



CODEMONKEY

Write code. Catch bananas. Save the world.

WWW.CODEMONKEY.COM



CODING ADVENTURE

by

CODEMONKEY

Teach real computer
programming through an
engaging online game

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CODING: THE NEW LITERACY

Learning to code is establishing itself as more than a mere trend expanding rapidly around the world. Today, coding has become a critical part of the K-12 curriculum. Code literacy is considered essential not only for future software engineers, but for many other occupations as well. A secondary benefit afforded to students learning to code is the development of algorithmic thinking as a basis for problem solving. This type of thinking is a crucial enabler for obtaining important 21st century skills.



CodeMonkey's award-winning Coding Adventure courses provide any school with the advantage of offering students the most cutting-edge computer programming education. Coding Addventure has been used by millions of students and continues to be chosen by districts, governments and thousands of schools worldwide.

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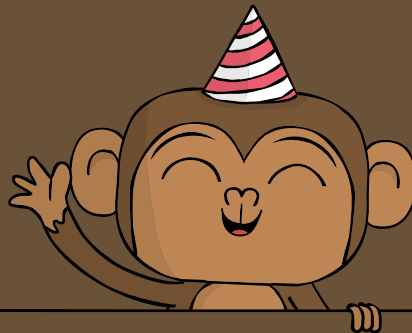
REAL WORLD PROGRAMMING



Coding Adventure is an educational game-based environment where students learn to code in a real programming language. Using CoffeeScript, a real-world programming language, students learn the fundamentals of how to develop and generate unique and personalized apps and websites. Coding Adventure fosters the development of executive functioning skills, such as problem solving and planning as well as geometric and mathematical thinking.

Throughout the CodeMonkey program, students learn concepts such as statements and arguments, objects, loops, variables, arrays, functions, conditions and boolean logic. Coding Adventure provides an easy entry into text-based coding, paving the way for students to proceed to learning advanced subjects in Computer Science, such as game design, algorithms, and data structures.





GET ALL THE TOOLS YOU NEED - NO CODING EXPERIENCE REQUIRED!

Teachers are not required to have any programming experience. Through CodeMonkey's online or offline personal training, teachers obtain all they need to successfully start teaching their students Coding Adventure. The product also includes detailed lesson plans and video tutorials. Teachers gain exclusive access to the Classroom Dashboard, where they can track student progress and achievements, see grades as well as display student solutions for class discussion.

BUILT-IN ASSESSMENT AND TUTORING

Coding Adventure starts with a linear pathway of challenges. In the challenges, students program a monkey to catch all the bananas on the screen. Each solution is checked and graded automatically. Students receive personalized instructions and adaptive hints that help them advance at an individual pace and improve their scores. This feature of the platform renders it appropriate for a broad range of levels and learning styles.

APPLY NEW SKILLS

With Coding Adventure, students apply their newly acquired skills by creating their own challenges for others to solve; empowering learners as teachers and vice versa. Further along the CodeMonkey program, in Game Builder, students advance to create and publish their own games and applications - thus becoming real-world software developers.

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"In a market filled with lots of great code-learning games and sites, CodeMonkey stands out with its cheerful graphics, carefully constructed puzzles, and thoughtful sequences of puzzles"



CODEMONKEY THE COMPANY

CodeMonkey is an educational game and project-based environment where students learn to code in real programming languages. CodeMonkey provides educators with the advantage of providing our youth with the opportunity to attain the most cutting-edge computer programming education. Start with Coding Adventure and continue with Game Builder and more courses offered by CodeMonkey.



"Awesome! I used CodeMonkey in class today and I heard nothing but laughter and excitement from the kids!"

- Christina B., Ocala Middle School, Alum Rock School District, CA

"I'm so pleased I had the opportunity to use CodeMonkey, the lesson plans with the online and offline activities are really good, it made it easy for the children to understand."

- Katarina Lantz-Dretnik, Primary Teacher, The Swedish School, UK

"I have been using CodeMonkey with grades 3+, the students and teachers love it! It's my first year coding at age 29. Kids can code and I can too!"

- Megan M., Sugar Creek Elementary School, Fort Mill School District, SC



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