

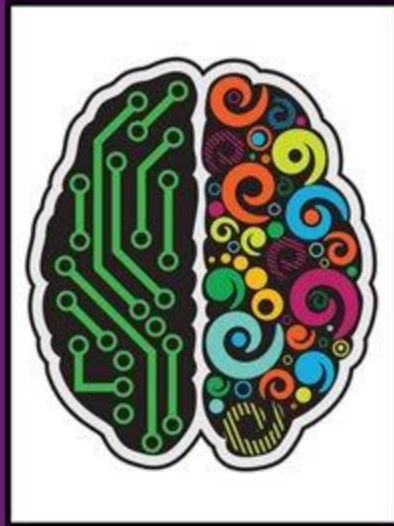


CoderDojo and Perl Evangelism

A call to action...



nerd grrls and Area 515



Prairie Nyx

nerd grrls

PO Box 555

Indianola, IA 50125

<http://www.nerdgrrls.com>

(515) 961-0100

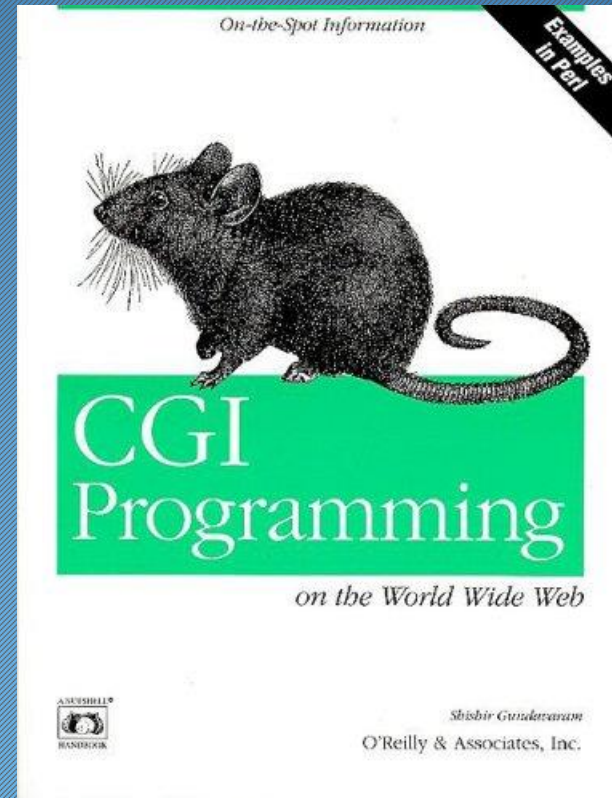
(515) 961-0101 Fax

Programmer, Web Developer, Editor, Maker, Artist, Musician



Prairie Nyx

In a previous life...
@unixengineer

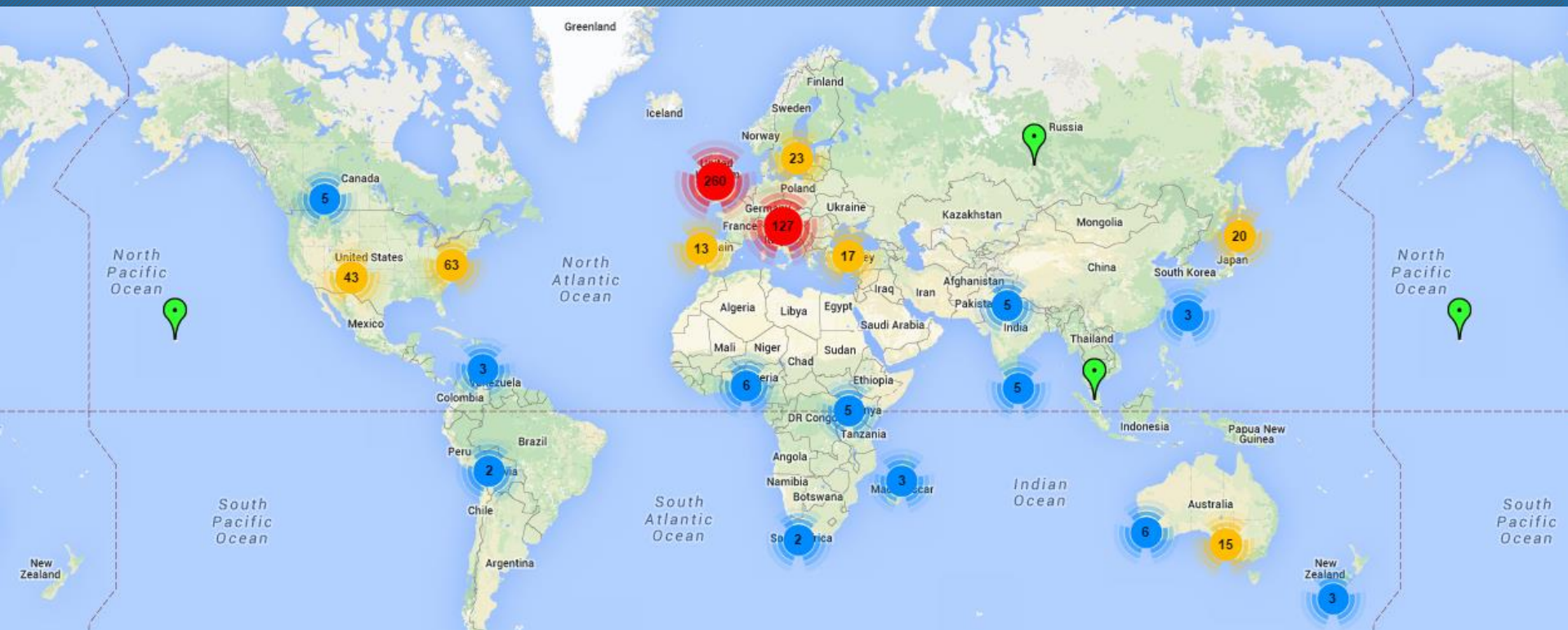


CoderDojo



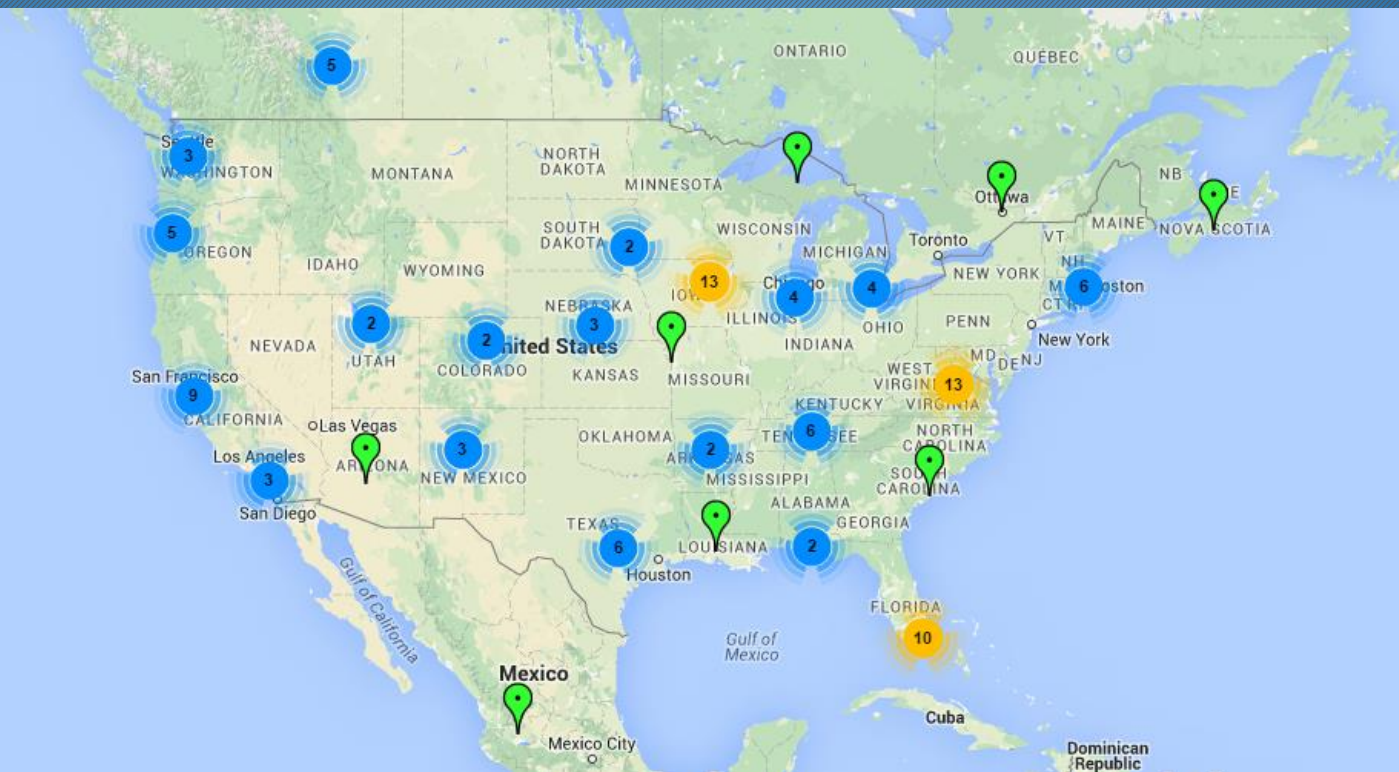


The global network of free computer programming clubs for young people.



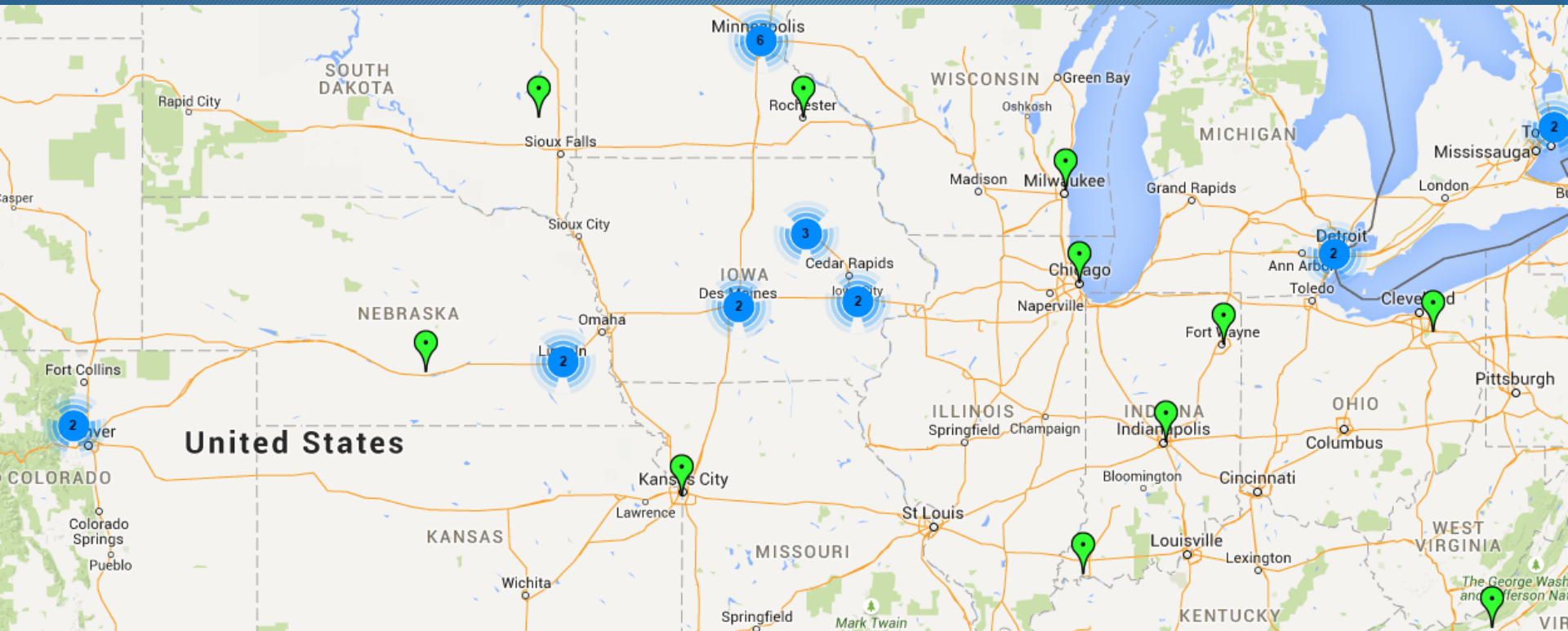


The global network of free computer programming clubs for young people.





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



<http://www.coderdojo.com>

[CODERDOJO.COM](#) [FIND A DOJO](#) [RESOURCES](#) [FAQ](#) [COOLESTPROJECTS2015](#) [Foundation](#) [Donate](#) [Contact](#)

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

Independent, volunteer led programming clubs



Collaborative, youth centric & fun learning!



Developing coding skills and more...





Free, open and inclusive, always





The CoderDojo Foundation

[WHAT WE DO](#)[WHO WE ARE](#)[OUR SUPPORTERS](#)[DONATE TODAY](#)[NEWS](#)[What we have done](#)

What We Do

The Foundation's work is focused on both supporting new and existing Dojos through Resource and Community Development, while also scaling CoderDojo through partnerships and creating awareness.

Resources

We're currently focused on building tools and resources to help the community collaborate and communicate. We are also piloting Best Practice Standards with the CoderDojo Recommended Practice.

Community

We're supporting the CoderDojo Community through dealing with support requests, verifying Dojos to appear on the website, and facilitating spaces for knowledge sharing and discussion.

Partnerships

We're negotiating and managing international partnerships that will both benefit the CoderDojo community or spread the CoderDojo brand & philosophy of Open, Free, Child Centric learning around the world.

Awareness

We're building awareness about CoderDojo and the benefit of learning code through representing the community at some international and major national events. We also facilitate the two annual CoderDojo events DojoCon and Coolest Projects .



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-sized 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.



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!



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.



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.



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!



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](#).

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>

Toolbox

[What links here](#)

[Related changes](#)

[Special pages](#)

[Printable version](#)


[Permanent link](#)


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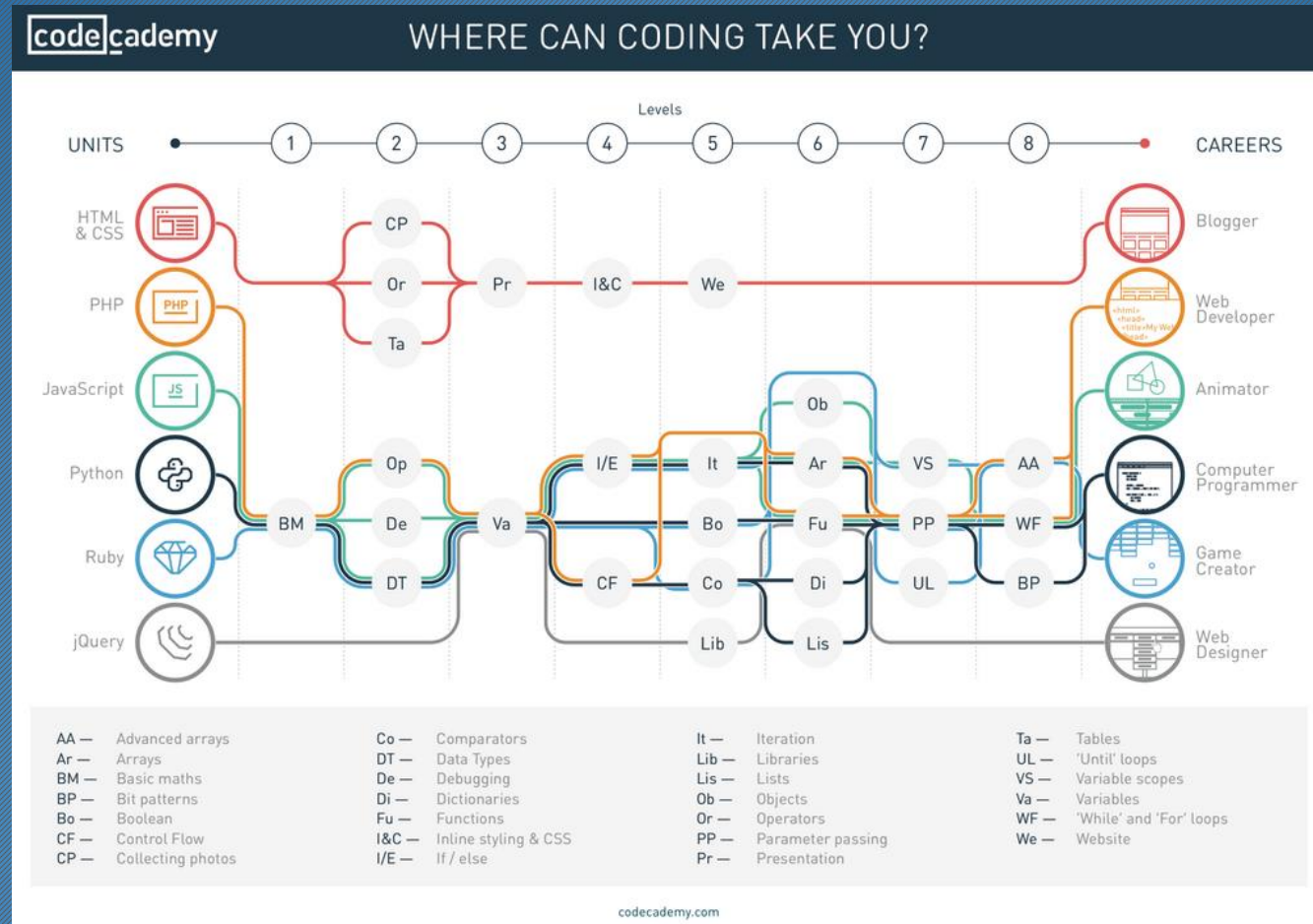
[Privacy policy](#) [About Kata - CoderDojo](#) [Disclaimers](#)







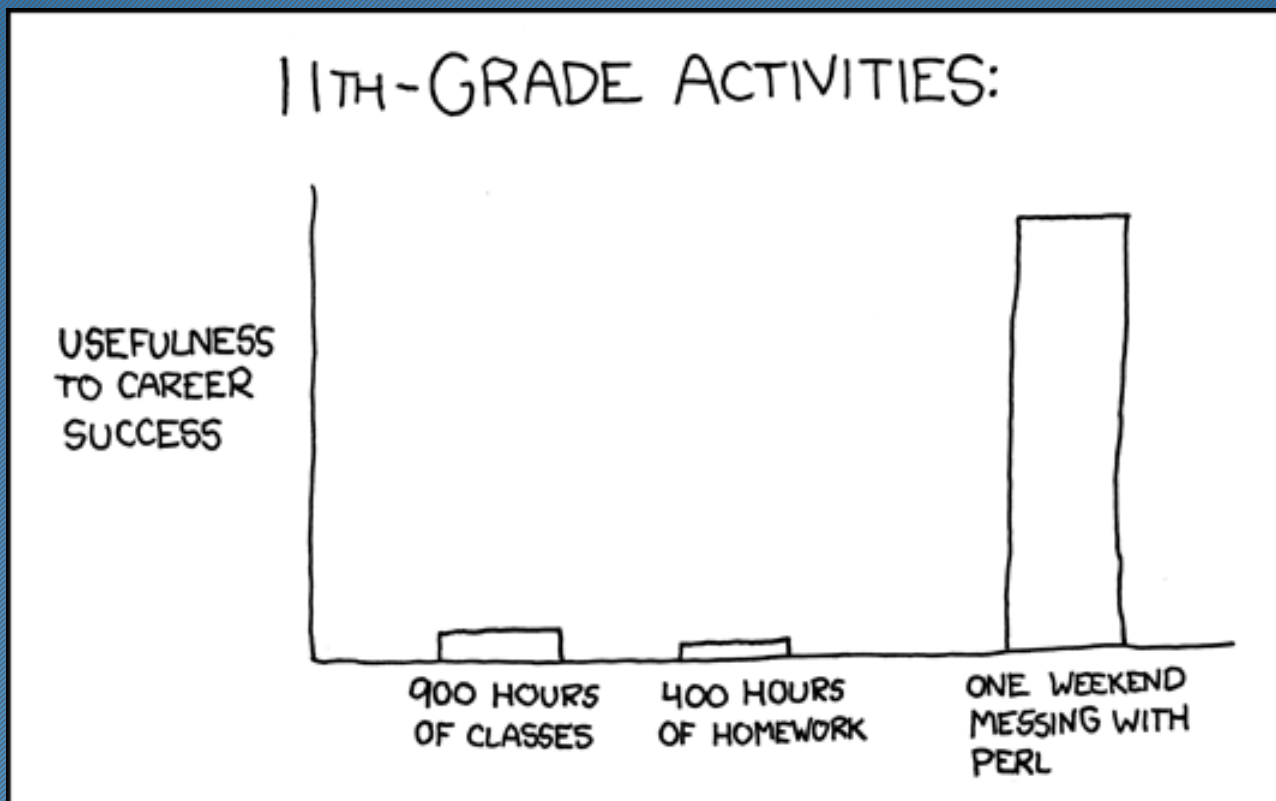
So what's missing? 😊



CodersDojo



Where to start?



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?! 😊



A contrast of Philosophies



**“There should
be one-- and
preferably only
one --obvious
way to do it.”
- the Zen of Python**

A contrast of Philosophies



Although the Perl Slogan is There's More Than One Way to Do It, I hesitate to make 10 ways to do something. :-)

(Larry Wall)



CoderDojo



rosettacode.org



ROSETTACODE.ORG

Community

Twitter

Chat/IRC

Planet

The Village Pump

Finances

Explore

Languages

Tasks


Recent changes

Similar sites


Random page

Misc

 773

 Tweet 939

 74

Create account  Log in

Page [Discussion](#)

[Read](#)

[View source](#)

[View history](#)

Rosetta Code

Rosetta Code is a [programming chrestomathy](#) site. The idea is to present solutions to the same task in as many different languages as possible, to demonstrate how languages are similar and different, and to aid a person with a grounding in one approach to a problem in learning another. Rosetta Code currently has 773 tasks, 162 draft tasks, and is aware of 576 languages, though we do not (and cannot) have solutions to every task in every language.

Places to start

Recently-Updated Tasks:

[Multiplication tables](#)

[Range expansion](#)

[N-queens problem](#)

[Find common directory path](#)

[Menu](#)

[more...](#)

Ways to Contribute:

[Village Pump/Suggest a programming task](#)

[Village Pump/Suggest a language](#)

[Add a Task](#)

[Add a Language](#)

[Examples needing attention](#)

[more...](#)

Recent Discussions:

[Village Pump/Image uploads](#)

[Village Pump/Fight spam](#)

[Village Pump/tasks descriptions only](#)

[Village Pump/More convenient links to tasks](#)

[Village Pump/Less Than X Examples](#)

[more...](#)

This page was last modified on 5 August 2011, at 21:33.

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[Privacy policy](#) [About Rosetta Code](#) [Disclaimers](#)



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!



Best Development Environments



Padre, the Perl IDE

Perl Application Development and Refactoring Environment

[Download](#) 

[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

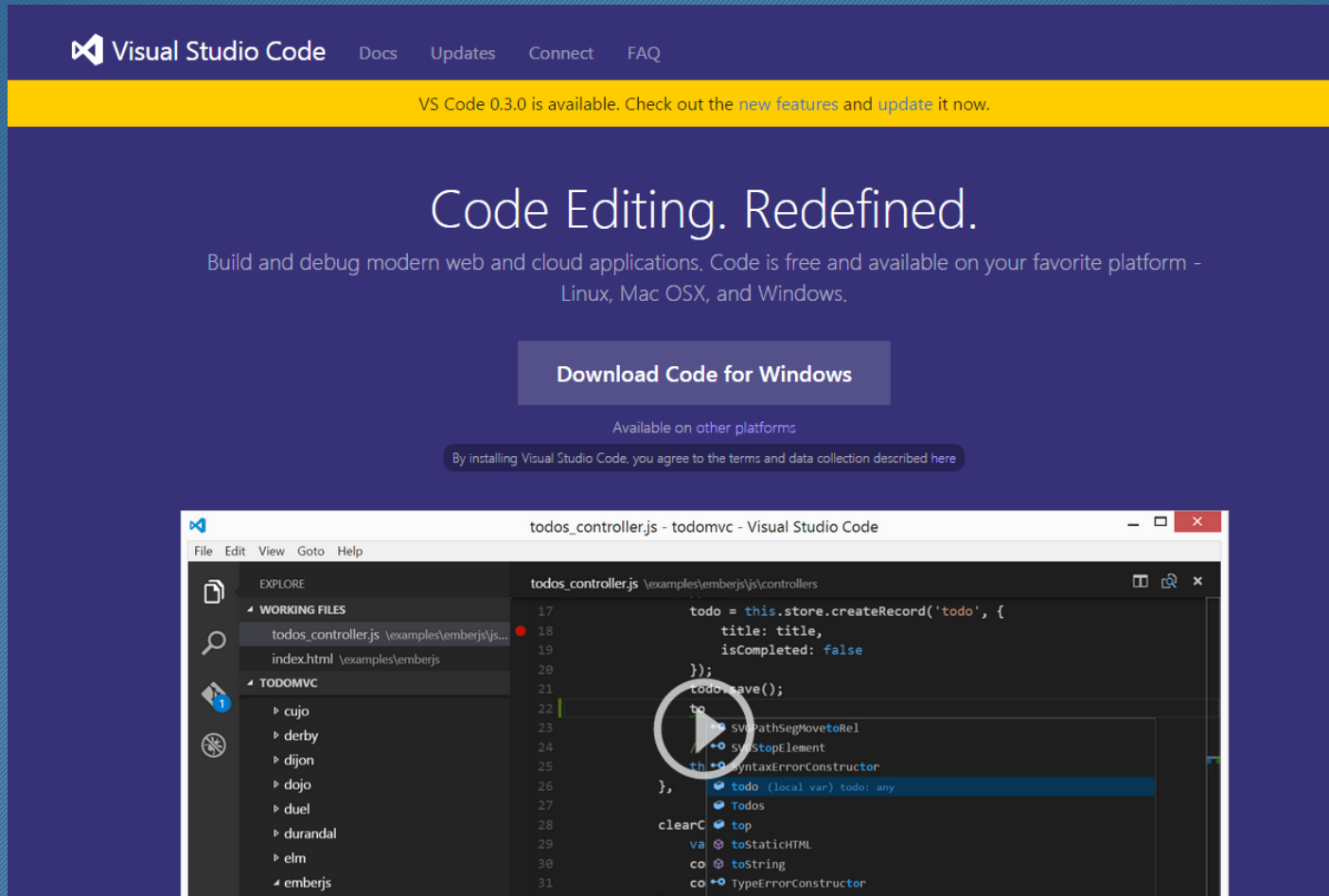
- Customizable [syntax highlighting](#) for many languages and [visual editor effects](#)
- [Syntax checking for Perl 5 and Perl 6](#)
- Refactoring tools for [Perl 5](#) and Perl 6
- Context sensitive help and [code completion](#)
- Beginner-friendly
- Extra features for advanced programmers
- Multi-platform: 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.



Best Development Environments



The image shows the Visual Studio Code website and a screenshot of the code editor. The website has a purple header with the Visual Studio Code logo and navigation links: Docs, Updates, Connect, and FAQ. A yellow banner below the header states: "VS Code 0.3.0 is available. Check out the [new features](#) and [update it now](#)." The main content area has the heading "Code Editing. Redefined." followed by the text "Build and debug modern web and cloud applications. Code is free and available on your favorite platform - Linux, Mac OSX, and Windows." Below this is a large button that says "Download Code for Windows". Underneath the button, it says "Available on other platforms" with a link. At the bottom, a small text box states: "By installing Visual Studio Code, you agree to the terms and data collection described here". The screenshot of the code editor shows a file named "todos_controller.js" in the "todomvc" project. The editor displays JavaScript code for a todo application, including a "createRecord" function and a "save" function. A play button icon is overlaid on the code editor.

Visual Studio Code Docs Updates Connect FAQ

VS Code 0.3.0 is available. Check out the [new features](#) and [update it now](#).

Code Editing. Redefined.

Build and debug modern web and cloud applications. Code is free and available on your favorite platform - Linux, Mac OSX, and Windows.

[Download Code for Windows](#)

[Available on other platforms](#)

By installing Visual Studio Code, you agree to the terms and data collection described here

todos_controller.js - todomvc - Visual Studio Code

File Edit View Goto Help

EXPLORE

- WORKING FILES
 - todos_controller.js \examples\emberjs\js...
 - index.html \examples\emberjs
- TODOMVC
 - cujo
 - derby
 - dijon
 - dojo
 - duel
 - durandal
 - elm
 - emberjs

```
17     todo = this.store.createRecord('todo', {
18         title: title,
19         isCompleted: false
20     });
21     todo.save();
22     to
23     // sv.PathSegMovetoRel
24     // sv.StopElement
25     // th *0 SyntaxErrorConstructor
26     // todo (local var) todo: any
27     // Todos
28     clearC // top
29     va @ toStaticHTML
30     co @ toString
31     co @ TypeErrorConstructor
```



CoderDojo



Best Development Environments



rakudo.org

Rakudo Perl 6


[Home](#) [About](#) [Bug tracker](#) [Community](#) [Documentation](#) [How to get Rakudo Perl 6](#) [How to help](#)

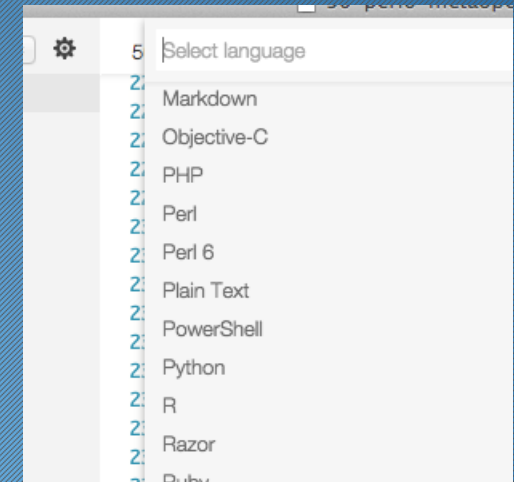
How to get Rakudo Perl 6

Definitions

Some grossly over-simplified definitions:

- Perl 6 is a language specification.
- Rakudo is a compiler for Perl 6.
- Rakudo Star (or Rakudo *) is a distribution that contains the Rakudo compiler, documentation and some useful modules.
- [MoarVM](#) and [JVM](#) are Process Virtual Machines. They provide an interface between the compiler and the underlying operating system or machine. If you don't know which to choose, try MoarVM first. You can always switch to the JVM if MoarVM doesn't suit your needs.

 Visual Studio Code



CoderDojo

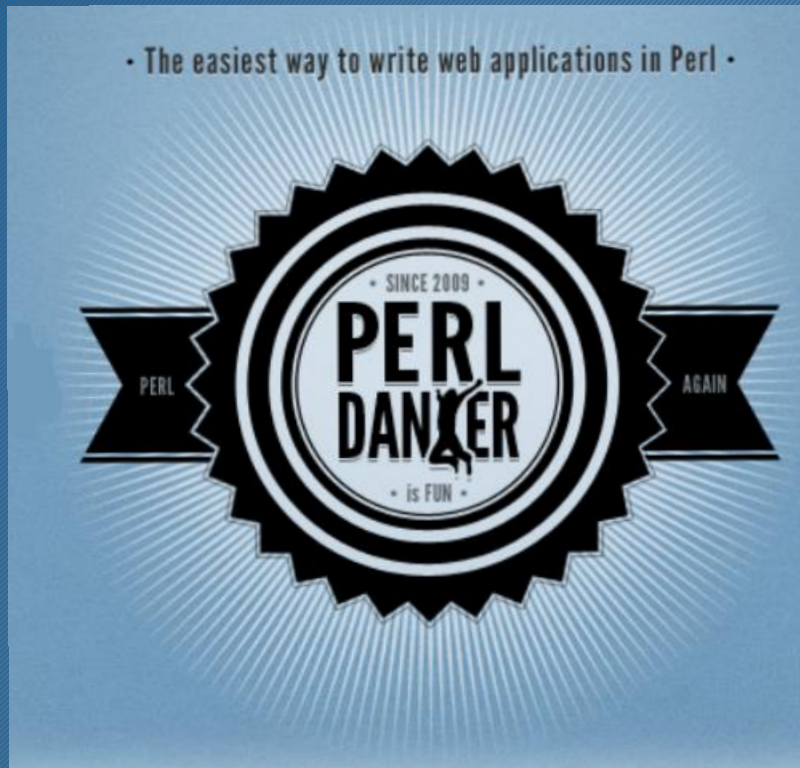


Building the Perl Kata

- 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



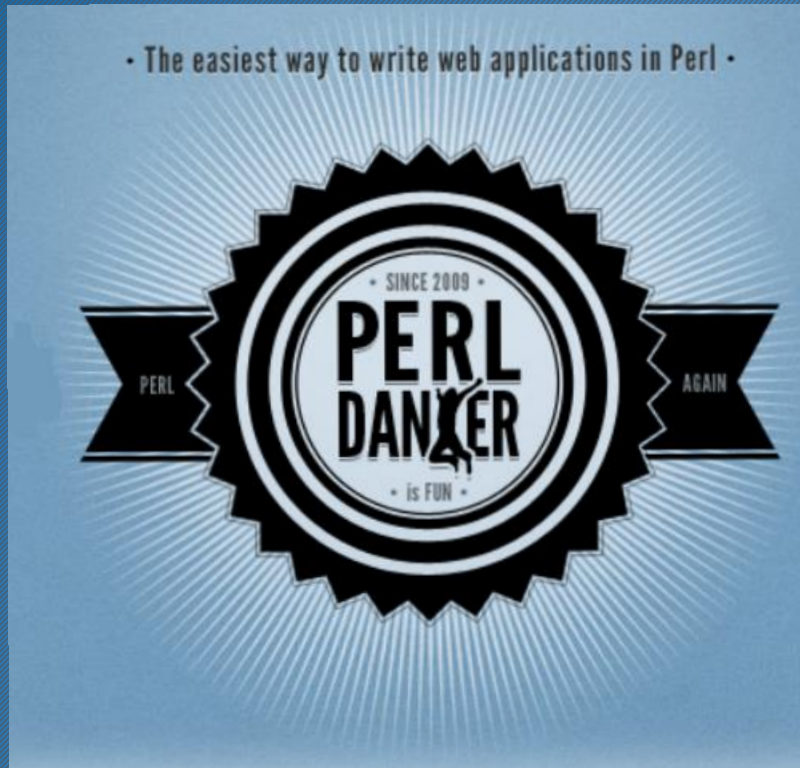
Building the Perl Kata



CoderDojo



Building the Perl Kata



Where are my best examples?

CoderDojo 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-sized chunks (hence *Sushi*).

CoderDojo Sushi

HTML

My First Website : Card 2

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 `Enter`.

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 lose 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><td></td>
</tr>
</table>
```

[you'll need to add the rest of the rows!]

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



my-first-website/worksheets/11-make-a-crossword.pdf

Page 1

HTML

My First Website : Card 11

Sudoku challenge!

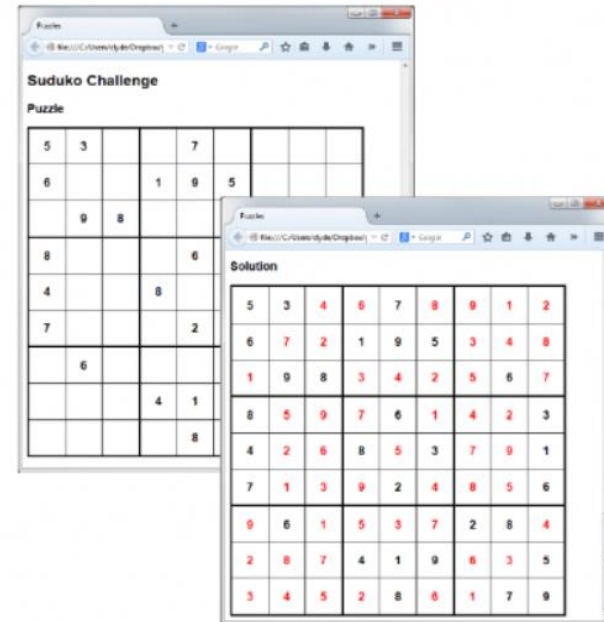
Can you create a table showing the following Sudoku puzzle and its solution?

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>
```



my-first-website/worksheets/11-make-a-crossword.pdf

Page 2



CoderDojo



CoderDojo Sushi

Ultimately, I want the kids I teach to understand why this might be funny... 😊



perl grrl @perlgrrl · 27 Apr 2013

```
for ($i = 0; $i < ( $answer eq 'no' ? 2 : 3 );  
$i++ ) { print "Knock on the ".( $answer eq  
'no' ? 'pipe' : 'ceiling' )."\n"; }  
#songsincode
```



1



1



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



CoderDojo



prairienyx@gmail.com

Thank you! 😊

