT KODEKIDDО

Kantor Pusat

3561 Middlefield Road
Palo Alto, CA 94306, USA
WA: +1 650 7049934
Email: hq@kodekiddo.com

Pusat Pengembangan

Ruko Golden 8 Blok C no.2
Jl. Ki Hajar Dewantoro
Summarecon Gading Serpong
Serpong Banten Indonesia



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FREQUENTLY ASKED QUESTIONS

Ada berapa jenis program KodeKiddo? Berapa lama durasinya? ×

Program KodeKiddo dimulai dengan kelas Intro to Coding untuk satu bulan.

Program dilanjutkan ke tiga kurikulum: untuk SD Beginner (kelas 2-4), SD Advanced (kelas 5-6), dan SMP/SMA.

Kurikulum SD masing-masing berkesinambungan untuk sekitar dua tahun. Kurikulum SMP untuk sekitar tiga tahun. Karena konsep belajar menggunakan 'personalized learning', individual progress tiap anak bisa berbeda-beda.

Informasi program bisa dilihat di KodeKiddo Our Program.

Untuk detail jadwal dan biaya tiap lokasi, silakan hubungi KodeKiddo center yang bersangkutan.

Berapa lama durasi tiap pertemuan dan apa yang dilakukan di kelas? +

Apa perbedaan kurikulum Coding for SD dan SMP? +

Bagaimana jika anak ingin lompat materi karena sebelumnya pernah les coding? +

Bagaimana metode pengajaran di KodeKiddo? +

Berapa biaya program & apa jadwalnya? +

Sistem pembayarannya bagaimana? +

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WHY KODEKIDD?

With our headquarter in Silicon Valley USA, KodeKiddo always brings best practices and up-to-date programs to our classes everywhere.

Since 2016, KodeKiddo has provided coding education for kids, with **Quality and Affordable Prices**. At KodeKiddo, we deliver **personalized learning with individual progress** for our students, with periodic report to the parents.

For international students, classes are conducted online in a small group (1-3 students) grouped by age.

[Contact Us!](#)


APPROACH

KODEKIDD INTERNATIONAL

- Small online class with live teacher interaction via Zoom.
- Weekly class to explore Programming, Computer Science, Computational Thinking & Artificial Intelligence concepts.
- Continuous comprehensive curriculum. Students can continue building their skillsets through the classes.
- Quarterly milestone checks & Milestone Certificates.
- Periodic class summary for parents via KodeKiddo apps to check progress summary reports & student projects.



REGULAR CLASS


YOUNGER ELEMENTARY CURRICULUM

OLDER ELEMENTARY CURRICULUM

MIDDLE SCHOOL CURRICULUM

HOLIDAY PROGRAM

EXPLORING CODING & AI WITH MINECRAFT EDU

CYBER SECURITY & DIGITAL CITIZEN


Cybersecurity

MAKE ANDROID APPS WITH MIT APP INVENTOR

android


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KODEKIDDO INTERNATIONAL

REGULAR CLASS



WHY CODING?

Coding is a new type of literacy. Just as writing helps you organize your thinking and express your ideas, the same is true for coding. In the process, children learn to solve problems and design projects, and they develop computational thinking skills that are foundational for later academic success.

They also use math and language in a meaningful and motivating context, supporting the development of early childhood numeracy and literacy.

REGULAR CLASS LISTS

Click each card to check the detail of each classes

Coding & AI

YOUNGER ELEMENTARY CURRICULUM

GRADE 1 – 3



Coding & AI

OLDER ELEMENTARY CURRICULUM

GRADE 4 – 6



Coding & AI

MIDDLE SCHOOL CURRICULUM

GRADE 7 – 9



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ABOUT KODEKIDDO



OUR VISION AND MISSION

VISION

KodeKiddo will be a dynamic and exciting education center that provides affordable and high quality coding and STEM education for children and encourages them to build their joy of learning coding continuously.

MISSION

Provide opportunities for children to learn coding and computer science concepts through high quality resources and learning materials , leveraging the cloud-based platforms with live interactions in the classroom (in-person or virtual)

OUR VALUES

Sabtu

Commitment to Customers,
Passion,
Fun,
Accessibility,
and Constant Improvement.

BENEFITS OF LEARNING

- Build study habits:** teach children to think and become lifelong learners.
- Curiosity & Confidence:** builds analytical reasoning and problem solving skills.
- Empowering children:** providing tools for children to express themselves in a fun way.
- Familiar with Technology:** a new language for a world full of AI (Artificial Intelligence) technology and innovation
- Investing in the future:** a fundamental capability that can be applied in many areas.



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REGULAR CLASS

BLUE PACKAGE

All Levels
4 Sessions
Online
75 Mins/Session

Price

USD 60[Select](#)

GREEN PACKAGE

All Levels
12 + 2 Sessions
Online
75 Mins/Session

Price

USD 180[Select](#)

PURPLE PACKAGE

All Levels
24 + 5 Sessions
Online
75 Mins/Session

Price

USD 360[Select](#)

HOLIDAY PROGRAM

TOPICS

- Exploration Coding & AI With Minecraft Education (Grade 1-6)
- Coding For Digital Art & Music (Grade 1-6)
- PixelPad - Python Game Development (Grade 4-9)
- Block Coding To Python With Codesters (Grade 4-9)
- Cyber Security & Digital Citizen (Grade 4-9)
- Artificial Intelligence And Machine Learning Intro (Grade 4-9)
- Make Android Apps With MIT App Inventor (Grade 7-9)

Any topics
5 Sessions
Online
90 Mins/Session

Price

USD 100[Select](#)

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KodeKiddo International

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Email

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TENTANG PARTNERSHIP

Ilmu komputer sudah menjadi komponen penting dalam dunia pendidikan dimana perkembangan teknologi terus berkembang dan mempengaruhi semua aspek kehidupan saat ini.

Mengenal dengan dunia komputer sejak usia dini akan mengajarkan siswa cara baru dalam memecahkan masalah dan berpikir lebih kritis (critical thinking), dimana skill tersebut akan sangat berguna di berbagai aspek, apapun jenis pekerjaannya di masa depan nanti.





HUBUNGI KAMI

Silahkan menghubungi kami melalui kontak berikut

Nama

Email

Pesan

KIRIM



Untuk informasi kemitraan KodeKiddo dapat menghubungi nomor dibawah ini

+62 812 4846 3338 (ID)

INFO

- info@kodekiddo.com
- +62 812 4846 4447 (ID)
- +1 650 7049934 (US)



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E Engineering
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PROGRAM



DISCOVERER
for TK – SD 2



EXPLORER
for SD 3 – SD 5



INVESTIGATOR
for SD 5 – SMP

SAMPLE THEMES



sound & musical

notes

projects and experiments related to manipulation of sound, music, understanding of frequency & vibration



light illusions

learn about various aspects of light components, making color, optical illusions, linked to electricity.



construction & engineering

various engineering projects related to construction, civil and mechanical engineering. Building physical items.



circuit & electricity

projects and experiments based on the electrical concepts. Connecting hardware (circuit) and software (programming).



nature exploration

explore science, engineering and math concepts found in nature and the environment around us.



kitchen chemistry

learn chemistry concept through everyday objects, via chemical experiments and observation.

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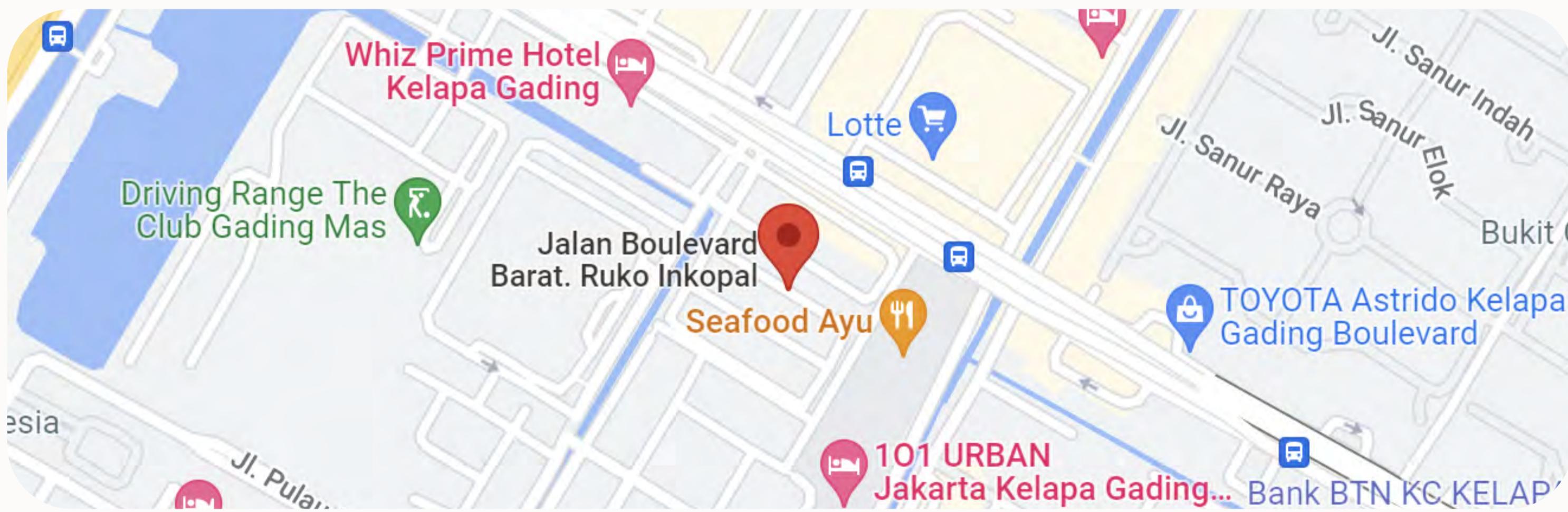
Jl. Raya Boulevard Barat,

Ruko Inkopal Blok C33A

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PETA LOKASI



JADWAL KELAS DAN BIAYA

Klik salah satu kursus untuk melihat detail

[STEM](#)[KINDER CODING](#)[ZIP CLASS](#)[CODING COMPETITION](#)[WEBINAR & WORKSHOP](#)[CODING AND HOLIDAY AI PROGRAM 2022](#)[KIDDO STEM HOLIDAY PROGRAM 2022](#)[SCHOOL PARTNERSHIP](#)

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TENTANG KODEKIDDО



MENGAPA KODEKIDDО?

Dengan kantor pusat di Silicon Valley, Amerika. KodeKiddo selalu membawa pelatihan terbaik dan program terkini untuk dioperasikan di Indonesia. KodeKiddo secara aktif berpartisipasi dengan beberapa kelompok dan organisasi yang mendukung anak dalam mempelajari teknologi.



VISI DAN MISI KODEKIDDО

VISI

KodeKiddo akan menjadi pusat pendidikan yang dinamis dan menarik yang menyediakan pendidikan coding dan STEM yang terjangkau dan berkualitas tinggi untuk anak-anak dan mendorong mereka untuk membangun kegembiraan belajar coding secara terus menerus

MISI

KodeKiddo memberikan peluang kepada anak Indonesia agar dapat mempelajari ilmu coding dan konsep Computer Science, yang didukung dengan sumber daya berkualitas, dengan memanfaatkan cloud-based platform, serta interaksi dalam kelas.

MANFAAT BELAJAR CODING BERSAMA KODEKIDDО

- Membangun kebiasaan belajar:** mengajarkan anak untuk berpikir dan menjadi pelajar seumur hidup.
- Rasa Penasaran & Percaya Diri:** membangun penalaran analitis dan kemampuan dalam menyelesaikan masalah.
- Memberdayakan anak:** menyediakan alat untuk anak mengekspresikan diri secara menyenangkan.
- Terbiasa dengan Teknologi:** bahasa baru untuk dunia yang penuh dengan teknologi dan inovasi AI (Artificial Intelligence)
- Investasi masa depan:** kemampuan fundamental yang dapat diaplikasikan pada banyak area.



FASILITAS KODEKIDDО

Fasilitas KodeKiddo menggunakan technology yang canggih di ruang kelas yang mendukung suasana belajar. Ruangan ditata dengan gaya kantor perusahaan high tech di Silicon Valley: open space, akses untuk internet, ruang untuk diskusi dan presentasi, hardwares berkualitas, free library and snacks.

Laptop disediakan buat tiap anak untuk mengikuti pelajaran online dalam kelas. Tablet, aplikasi, softwares, dan gadgets yang bisa diprogram juga tersedia untuk mendukung hands-on group challenges



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AYO BERGABUNG BERSAMA KODEKIDD!



DATA DIRI ANAK

Pastikan data diri anak yang Anda isikan sesuai.

*Wajib

Nama Lengkap Anak *

Input Nama

Tanggal Lahir Anak *

dd - mm - yyyy



Asal Sekolah

Nama Sekolah

Jenjang Sekolah

Kategori Jenjang



Upload Foto Diri Anak

Foto max 2MB (.png/.jpg)



Lanjut

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MASUK SEBAGAI SISWA KODEKIDDO



Masukkan Student Id

Password

[Lupa Password?](#)**LOGIN**

Jika belum terdaftar sebagai siswa
Anda bisa melakukan [Registrasi Program di sini!](#)

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S Science
T Technology
E Engineering
M Math



JADWAL & BIAYA KURSUS



DISCOVERER

Senin dan Rabu

14.00 – 15.00 WIB

Sabtu

09.00 – 10.00 WIB

Rp750.000,00



EXPLORER

Selasa dan Kamis

14.00 – 15.15 WIB

Sabtu

12.00 – 13.15 WIB

Rp850.000,00



INVESTIGATOR

Senin, Rabu, Jumat

17.00 – 18.30 WIB

Sabtu

10.00 – 11.30 WIB

Rp950.000,00



AYO BERGABUNG BERSAMA KODEKIDD!

• — • — ○ — ○

DATA DIRI ORANG TUA

Pastikan data diri orang tua yang Anda isikan sesuai.

*Wajib

Nama Lengkap Orang Tua *

Input Nama

Alamat Domisili *

Input Alamat

Email Orang Tua *

Input Email

Nomor Handphone Orang Tua

+ 62 Nomor Handphone

Lanjut

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YOUNGER ELEMENTARY CURRICULUM



ABOUT YOUNGER ELEMENTARY CURRICULUM

The younger elementary curriculum is designed for students from grades 1 – 3 to start their journey in coding in a fun way! The students will use drag and drop and text-based programming platforms to solve logical thinking puzzles, create computer games, digital arts and stories, animations, and programming robots, and linkage to math & physics concepts.

TOPIC HIGHLIGHTS

- Introducing basic programming logic and computer science concepts via visual programming language/block programming with platform such as Scratch, Tynker, Blockly.
- Include activities related to math, creativity, and logical thinking.
- Fun projects to let children discover that they can create with computer code.

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KODEKIDD INTERNATIONAL

HOLIDAY PROGRAM

ABOUT HOLIDAY PROGRAM



Starting from our headquarters in Silicon Valley USA, KodeKiddo always brings best practices and up-to-date coding programs to our classes all around the world. Since 2016, we have served thousands of students in our learning centers in Indonesia and California, with online students from many countries such as the USA, Australia, UAE, Qatar, Singapore, Netherland, Malaysia, and many more.

Our students are not only excellent in class but also participate in and win many international coding competitions.

We offer Online Coding and AI Online Classes for Holiday Program and weekly classes throughout the school year. Our online class is guided by our experienced teachers with a small class ratio (max 3 students with 1 teacher)

HOLIDAY PROGRAM TOPICS

Click each card to check the detail of each classes

GRADE 1 - 6

EXPLORING CODING & AI WITH MINECRAFT EDU

DURATION :
5 DAYS & 90 MINS



GRADE 1 - 6

CODING FOR DIGITAL ART & MUSIC

DURATION :
5 DAYS & 90 MINS



GRADE 4 - 9

PIXELPAD - PYTHON GAME DEVELOPMENT

DURATION :
5 DAYS & 90 MINS



GRADE 4 - 9

BLOCK CODING TO PYTHON WITH CODESTERS

DURATION :
5 DAYS & 90 MINS



GRADE 4 - 9

CYBER SECURITY & DIGITAL CITIZEN

DURATION :
5 DAYS & 90 MINS



Cybersecurity

GRADE 4 - 9

ARTIFICIAL INTELLIGENCE & MACHINE LEARNING INTRO

DURATION :
5 DAYS & 90 MINS



PictoBlox

GRADE 4 - 9

MAKE ANDROID APPS WITH MIT APP INVENTOR

DURATION :
5 DAYS & 90 MINS



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WHAT IS KODEKIDDIO?

Welcome to KodeKiddo's Live Chat

Hi! I'm Koddy, your virtual assistant. You can ask me anything!



Chat with Koddy



APPROACH

EDUCATIONAL PROGRAMS



Exploring Coding & AI With Minecraft Edu



HIGHLIGHTS

In this class, kiddos will get introduced to Artificial Intelligence and basic programming concept using Minecraft Education platform, a special Minecraft version with focus on many educational themes. Kiddos will start their coding journey at the castle with onboarding coding challenges which they can code in MakeCode Blocks or in Python. In the Minecraft AI lesson, kiddos will get a high-level understanding of how Artificial Intelligence can be used to collect data about forest fires and create coding solutions that include sequences, events, loops, and conditionals. The class includes free time to explore coding concepts they've learned through playing to deepen their understanding.

WHAT WILL KIDDO GET

- Coding projects in their own Minecraft World
- e-Certificate

COMPUTATIONAL

- Basic coding concepts
- Programming for games and animation
- Problem-solving
- Artificial Intelligence (AI)

SOFTWARE REQUIREMENTS

- Chrome browser
- Zoom application
- Webcam
- Minecraft Education application – Additional License Fee \$12 for 1 year.
- Minimum supported OS: Mac – High Sierra 10.13 or PC – Windows 7

HARDWARE REQUIREMENTS

- CPU Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent
- RAM 4 GB or more
- GPU Integrated: Intel HD Graphics 4000 (Ivy Bridge) or AMD Radeon R5 series (Kaveri line) with OpenGL 4.4 Discrete:
Nvidia GeForce 400 Series or AMD Radeon HD 7000 series with OpenGL 4.4
- HDD/SSD Minimum of 1 GB for game core, maps, and other files

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AYO BERGABUNG BERSAMA KODEKIDD!



PILIH PROGRAM

Pastikan program yang Anda pilih sudah benar!

*Wajib

Cabang KodeKiddo *

-- pilih cabang --

Program yang Diminati *

-- pilih program --

Jadwal Kelas *

-- pilih kelas --

Lanjut

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PEMBAYARAN

Pastikan program yang Anda pilih sudah benar!

*Wajib

Jumlah Pembayaran

RP650.000,00

Metode Pembayaran *

-- pilih metode pembayaran --

Bayar

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RP650.000,00

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CODING WITH KODEKIDDO

KodeKiddo is an interactive and fun place to learn coding for children.

We offer classes for afterschool activities and activities for school holidays at KodeKiddo locations or at school.

With headquarters in Silicon Valley USA, KodeKiddo brings global programs conducted in developed countries and the opportunity to participate in international coding competitions.

Register Now!!



HOLIDAY PROGRAM 2022





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HOLIDAY PROGRAM 2022





CODING BERSAMA KODEKIDDO

KodeKiddo adalah tempat belajar coding yang interaktif dan seru untuk anak-anak.

Kami menawarkan kelas untuk kegiatan afterschool dan aktifitas untuk liburan sekolah di lokasi KodeKiddo atau di sekolah.

Dengan kantor pusat di Silicon Valley USA, KodeKiddo membawa program-program global yang dilakukan di negara maju dan kesempatan partisipasi di kompetisi coding internasional.

Register Now!!



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Register Now!



HOLIDAY PROGRAM 2022





KONFIRMASI REGISTRASI

Detail Data Anak

Nama Lengkap

Robby Fernanda

Tanggal Lahir

08/08/2008

Asal Sekolah

SMP Penabur 6

Jenjang Sekolah

SMP Kelas 2

Detail Data Orang Tua

Nama Lengkap

Andi Fernanda

Alamat

Jalan Kartika No. 1

Email

andi.fernanda@gmail.com

Nomor Handphone

+62 788-888-7788

Detail Registrasi Program

Nama Program

STEM

Cabang Kodekiddo

KodeKiddo PIK

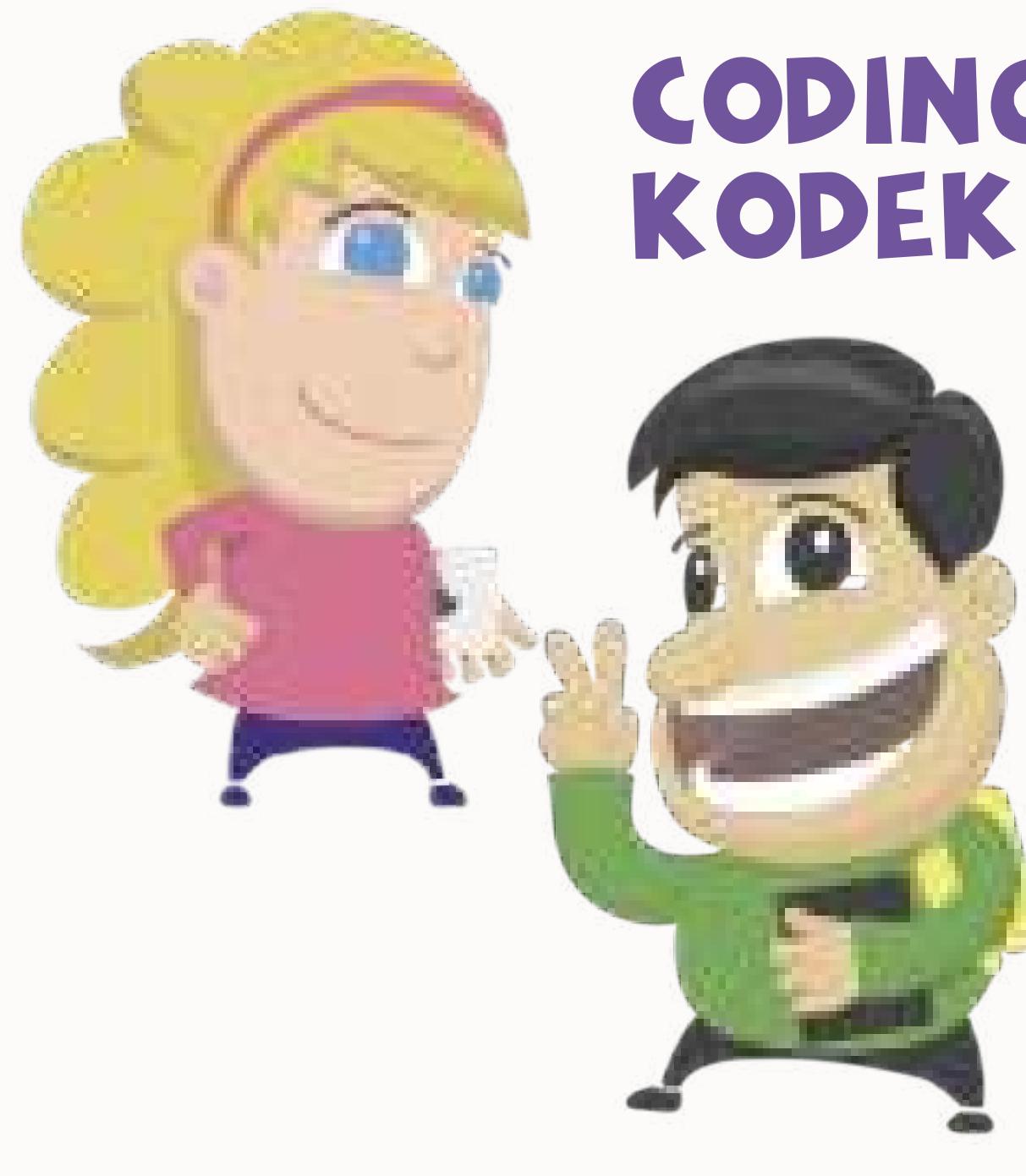
Kelas

KodeKiddo PIK

Biaya Kelas

Rp650.000,00

[Lanjut ke Pembayaran](#)



CODING WITH KODEKIDDO

KodeKiddo is an interactive and fun place to learn coding for children.

We offer classes for afterschool activities and activities for school holidays at KodeKiddo locations or at school.

With headquarters in Silicon Valley USA, KodeKiddo brings global programs conducted in developed countries and the opportunity to participate in international coding competitions.

[Register Now!](#)

WE ARE PARTNERING WITH THE BEST SCHOOLS

With the school collaboration program, KodeKiddo can further support its mission to provide coding and computer science education to more children.

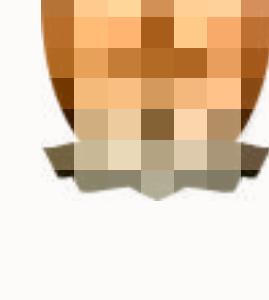
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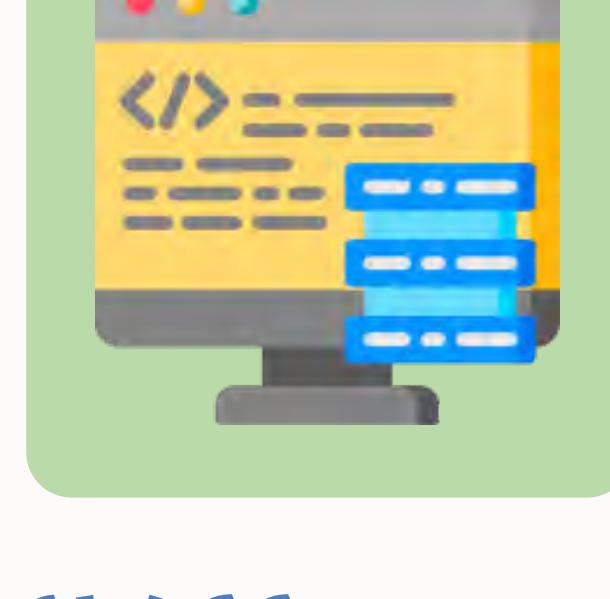
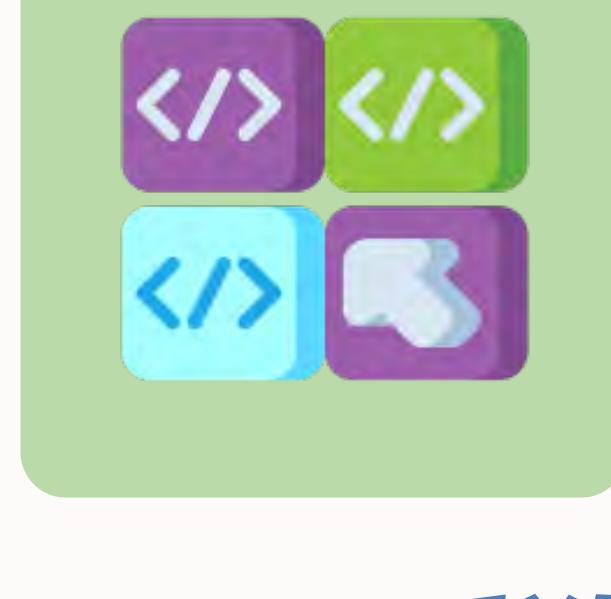
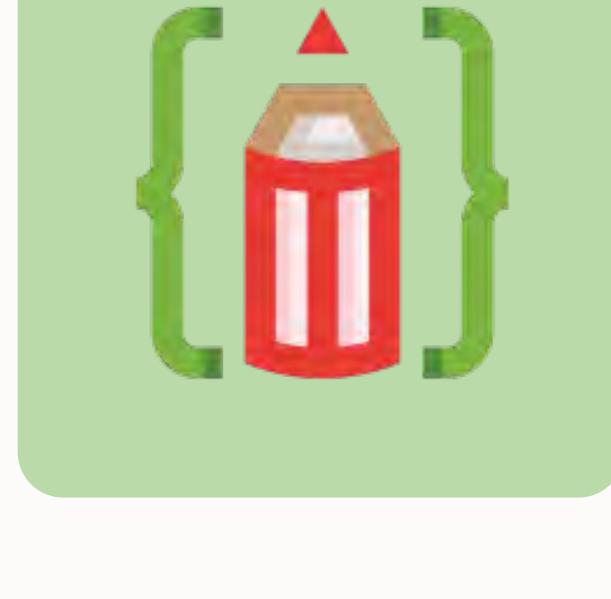
SEKOLAH CIPUTRA



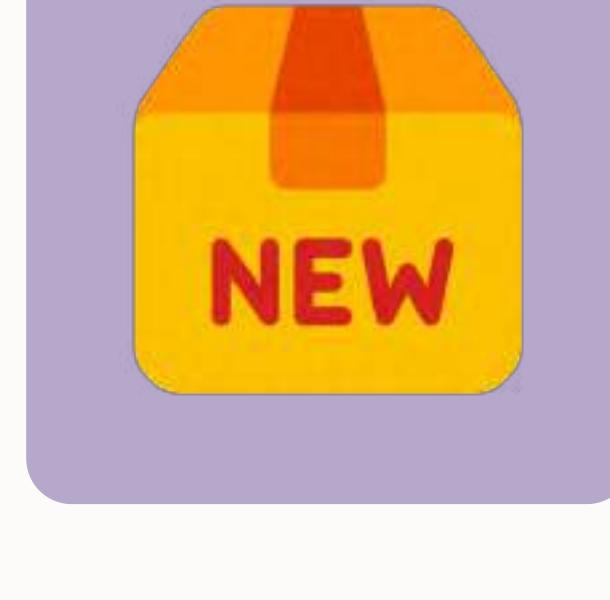
ipeka
INTEGRATED CHRISTIAN SCHOOL



OUR PROGRAM REGULAR CLASS



EXTRA CLASS



HOLIDAY PROGRAM 2022

This popular program is back again to fill kiddos time during the 2022 School Holidays!!

With more new topics.

Classes are conducted online, kiddos can join from any city



SITE LINKS

- Home
- Why Coding
- Program
- Location
- FAQ
- Register
- Career
- KodeKiddo Location

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Hi, Rommy

KALENDER



JADWAL HARI SENIN

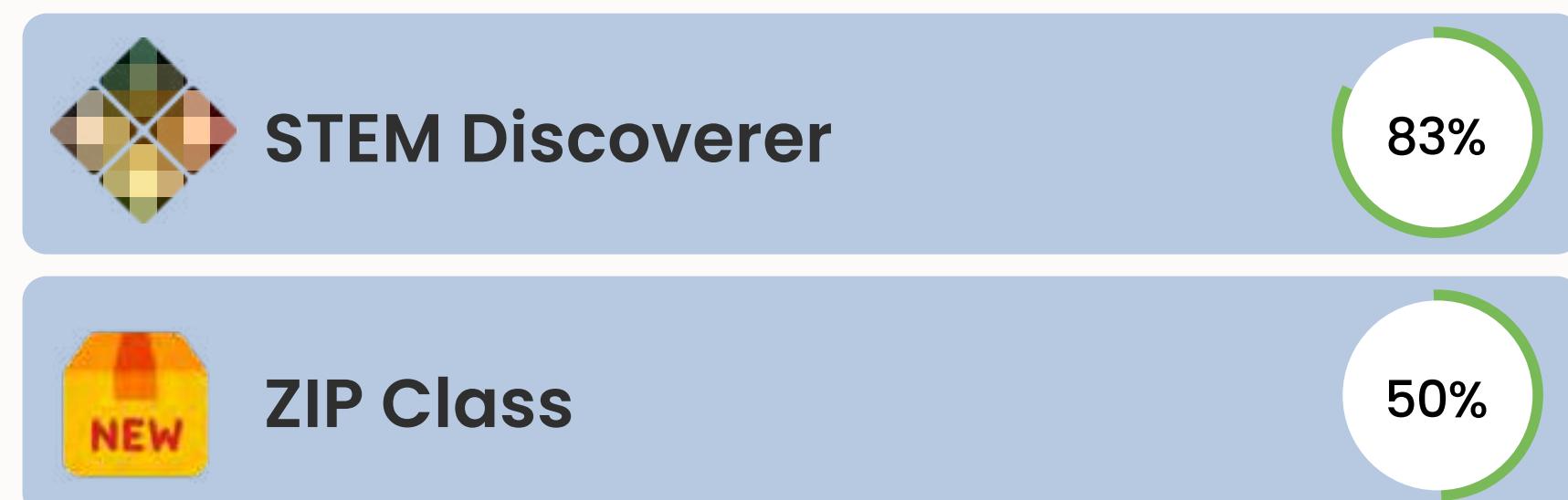
18/07/2022

09.00
11.00
13.00
15.00
17.00
19.00

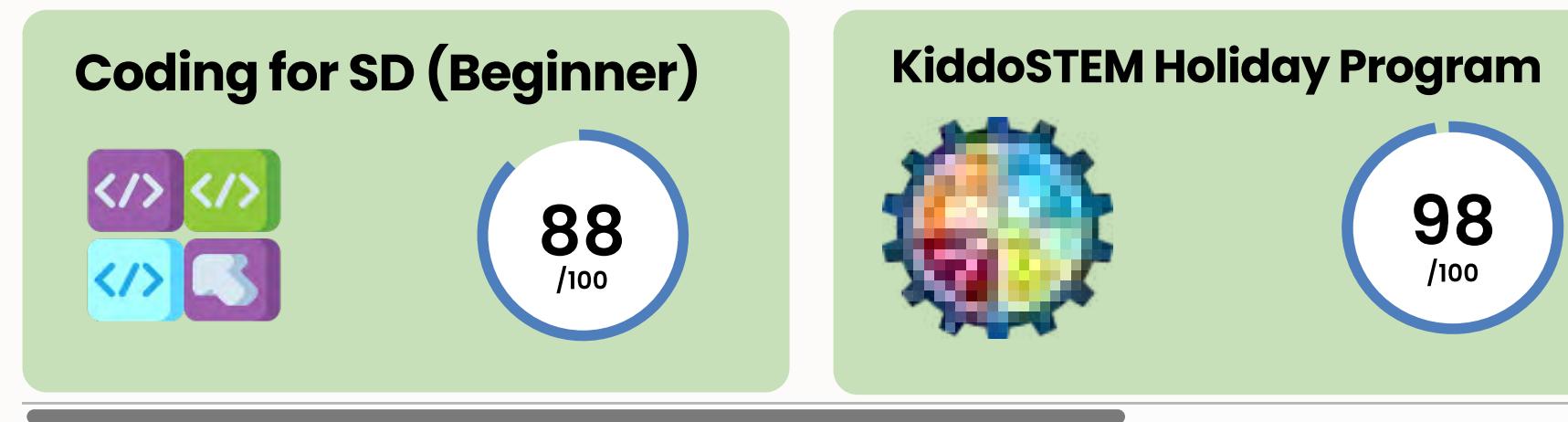
STEM Discoverer – Pertemuan Kelima

Deadline Tugas Newton Experiment

ONGOING COURSE



NILAI



PR & TUGAS

Kelas	Tenggat Waktu	Tugas
STEM Discoverer	18.07.2022 17.00	Newton Experiment
ZIP Class	29.07.2022 13.00	Cyber Security Basics



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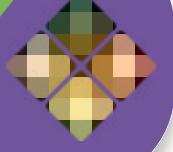
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PROGRAM KAMI

REGULAR CLASS

[Registrasi Program Baru](#)[INTRODUCTION TO CODING](#)[CODING FOR SD \(BEGINNER\)](#)[CODING FOR SD \(ADVANCED\)](#)[CODING FOR SMP](#)[CODING FOR SMU](#)

EXTRA CLASS

[STEM](#)[KINDER CODING](#)[ZIP CLASS](#)[CODING COMPETITION](#)[WEBINAR & WORKSHOP](#)[CODING AND HOLIDAY AI PROGRAM 2022](#)[KIDDOSTEM HOLIDAY PROGRAM 2022](#)[SCHOOL PARTNERSHIP](#)

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S Science
T Technology
E Engineering
M Math



PROGRAM



DISCOVERER

for TK – SD 2



EXPLORER

for SD 3 – SD 5



INVESTIGATOR

for SD 5 – SMP



ROMMY FERNANDA
17/08/2008

NAMA ORANG TUA**Dini Fernanda****KONTAK ORANG TUA****089917653422****TOTAL PROGRAM****3**

DAFTAR KELAS

[Registrasi Program Baru](#)

Nomor	Nama Kelas	Nilai Akhir	Sertifikat
1	Coding for SD (Beginner)	88	
2	Kiddo Holiday STEM	98	
3	Coding Holiday Program SD Beginner	80	

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PROGRAM NEWS



Holiday Program 2022

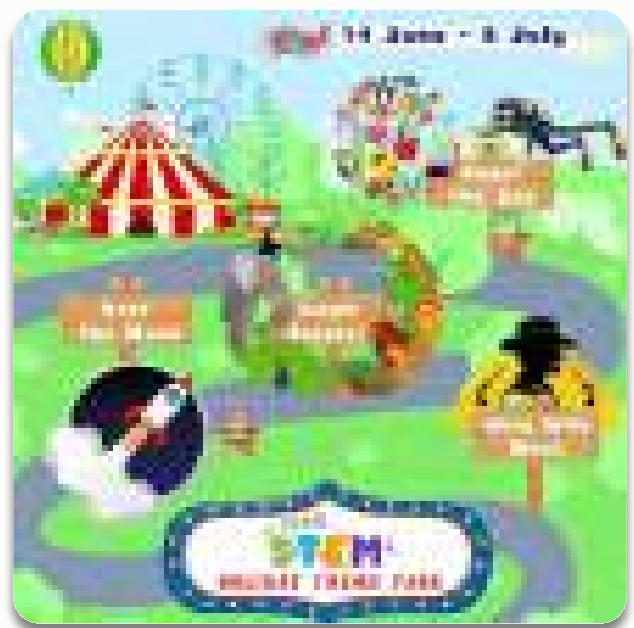
AI, Cyber Security & Coding for Kids

Program populer ini kembali lagi untuk mengisi waktu kiddos di saat Liburan Sekolah 2022 !!

Dengan lebih banyak topik baru.

Kelas dilakukan secara online, kiddos bisa bergabung dari kota manapun

[>>Read More](#)



KiddoSTEM Holiday Program 2022

HOLIDAY THEME PARK

Program populer ini kembali lagi untuk mengisi waktu kiddos di saat Liburan Sekolah 2022 !!

Kali ini kiddos akan diajak berpetualang di Holiday Theme Park yang seru dan menyenangkan.

Kelas tersedia secara online dan offline, kiddos bisa bergabung dari manapun

[>>Read More](#)

COMPETITION NEWS



Coding Olympics Indonesia 2022

Coding Olympics merupakan ajang kompetisi coding tahunan yang ditujukan untuk murid Sekolah Dasar (SD) yang diorganisir oleh iGroup – MangoSTEEMS, bekerja sama dengan KodeKiddo. Coding Olympics 2022 merupakan kompetisi coding pertama yang didukung secara resmi oleh CodeMonkey di Indonesia.

[>>Read More](#)



Coding Olympics Indonesia 2022

Python Game Jam with PixelPad adalah event terbaru KodeKiddo yang bekerja sama langsung dengan PixelPad Canada untuk membuka kompetisi bagi kiddos di Indonesia yang ingin mempelajari Python Programming Language sekalian mengasah keterampilan dalam proses pembuatan game.

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Registrasi Program



Halo! Selamat Datang
ROMMY FERNANDA

Silakan melakukan registrasi

Registrasi

Pilih Program



Pilih Cabang KodeKiddo



Pilih Kelas



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ROMMY FERNANDA
17/08/2008

NAMA ORANG TUA**Dini Fernanda****KONTAK ORANG TUA****089917653422****PROGRAM AKTIF****STEM Discoverer** ▾

DAFTAR KEHADIRAN

Sesi	Materi	Hari Tanggal	Waktu Hadir	Keterangan	Detail
1	Introduction to STEM	12-20-21 Kamis	09:30 AM	PRESENT	View
2	Basic of STEM	12-23-21 Jumat	09:00 AM	ABSENT	View
3	Basic of Science	12-27-21 Rabu	08:59 AM	PRESENT	View

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Hi, Rommy

Senin, 18 Juli 2022

Ringkasan Program

Nama Program
STEM

Cabang KodeKiddo
KodeKiddo PIK

Kelas
Discoverer

PEMBAYARAN

*Wajib

Jumlah Pembayaran

RP650.000,00

Metode Pembayaran *

-- pilih metode pembayaran --

Bayar



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BAYAR SEBELUM 19 JULI 2022 11:25

RP650.000,00

Scan QR Code untuk Pembayaran dengan QRIS



Didukung oleh: 

KONFIRMASI