CoderDojo

CoderDojo and Perl Evangelism

A call to action…

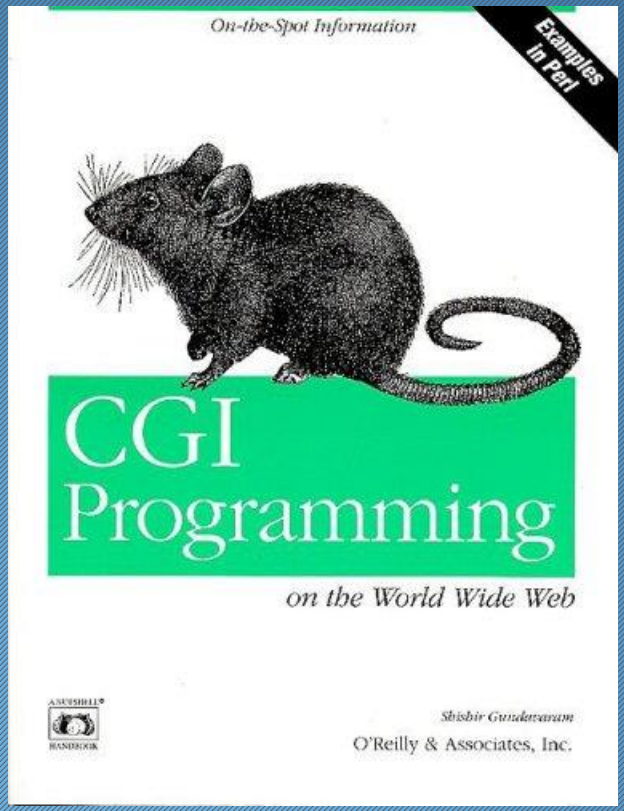
nerd grrls and Area 515

CoderDojo

AREA 515 DES MOINES MAKER SPACE

Prairie Nyx

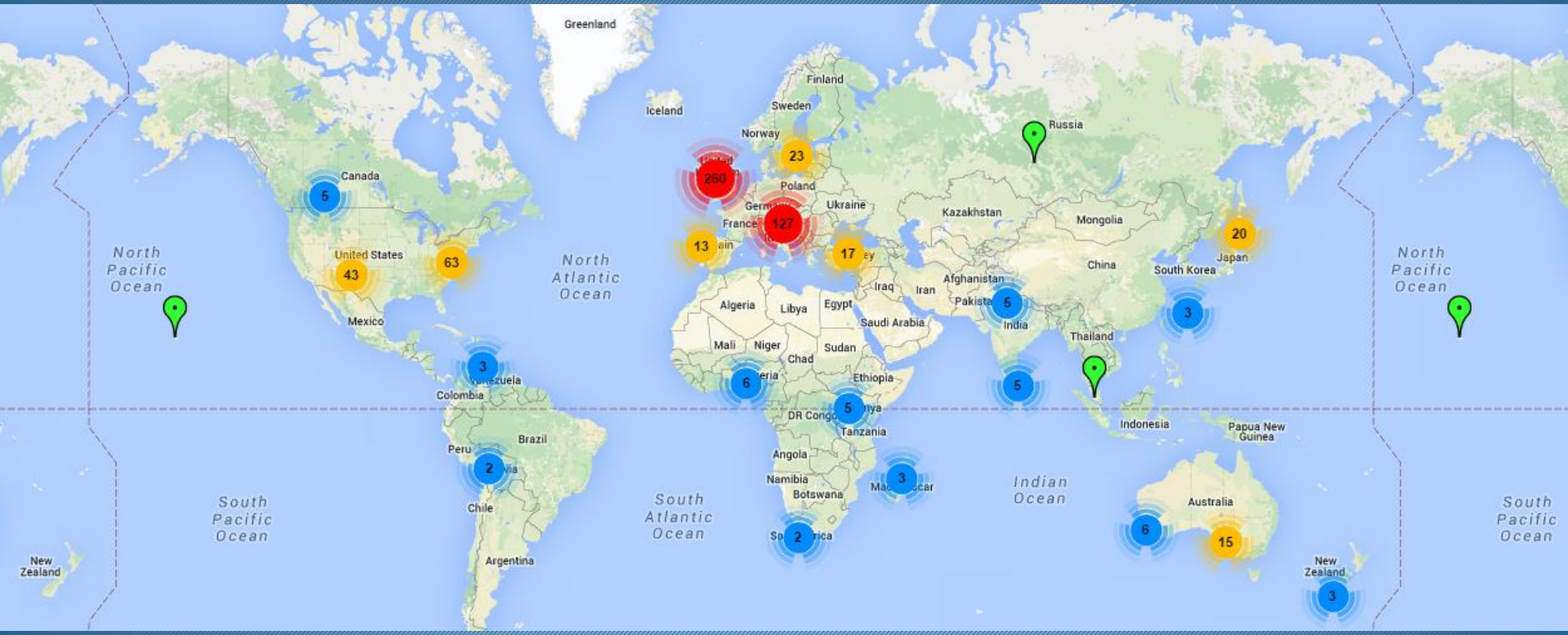
In a previous life…
@unixengineer



CoderDojo

CoderDojo

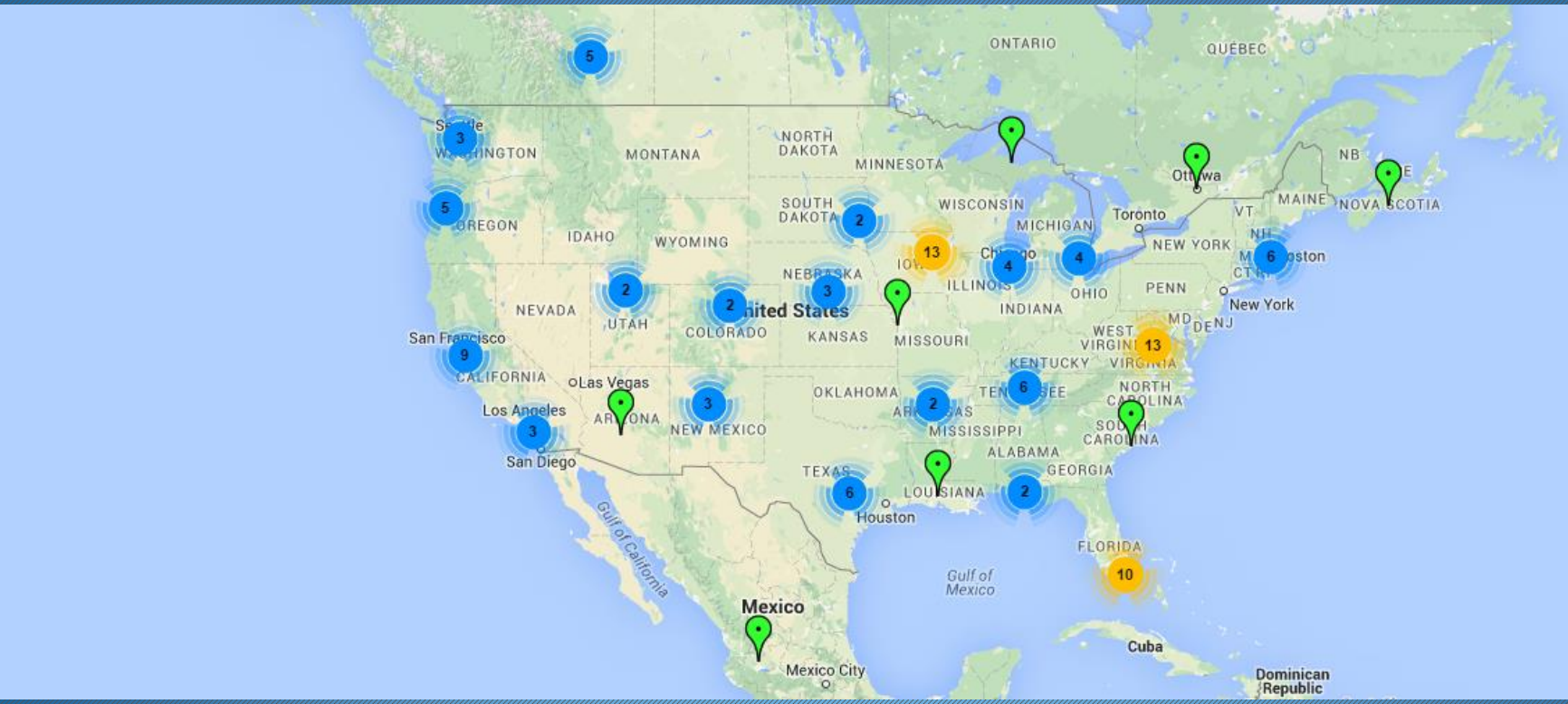
The global network of free computer programming clubs for young people.



CoderDojo

CoderDojo

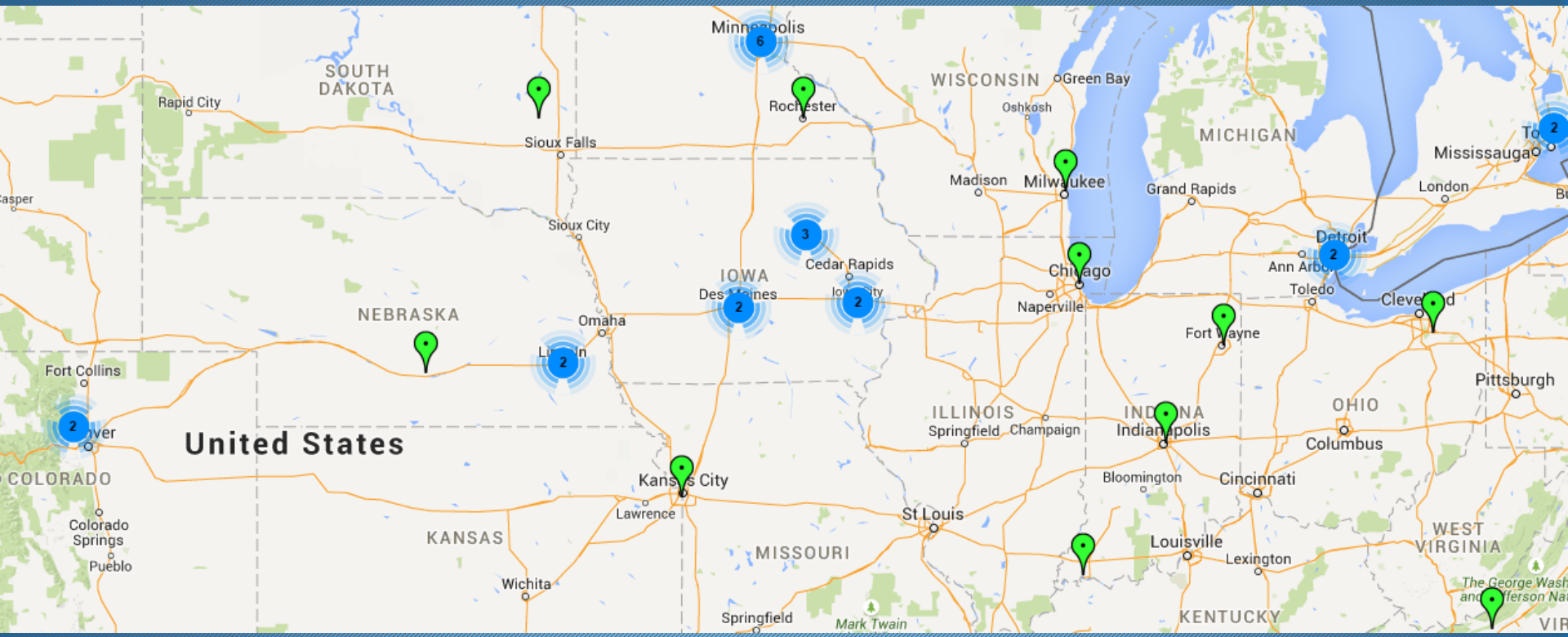
The global network of free computer programming clubs for young people.



CoderDojo

CoderDojo

The global network of free computer programming clubs for young people.

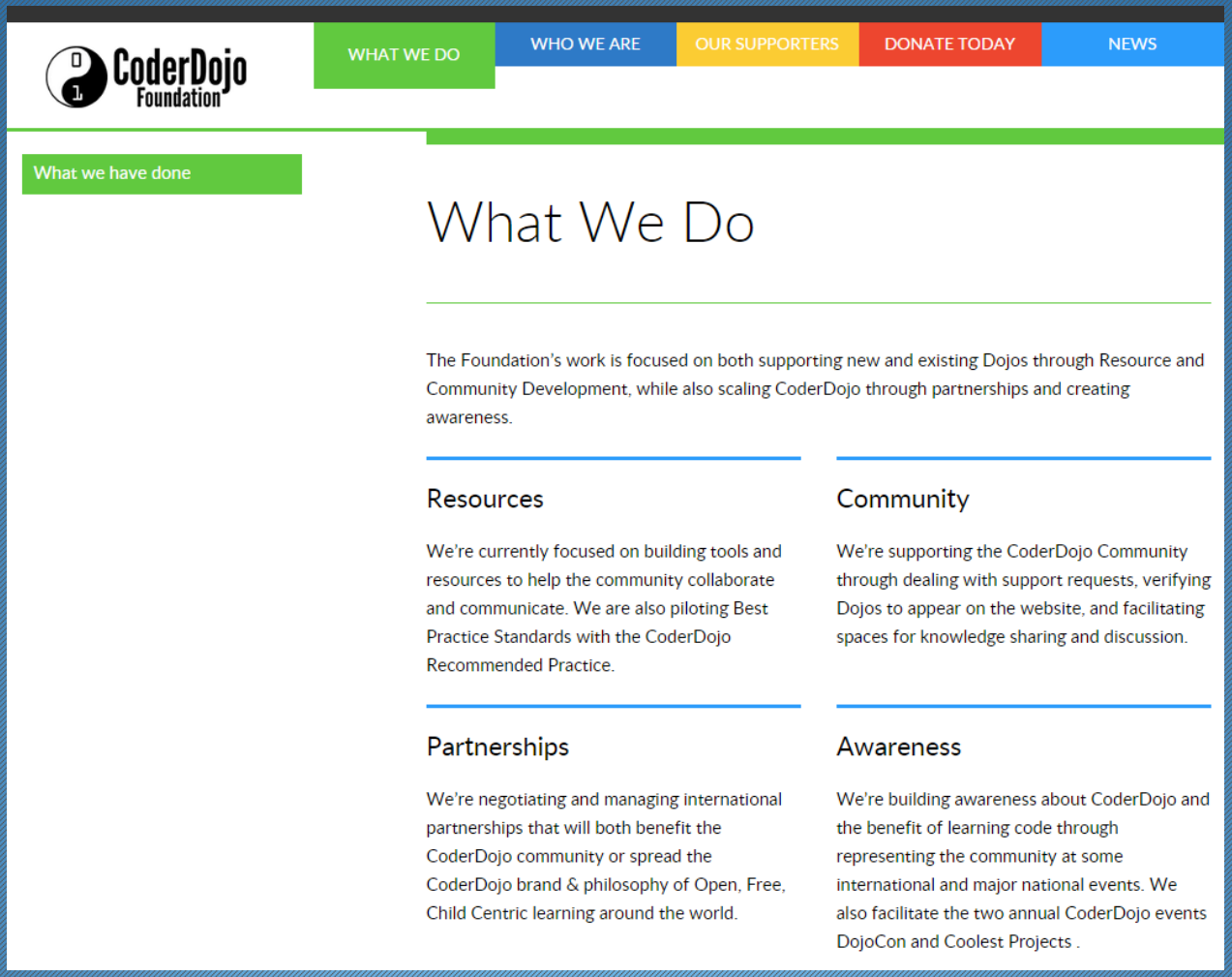


CoderDojo

http://www.coderdojo.com

CoderDojo

The CoderDojo Foundation



CoderDojo

The CoderDojo Kata

Kata is an open forum for the CoderDojo community to share resources with one another and work together to grow the knowledge of the members within the movement.

The CoderDojo Kata

Dojo Sushi

Dojo Sushi is a method of communicating programming concepts in easy-to-digest, bite-sited chunks (hence Sushi). Dojo Sushi is delivered on double-sided laminated cards known as Sushi Cards. One card = one concept.

ScratchTastic!

MIT's massively popular visual educational programming language designed for 6-14 year olds and used by schools and dojos across the world as a great way of introducing young people to computer programming.

CoderDojo

The CoderDojo Kata

Alliance Resources

There are lots of great organisations around the world making free platforms and resources for young people to learn computer programming. You can see more on these resources in our Alliance Resources section.

Tutorials

Here you will find a variety of tutorials and projects created by the CoderDojo Community.

The Arcade

A collection of games for CoderDojo Ninjas to play and learn to build!

CoderDojo

The CoderDojo Kata

Python Power

A favourite of a huge number of dojo's, python is an interactive, object-oriented, extensible programming language.

Ruby

Cool resources for learning Ruby.

CoderDojo

The CoderDojo Kata

For learning to program motivated by MINECRAFT!

The Hardware Laboratory

Robots, Arduinos, Raspberry Pis, Electronic kits, NodeJs copters, Kinects and other controllers.

The Studio

Audio/Visual tools, programming languages and digital art projects.

CoderDojo

The CoderDojo Kata

GitHub

GitHub is a web-based Git repository hosting service, which offers all of the distributed revision control and source code management (SCM) functionality of Git as well as adding its own features. Unlike Git, which is strictly a command-line tool, GitHub provides a web-based graphical interface and desktop as well as mobile integration. It also provides access control and several collaboration features such as wikis, task management, and bug tracking and feature requests for every project.

GitHub offers both paid plans for private repositories and free accounts, which are usually used to host open-source software projects. As of 2014, GitHub reports having over 3.4 million users and with 16.7 million repositories making it the largest code host in the world.

CoderDojo Girls

Here you can see some advice and tools specifically for encouraging young women to engage with computer programming!

CoderDojo

The CoderDojo Kata

KataItalia

- You can see Italian tutorials and resources submitted by CoderDojo Italia Dojos on **KataItalia**.

KataJapan

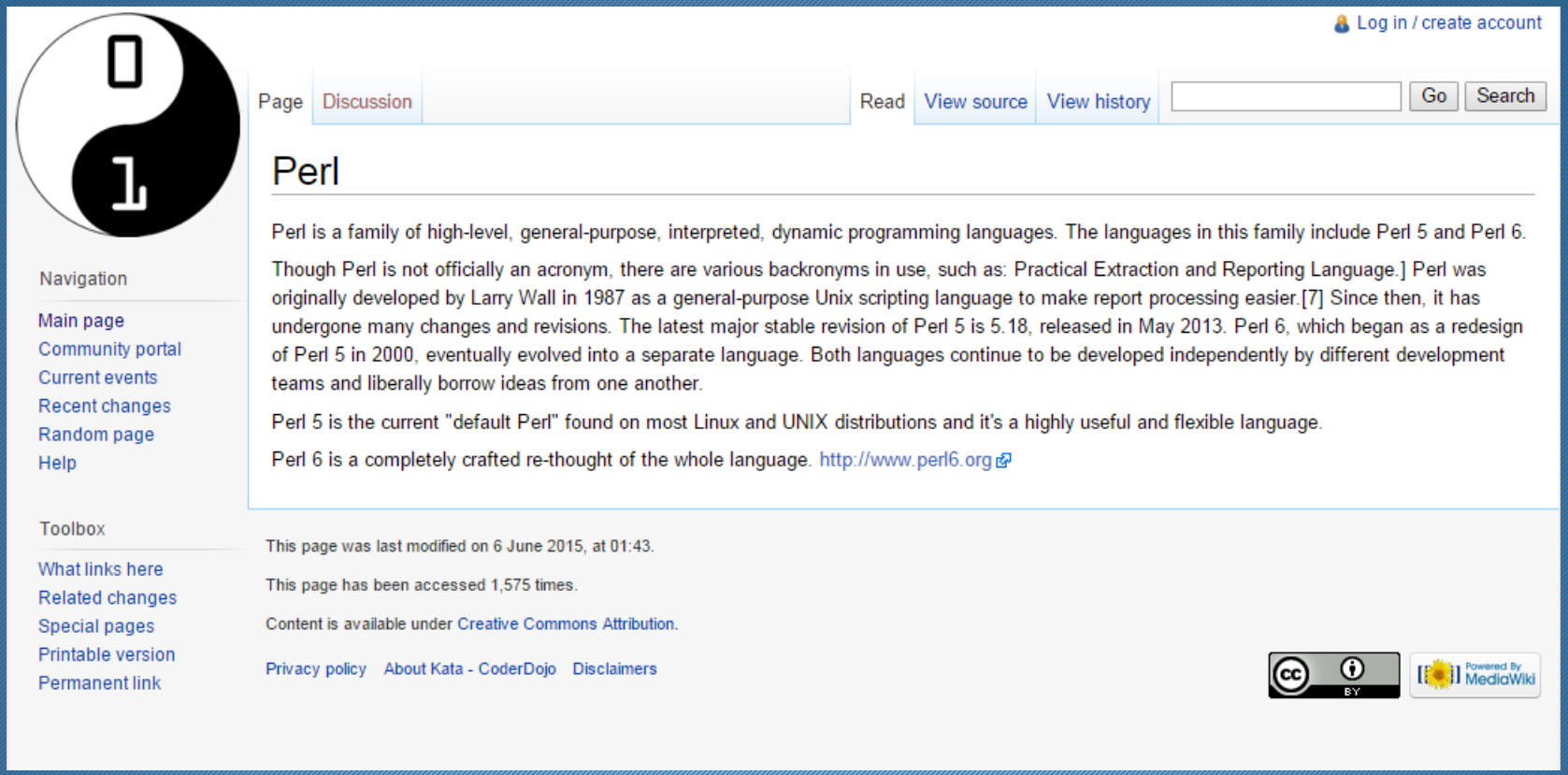
- You can see Japanese tutorials and resources submitted by CoderDojo Japan Dojos on **KataJapan**.

KataDutch

- You can see Dutch tutorials and resources submitted by Dutch and Belgian Dojos on **KataDutch**.

CoderDojo

So what's missing? ☺



Log in / create account

Page | Discussion | Read | View source | View history | Go | Search

Perl

Perl is a family of high-level, general-purpose, interpreted, dynamic programming languages. The languages in this family include Perl 5 and Perl 6.

Though Perl is not officially an acronym, there are various backronyms in use, such as: Practical Extraction and Reporting Language.] Perl was originally developed by Larry Wall in 1987 as a general-purpose Unix scripting language to make report processing easier.[7] Since then, it has undergone many changes and revisions. The latest major stable revision of Perl 5 is 5.18, released in May 2013. Perl 6, which began as a redesign of Perl 5 in 2000, eventually evolved into a separate language. Both languages continue to be developed independently by different development teams and liberally borrow ideas from one another.

Perl 5 is the current "default Perl" found on most Linux and UNIX distributions and it's a highly useful and flexible language.

Perl 6 is a completely crafted re-thought of the whole language. http://www.perl6.org

Navigation

Main page
Community portal
Current events
Recent changes
Random page
Help

Toolbox

What links here
Related changes
Special pages
Printable version
Permanent link

This page was last modified on 6 June 2015, at 01:43.

This page has been accessed 1,575 times.

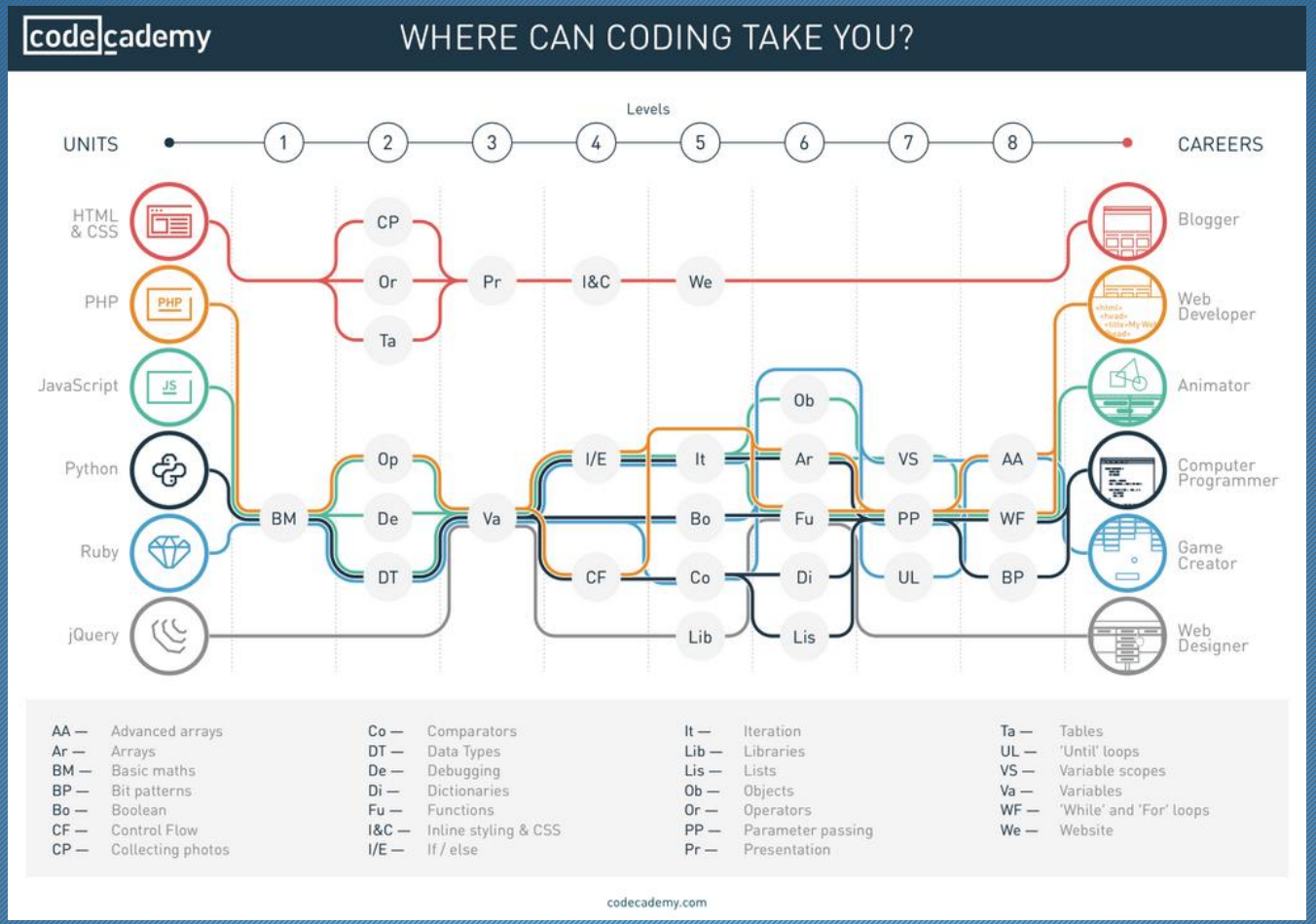
Content is available under Creative Commons Attribution.

Privacy policy | About Kata - CoderDojo | Disclaimers

Powered By MediaWiki

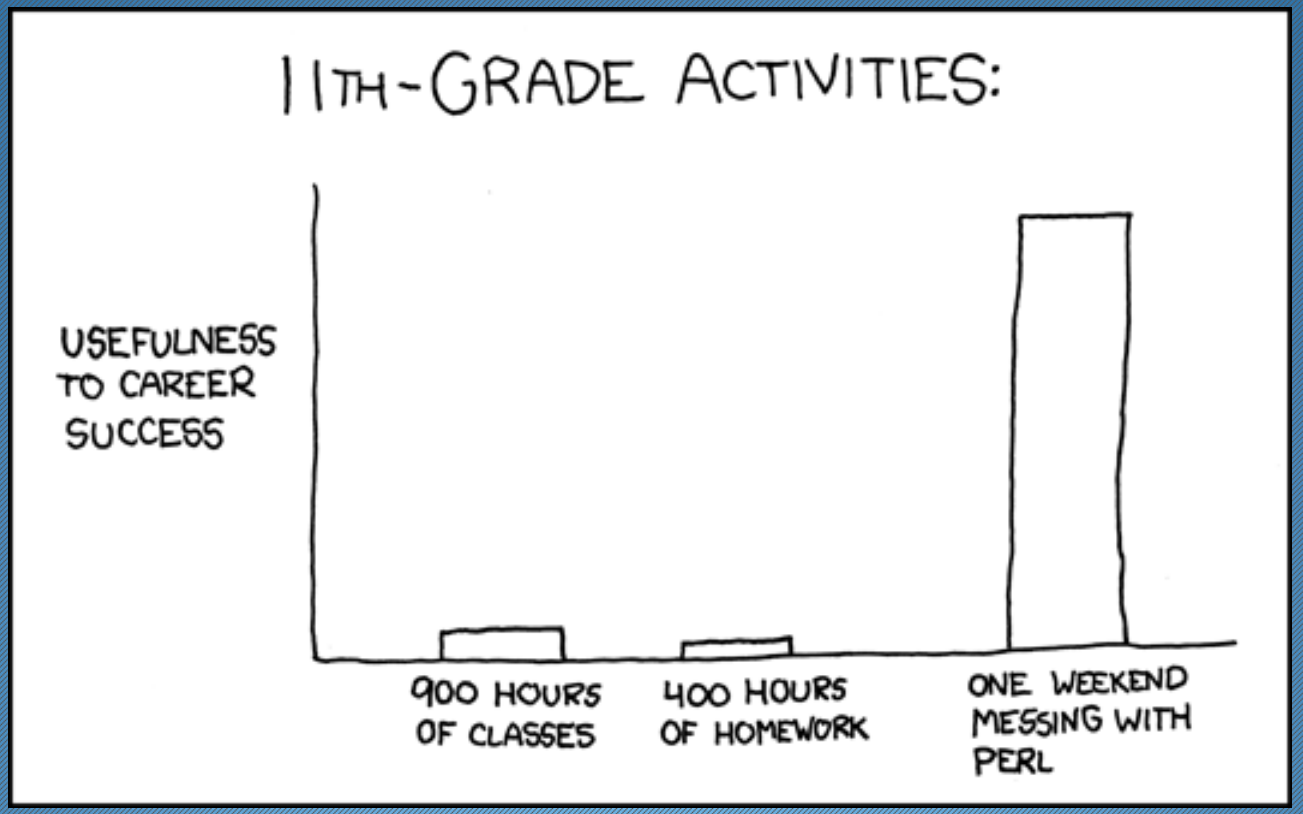
CoderDojo

So what's missing? ☺



CoderDojo

Where to start?



CoderDojo

Where to start?

- Teaching Perl to kids…
- Is Perl a bad idea to start with?
- Python always seems to be the default language of choice today for beginners.
- Can we identify a subset of Perl that is appropriate to teach beginning concepts?
- Perl 6?! ☺

CoderDojo

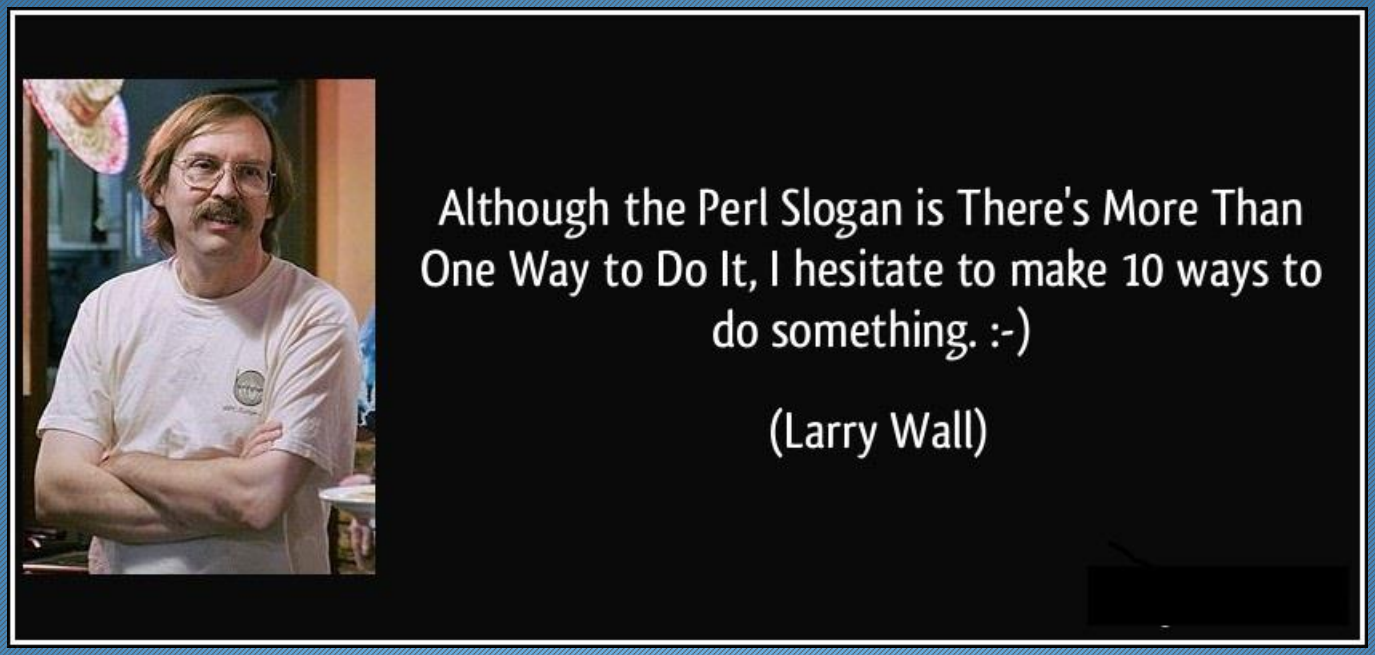
A contrast of Philosophies

"There should be one-- and preferably only one --obvious way to do it."

- the Zen of Python

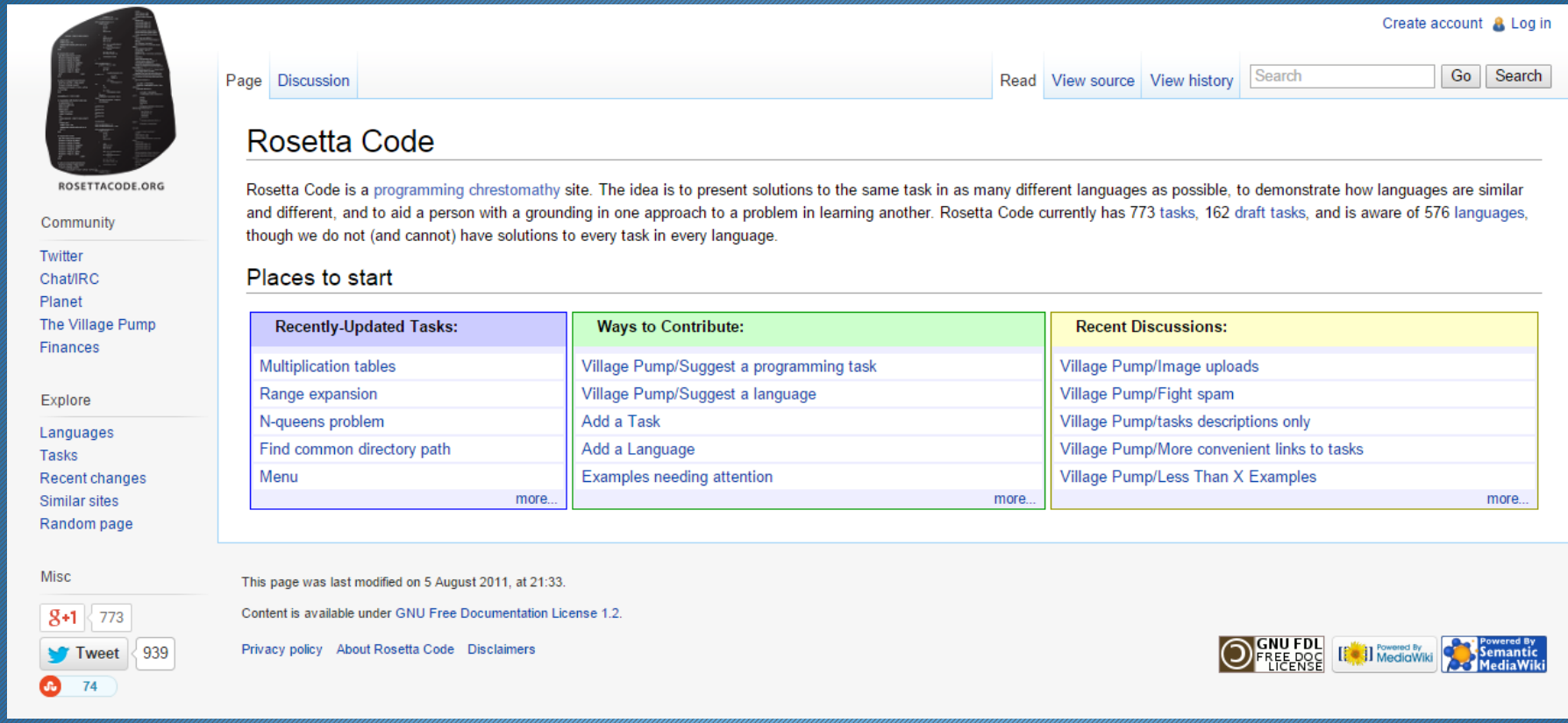
CoderDojo

A contrast of Philosophies



CoderDojo

rosettacode.org



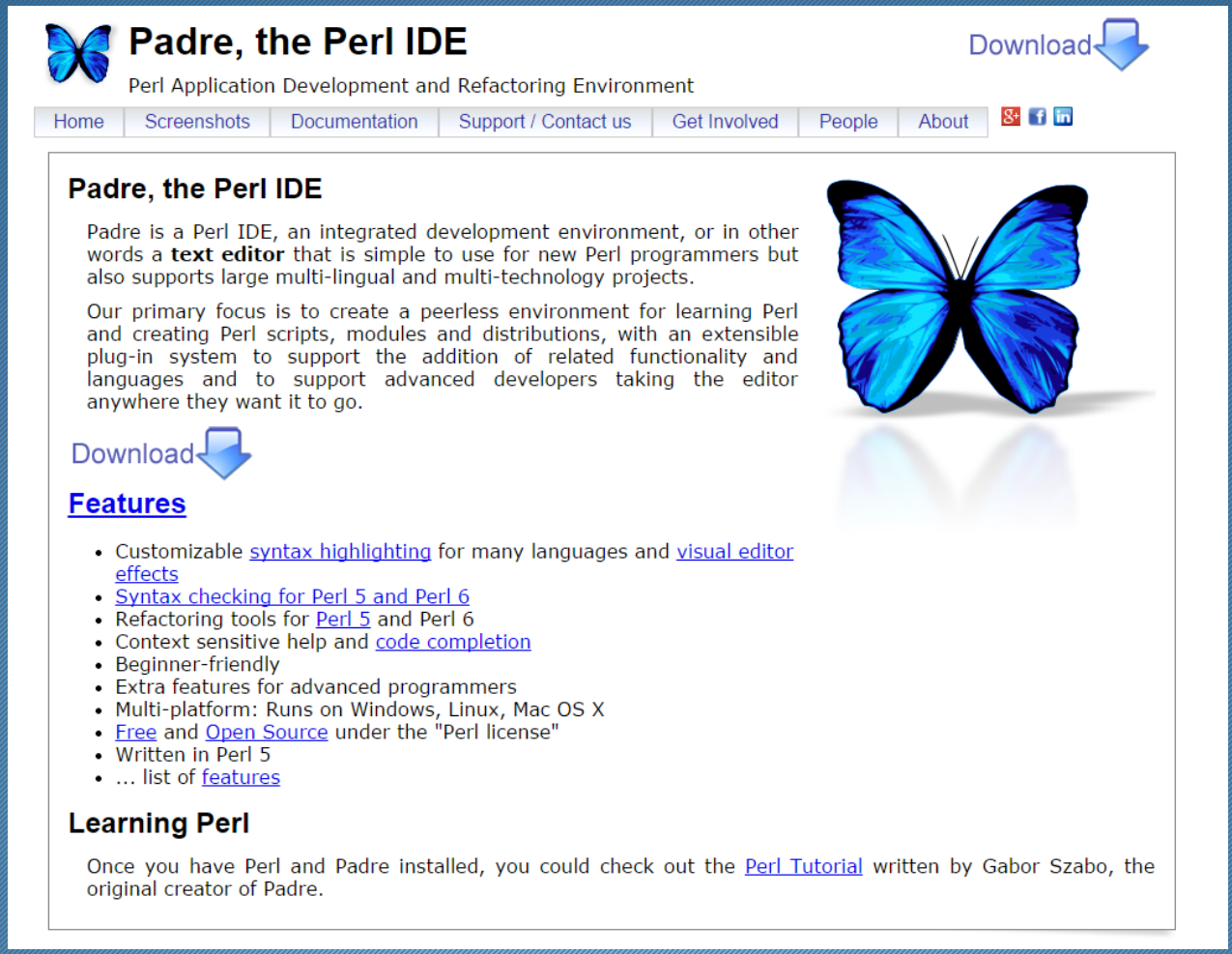
CoderDojo

rosettacode.org

- Lots of great examples…
- Easy to see how a sample problem can be solved using various languages side by side.
- Perl 6 is included!

CoderDojo

Best Development Environments



Padre, the Perl IDE

Download

Perl Application Development and Refactoring Environment

Home | Screenshots | Documentation | Support / Contact us | Get Involved | People | About

Padre, the Perl IDE

Padre is a Perl IDE, an integrated development environment, or in other words a **text editor** that is simple to use for new Perl programmers but also supports large multi-lingual and multi-technology projects.

Our primary focus is to create a peerless environment for learning Perl and creating Perl scripts, modules and distributions, with an extensible plug-in system to support the addition of related functionality and languages and to support advanced developers taking the editor anywhere they want it to go.

Download

Features

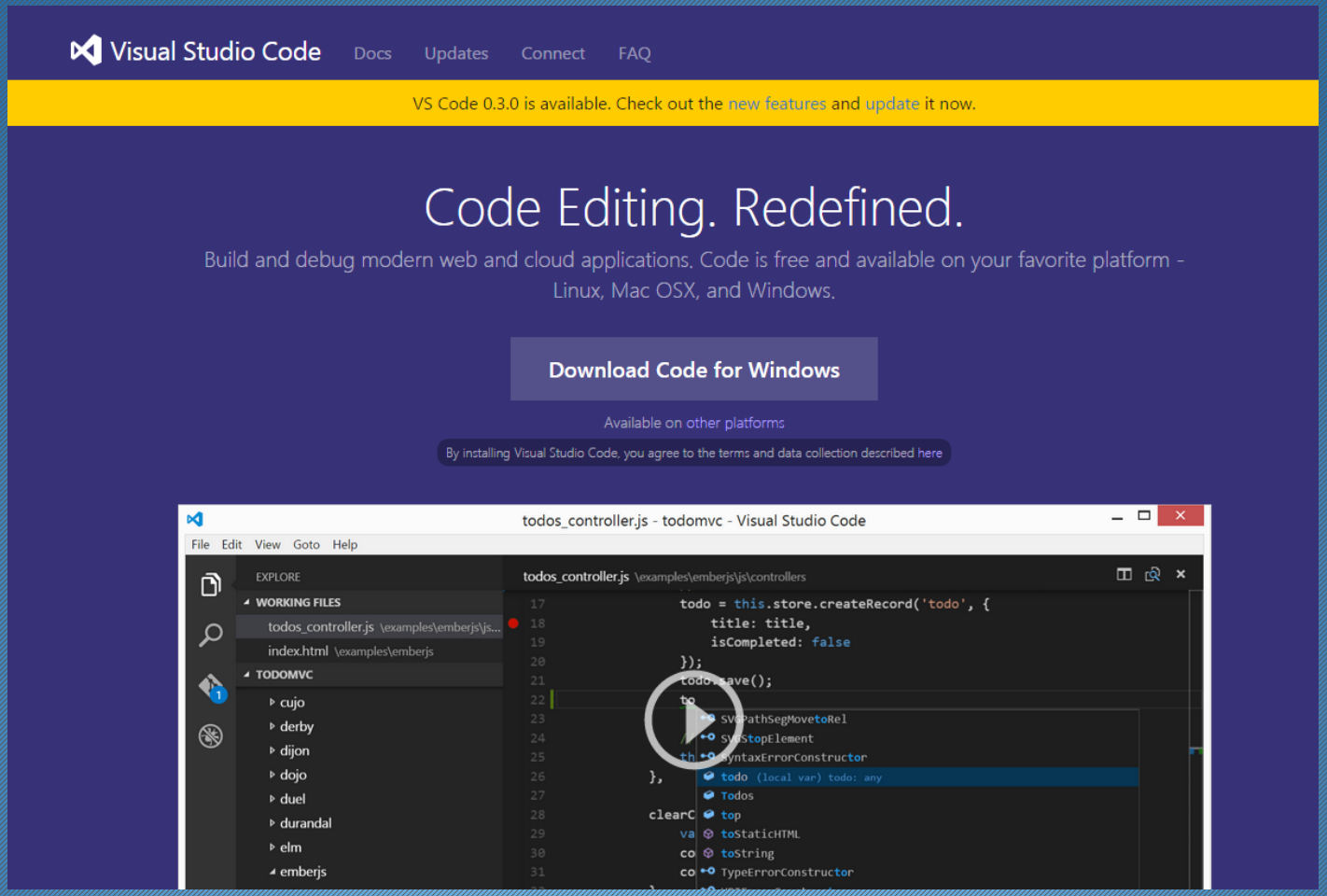
- Customizable syntax highlighting for many languages and visual editor effects
- Syntax checking for Perl 5 and Perl 6
- Refactoring tools for Perl 5 and Perl 6
- Context sensitive help and code completion
- Beginner-friendly
- Extra features for advanced programmers
- Multi-platform: Runs on Windows, Linux, Mac OS X
- Free and Open Source under the "Perl license"
- Written in Perl 5
- ... list of features

Learning Perl

Once you have Perl and Padre installed, you could check out the Perl Tutorial written by Gabor Szabo, the original creator of Padre.

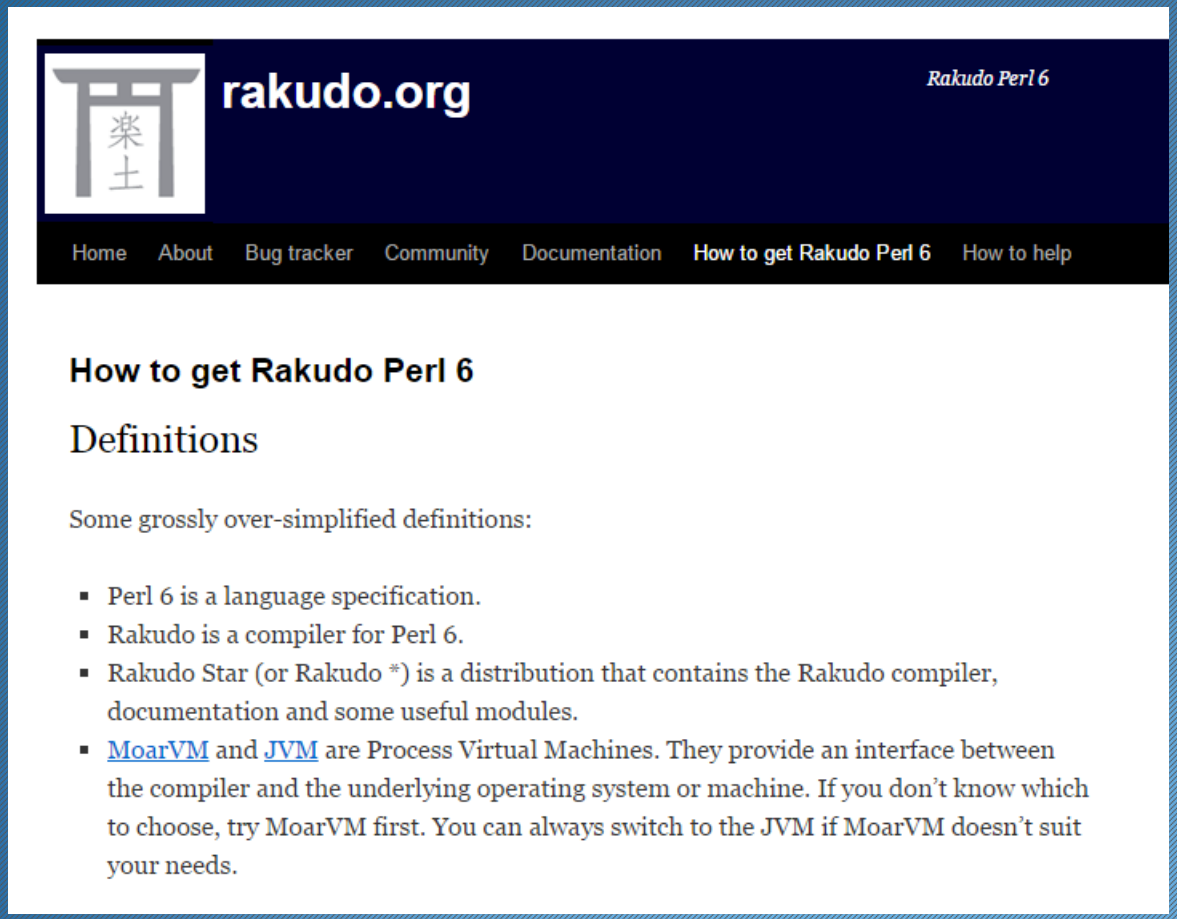
CoderDojo

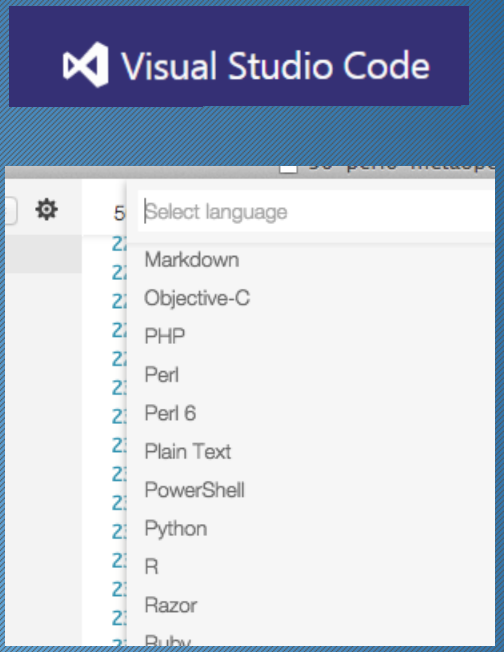
Best Development Environments



CoderDojo

Best Development Environments



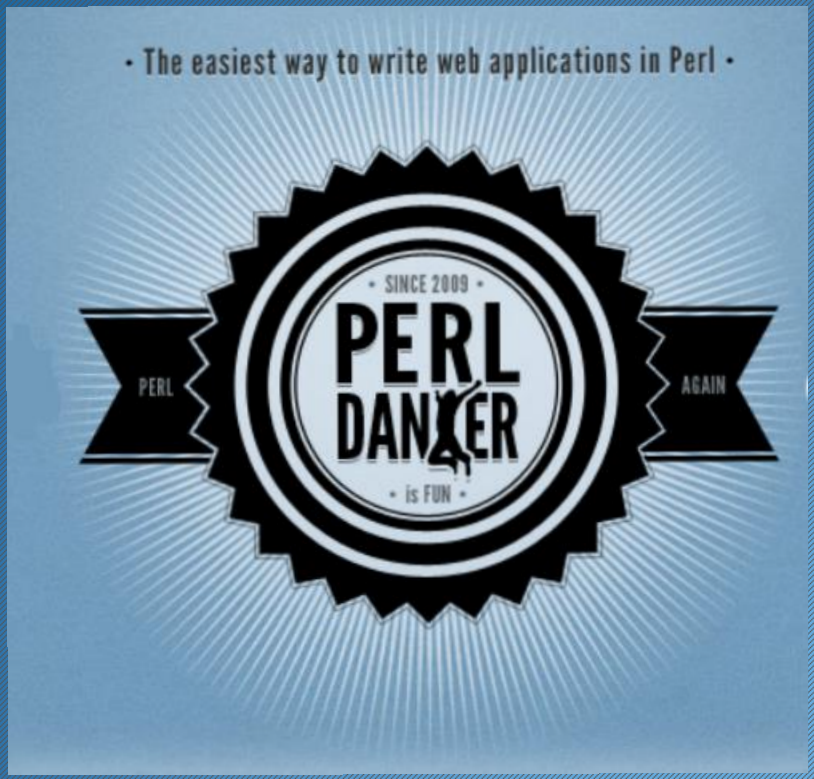


CoderDojo

Building the Perl Kata

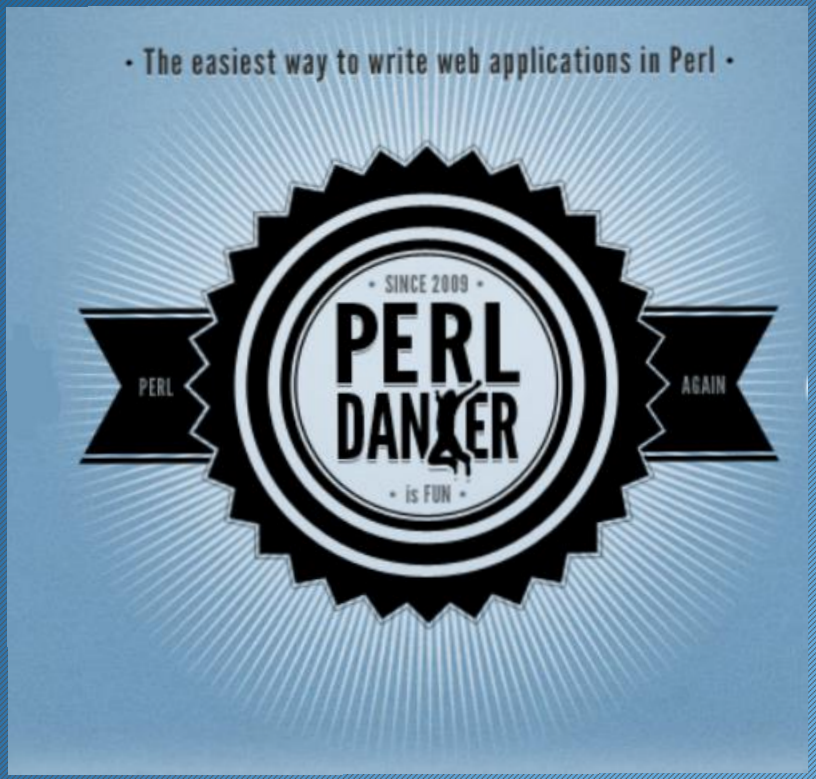
- Searching for the best tutorials
- Finding the best examples from Rosetta Code
- Validating examples using Rakudo Perl with MoarVM
- Building web examples with frameworks:
  - Dancer
  - Mojolicious

Building the Perl Kata



CoderDojo

Building the Perl Kata



Where are my best examples?

CoderDojo

CoderDojo Sushi

- **What is Dojo Sushi?**
- Dojo Sushi is delivered on double-sided laminated cards known as *Sushi Cards*. One card = one concept. Dojo Sushi is a method of communicating programming concepts which is suited to the CoderDojo environment. Concepts are communicated in easy-to-digest, bite-sited chunks (hence *Sushi*).

CoderDojo

CoderDojo Sushi

Make a new web page

1 Go into the `my-first-website` folder and copy the `about-me.html` file.

To copy the file, select it, then hold down the Ctrl and C keys at the same time.

2 Paste the copy of the file into the same folder.

To paste the file, hold down the Ctrl and V keys at the same time.

After you have pasted the file you should see this –

Now you have a copy of the `about-me.html` file in the same folder. It is called `about-me - Copy.html`

You'll make this copied file into a new page which will list your favourite games. So you'll need to change its name to `games.html`

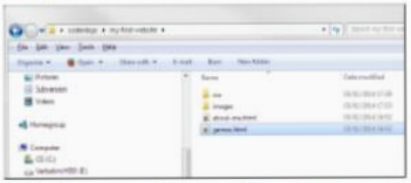
3 Click the file to select it and press F2

The `about-me - Copy` part of the filename is highlighted.

4 Change the name to `games.html`

HTML My First Website : Card 2

When you have renamed the file it should look like this –



You now have a new web page named `games.html`. But at the moment it's just the same as the `about-me.html` page.

5 You'll need to open it and edit the text so that the page is now about your favourite games. Use the example below for ideas. Can you figure out how to download a picture (like the Minecraft logo) for your top game and display it in the page?

Save the file every so often as you're working on it. To save press the Ctrl and S keys at the same time. That way you won't loose your work if your laptop battery gives out suddenly! Every time you save the file, refresh the web page to see the effect of your most recent changes.

- Can you see that we've added a list to the page? The list has several `li` elements inside a `ul` element.
- What happens if you put the li elements inside an `ol` instead of a `ul` element?

CoderDojo

CoderDojo Sushi

HTML

My First Website : Card 11

Make a crossword

We're going to make a crossword using HTML table markup and some CSS techniques.

Here's the crossword and the clues –

1. Start by adding the following selectors to your `simple.css` file

```
table.crossword,
.crossword td
{
border: 1px solid black;
border-collapse: collapse;
}
.crossword td
{
width: 3em;
height: 3em;
vertical-align: top;
background-color: white;
}
.crossword .black
{
background-color: black;
}
```

2. Create a new Puzzles page (call it `puzzles.html`).

3. Add links to your top menu and to your home page.

4. Add the crossword. Here is some code to get you started –

```
<table class="crossword">
<tr>
<td class="black" colspan="3"></td><td>1</td><td class="black"></td>
</tr>
<tr>
<td>2</td><td>3</td><td></td><td></td><td></td>
</tr>
[you'll need to add the rest of the rows!]
</table>
```

Can you do the rest? (Also, can you complete the crossword?)

HTML

My First Website : Card 11

Suduko challenge!

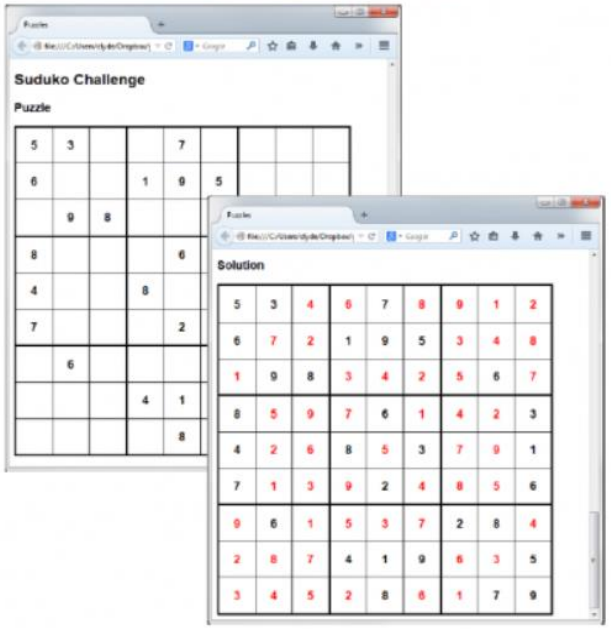
Can you create a table showing the following Suduko puzzle and its solution?

Any ideas about how you might create the thicker lines which outline the groups of nine cells?

What about the black and red numbers?

Clue! You can combine classes by separating them with spaces like this –

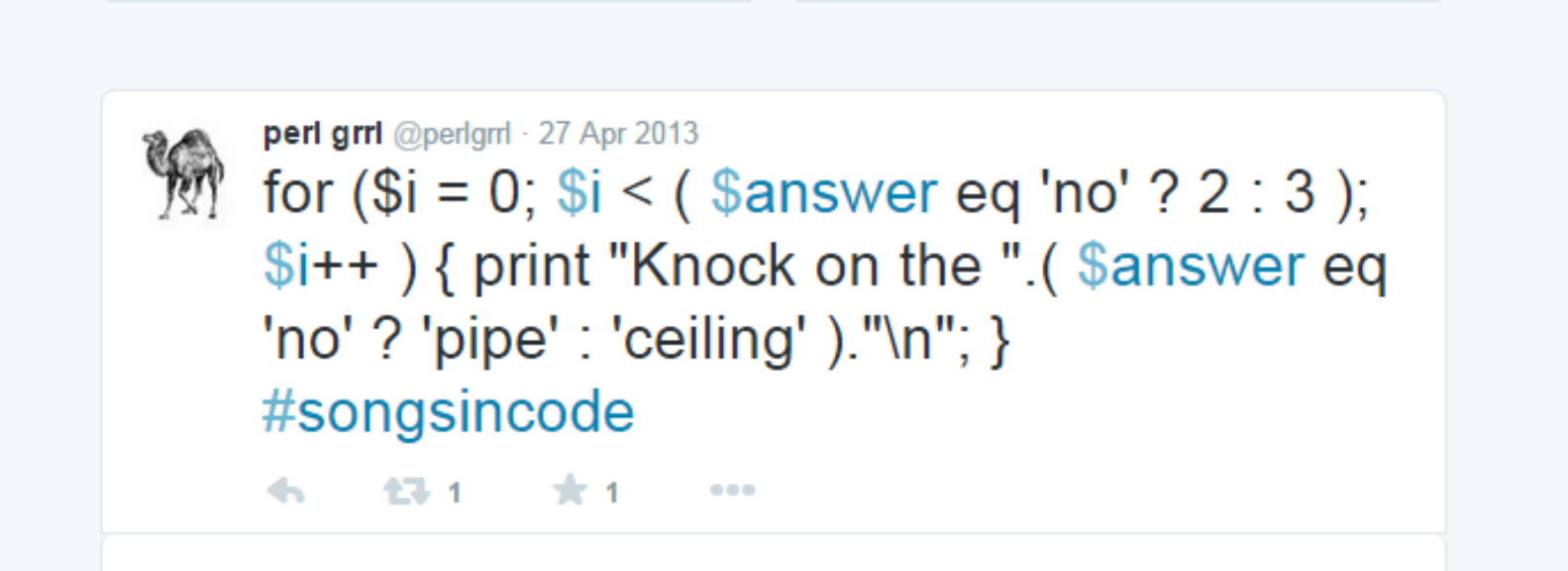
```
<td class="border-thick-top border-thick-left answer">9</td>
```



CoderDojo

CoderDojo Sushi

Ultimately, I want the kids I teach to understand why this might be funny… ☺

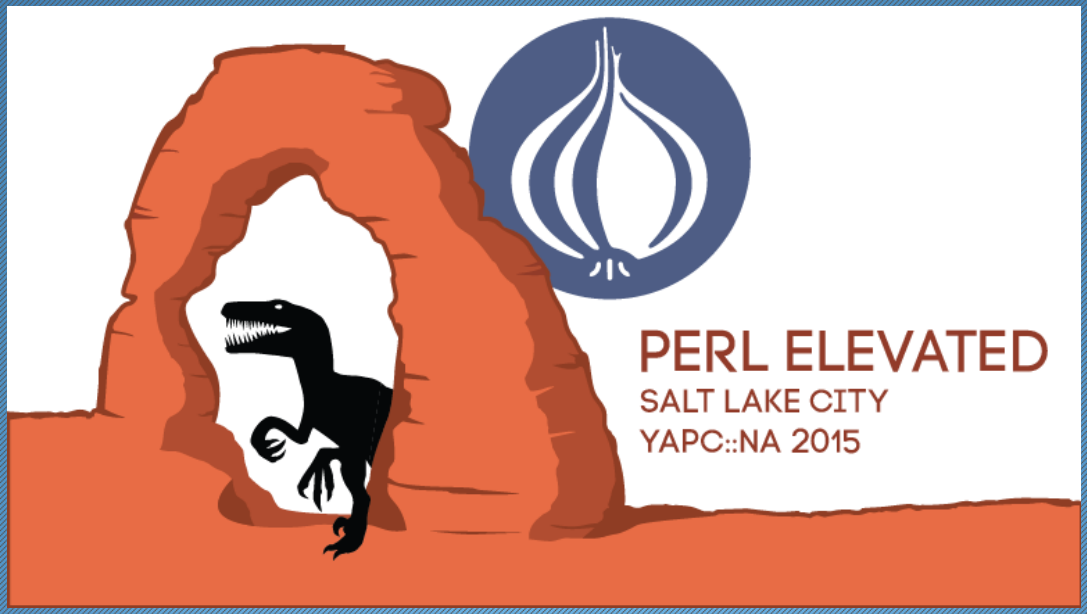


(A sushi card is a “lightning talk” on paper)

CoderDojo

prairienyx@gmail.com

Thank you! ☺



CoderDojo