What is CoderDojo?

CoderDojo is a global, volunteer-led movement of free, open coding clubs (Dojos) for young people aged 7 to 17!

At a Dojo, the participants, who we call Ninjas, learn how to code, develop websites, apps, programs, and games, and explore technology in a fun and creative way. Ninjas also meet like-minded peers, work on exciting team and individual projects, and learn valuable social and transferable skills for the future.

Dojos are typically set up by one lead volunteer, known as the champion. The Dojo champion is like the 'project manager' of the club. The champion also has a team of volunteers who help them run their club.

CoderDojo's mission is to give young people around the world the opportunity to learn to program computers within a social and safe environment. Because CoderDojo is an open-source movement, anyone anywhere can volunteer to set up a club and each Dojo is unique and operates autonomously. This means every club will differ slightly. However, all verified Dojos are committed to live by the CoderDojo Charter and share the CoderDojo ethos: to be inclusive, free, open, and collaborative.

One of the founding principles of CoderDojo is 'One rule, be cool.' This means, in short, that we should behave kindly towards each other! This applies to Ninjas, parents, guardians, and volunteers.

To find out more about CoderDojo, visit https://coderdojo.com/

Scratch

Scratch is a simple graphical programming language that is an excellent first language for beginners, covering many of the key principles of programming.

We recommend that you use the online version of the Scratch editor at https://scratch.mit.edu/ You will need to create an account to save your work.

It is also possible to download an offline version of the Scratch editor at https://scratch.mit.edu/download If you already have this installed, do make sure that you have the latest Scratch 3 version not an old Scratch 2 version as there are major differences and our instructions are for Scratch 3.

Python

Python is a popular and easy to learn text-based programming language used by professional coders for everything from websites to data science.

We recommend that you use the online Trinket editor at https://trinket.io/
You will need to create an account to save your work.

There is also a huge range of offline Python editors available and if you have used Python previously and are familiar with one, do feel free to use it.

Processing and p5.js

Processing is a text-based programming language specifically designed geared toward creating visual, interactive media. We are using Javascript (the programming language used by web browsers) and a library called p5.js which provides the same functionality as the Processing language.

We recommend that you use the online editor at https://editor.p5js.org/
You will need to create an account to save your work.

Resources from the dojo

You can find all the handouts etc. from the dojo online at https://github.com/tnmoc-coderdojo/May2019