

GETTING STARTED IN PYTHON

1 " DOWNLOADING THE CODAKID LAUNCHER

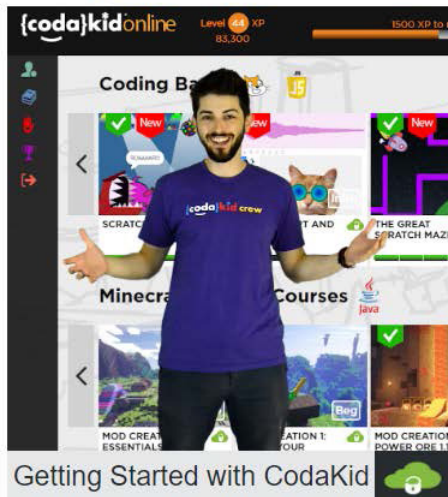
The CodaKid Launcher contains everything you need to start your CodaKid projects. If you've already installed the CodaKid launcher you can skip to the next section.

Go to your CodaKid courses page and select the "Getting Started with CodaKid" lesson in the top left.

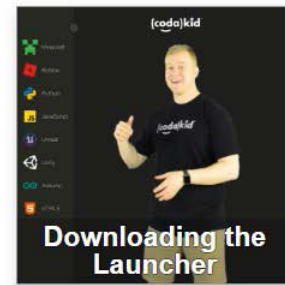
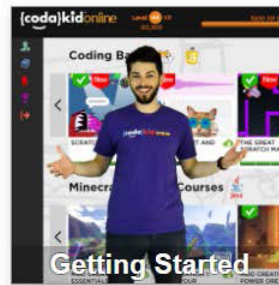


You will see the “Getting Started” and “Downloading the Launcher” lessons. You will need to select and complete the “Getting Started” lesson before you can access the “Downloading the Launcher” lesson.

Getting Started with CodaKid



Course Content



Once you've finished the “Getting Started” lesson, select the “Downloading the Launcher” lesson. At the top you will see buttons for downloading the Windows and Mac versions of the launcher.

Downloading the Launcher

For Windows 10 or 11:



For Mac OS X, 11, or 12:

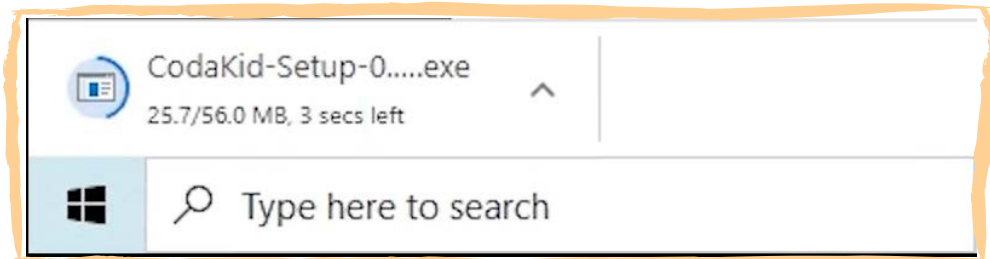


WINDOWS

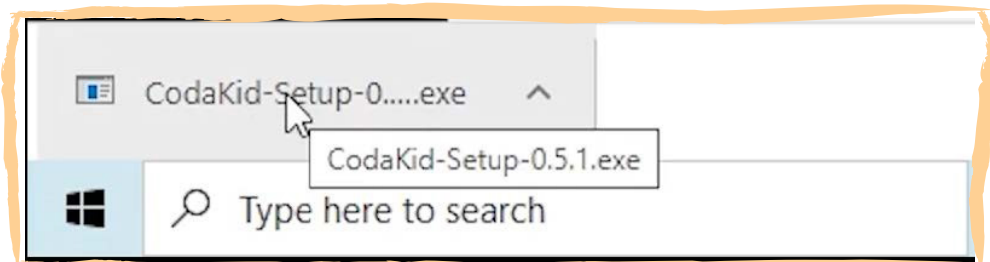
If you are using a Windows computer, click the “Windows Installer” button.



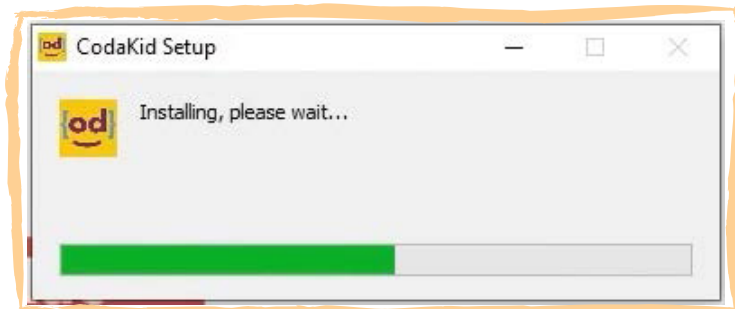
The installer for the launcher will begin downloading.
If you are using Chrome, you'll see its progress in the bottom left corner.



Once it's finished, click on it.



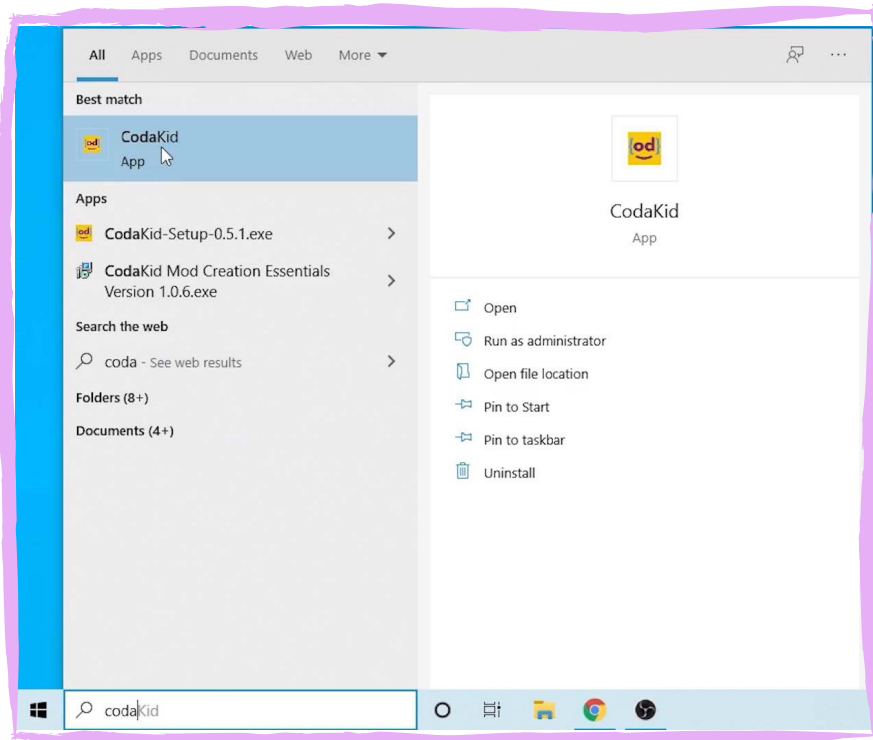
The installation process will begin. A window will appear showing its progress.



Once it's finished, you'll be able to open the launcher.
You can find its icon on your desktop.



You'll also be able to find it like any other app on your computer.
You can click the Windows button and search for it.



When you launch the program you should see this home page.

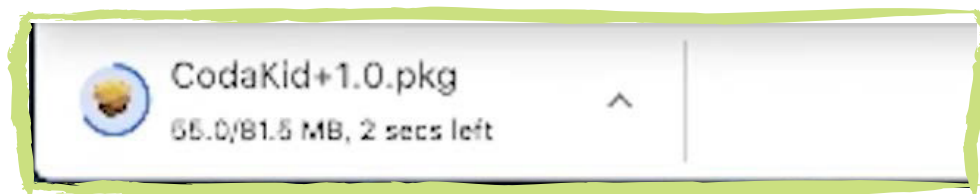


MAC

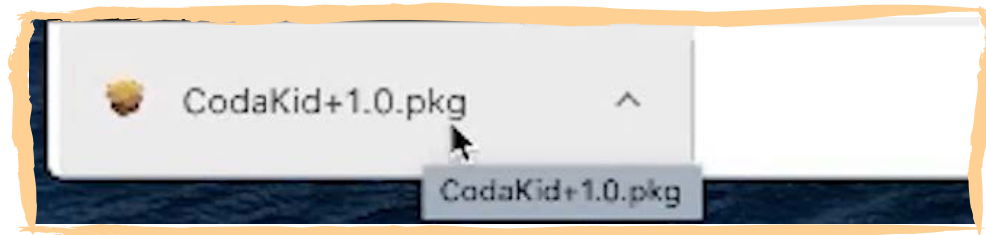
If you are using a Mac computer, click the “Mac Installer” button.



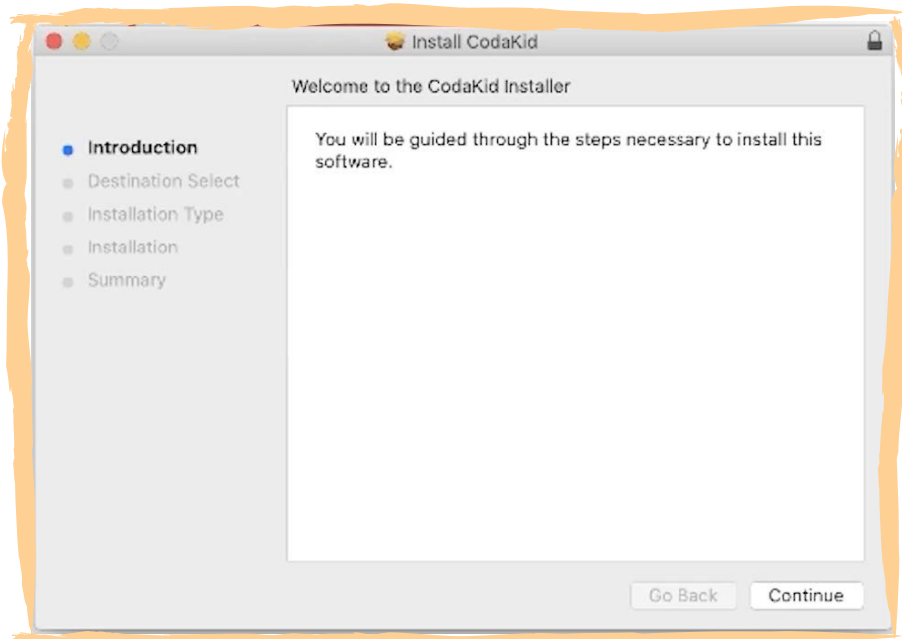
The installer for the launcher will begin downloading. If you are using Chrome, you'll see its progress in the bottom left corner.



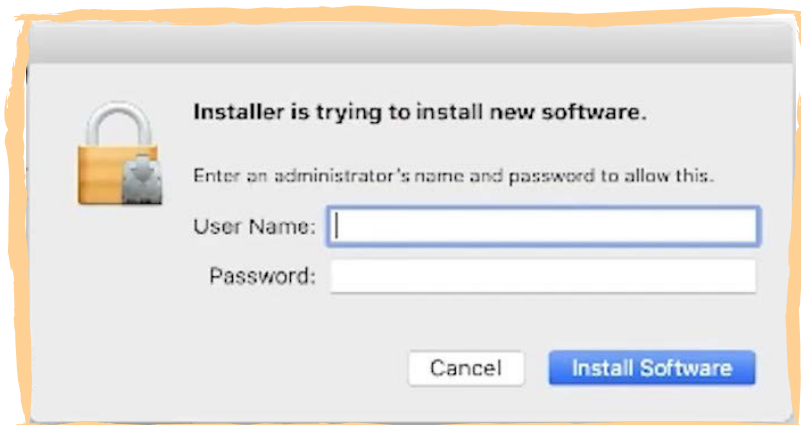
Once it's finished, click on it.



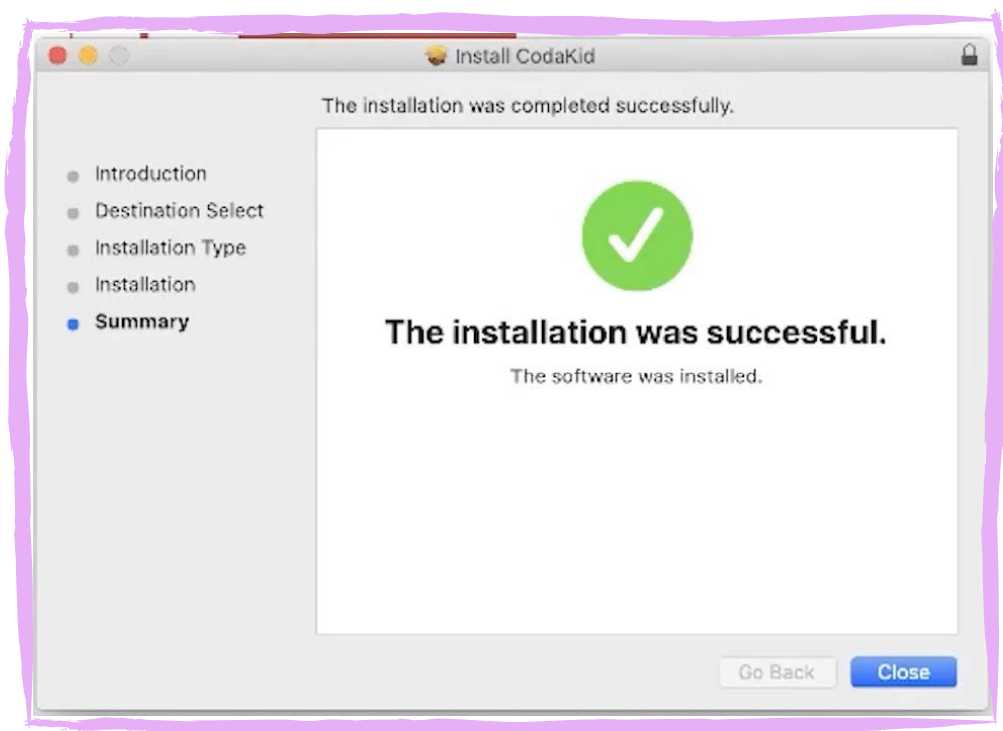
The installer will open. Click "Continue" and follow the prompts to install.



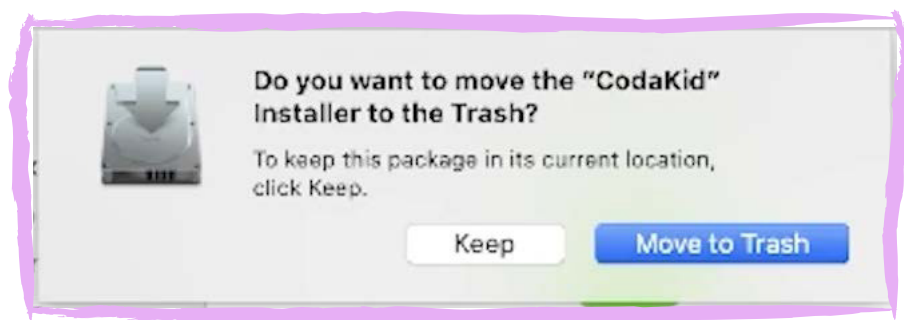
You will receive a prompt asking for permission to install. You will need to enter your username and password for this.



The installation process will begin and you'll see a message once it's finished.
Click "Close" once it's done.



You can move the installer to the Trash. We won't need it anymore.



You can find the launcher by using the Spotlight Search and entering CodaKid.



When you launch the program you should see this home page.



2

DOWNLOADING DEPENDENCIES

To get started, click the Python logo on the left side.

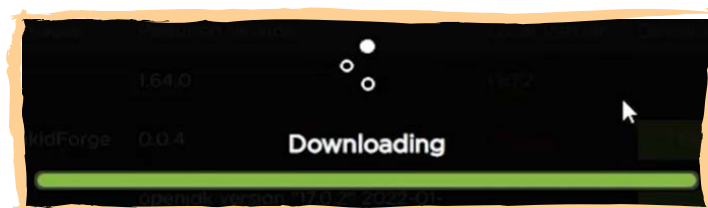


Before you can create your first project, you'll need to download a few tools. When you click on the Python icon you should see a popup showing the following programs:

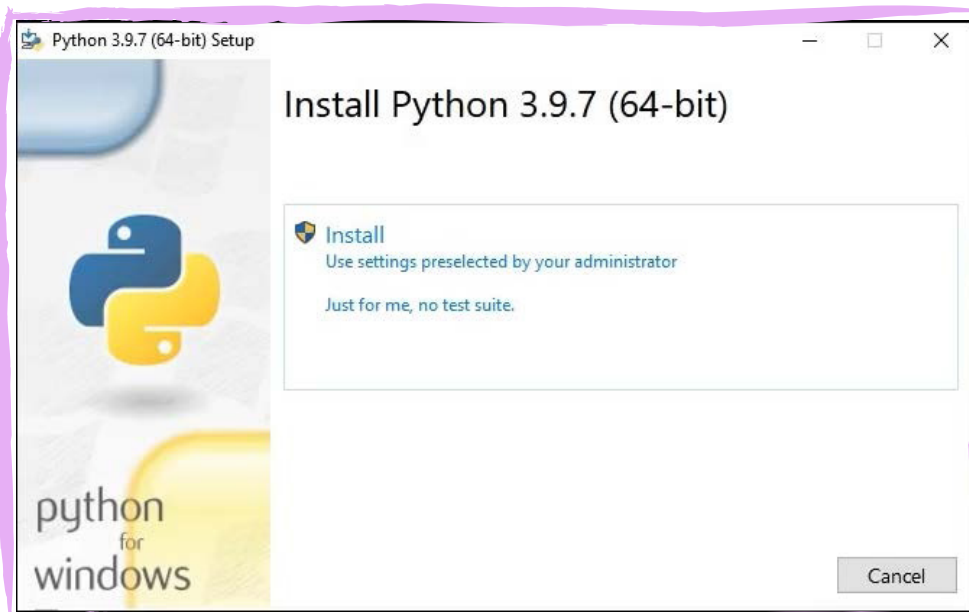
- Python - The programming language we'll be using
- PyGame - A game creation framework for Python
- PGZero - An alternative version of PyGame we use for some courses
- PythonTurtle - A python graphics library useful for drawing basic shapes

Required Software	Required Version	Local Version	Download Latest
Python	3.9.7	Missing	Download
pygame	2.0.1	Missing	Download
pgzero	1.2.1	Missing	Download
PythonTurtle	0.3.2	Missing	Download
Close			

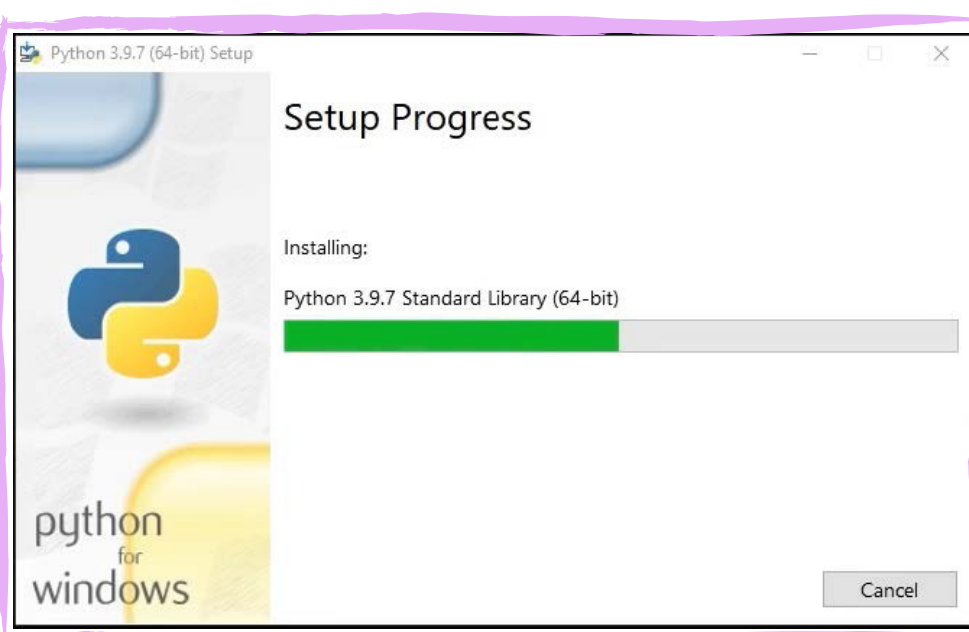
Click the green "Download" button next to Python. This will begin the download process.



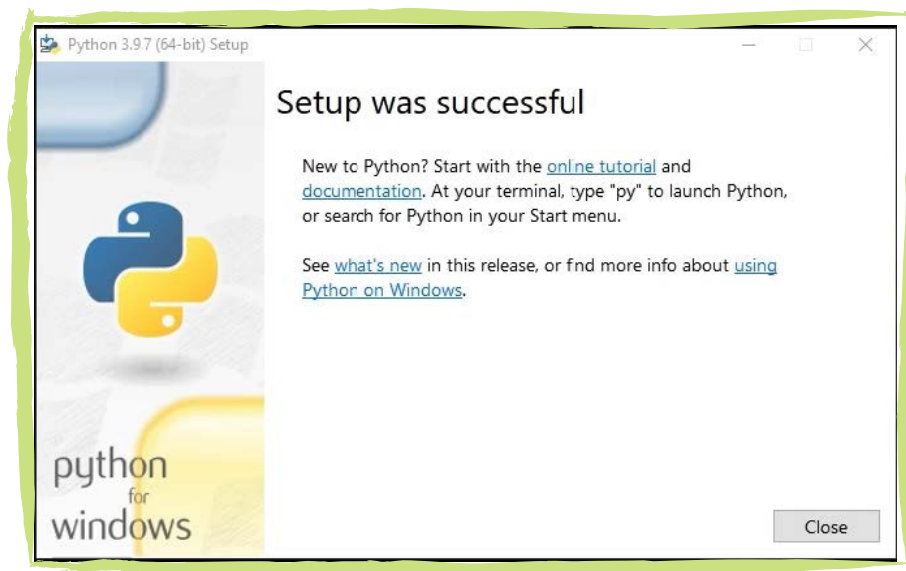
A window will appear asking if you want to install Python. Click “Install”.



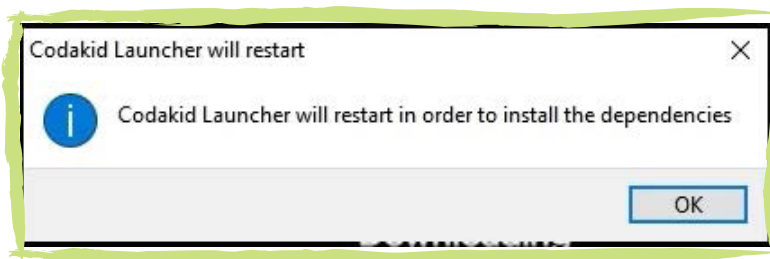
Wait for it to finish installing. You can see its progress.



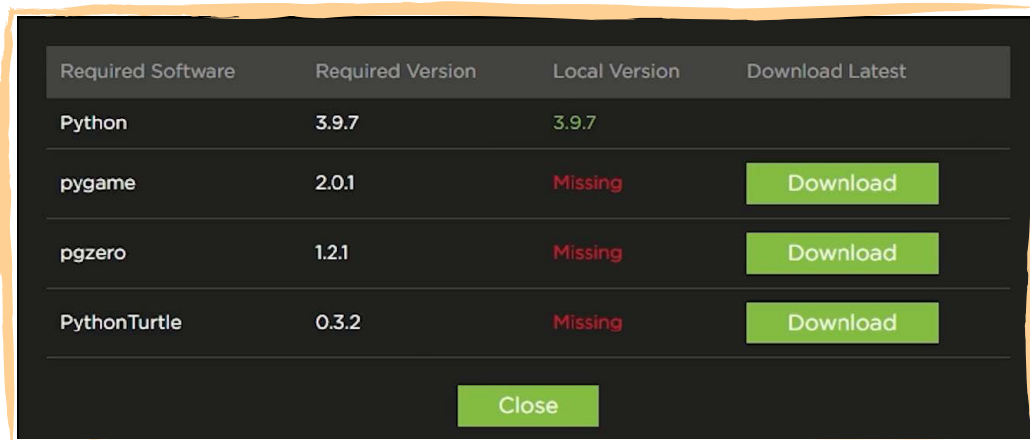
When it's finished, it will say the setup was successful. Click "Close".



It will say that the launcher needs to restart. Click "OK".
The launcher will close and then open again automatically.



When the launcher opens again, you'll see that Python has been installed.
Download the rest of the required software.
You should only need to complete this process once.



Required Software	Required Version	Local Version	Download Latest
Python	3.9.7	3.9.7	
pygame	2.0.1	Missing	Download
pgzero	1.2.1	Missing	Download
PythonTurtle	0.3.2	Missing	Download
Close			

Once you've finished installing all the required software you're ready to start coding your own video games in Python!

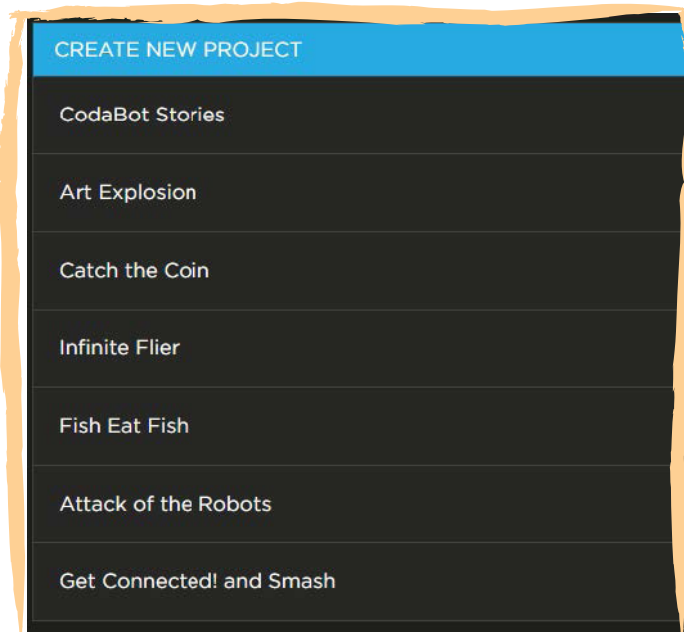
3

CREATING A PROJECT



Click the Python logo on the left side.

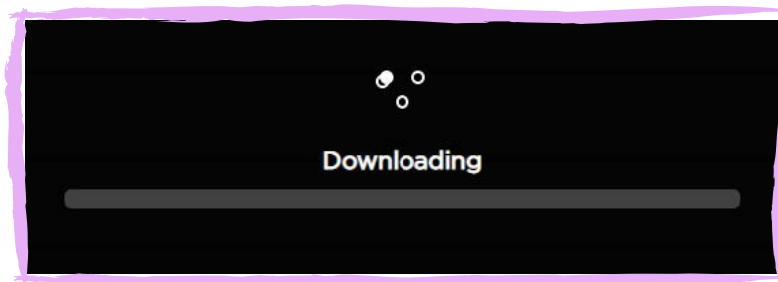
Click "Create New Project".
You'll see a list of the available Python courses.



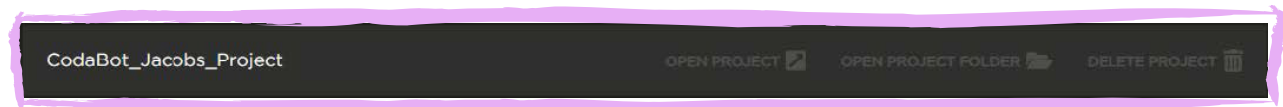
Select the course you're taking and then type in a name for your project and click the green folder button.



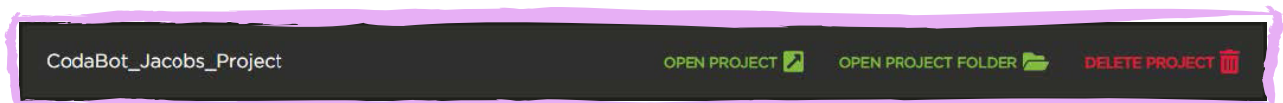
The launcher will start building your project.

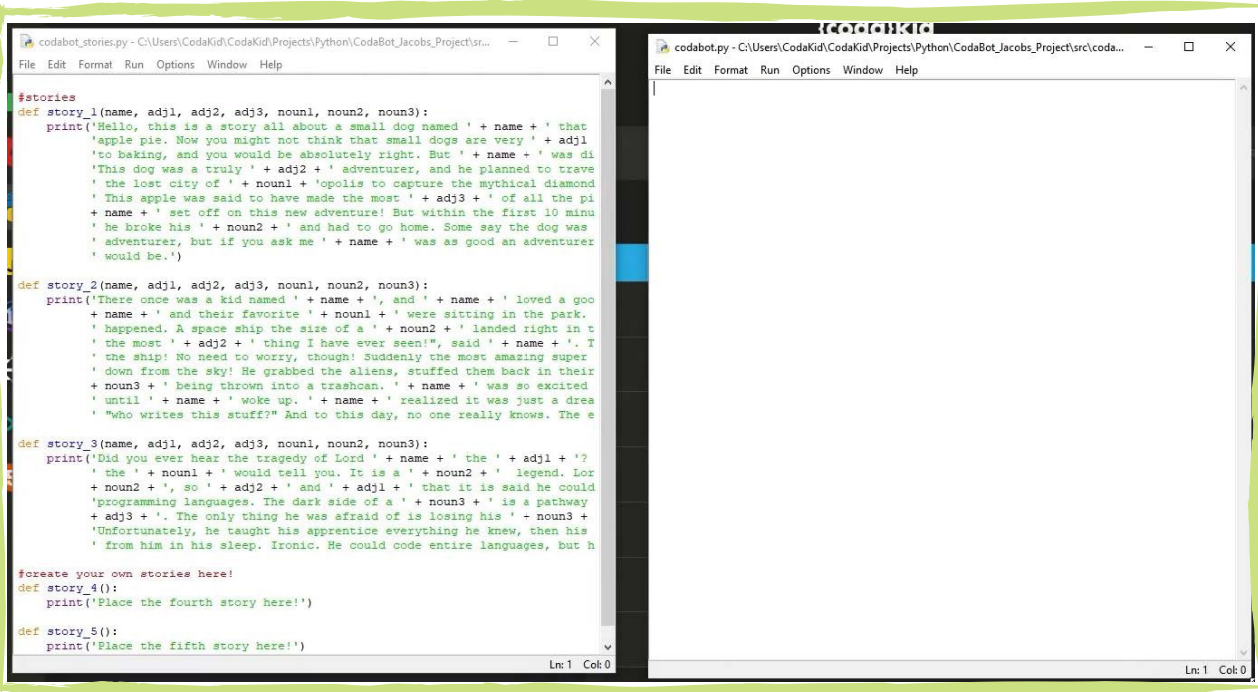


Once this process is complete you should see your new project in the launcher.



To open your project, click the "Open Project" button. This will open all the files you need for the project in Idle, which is the code editor we'll be using.

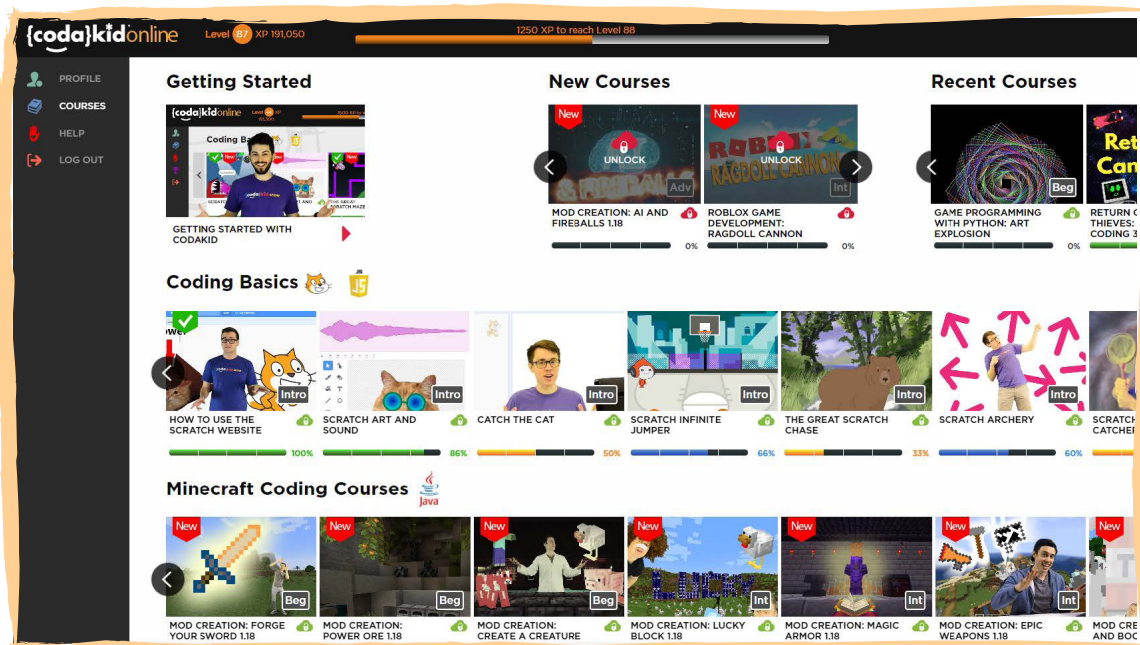




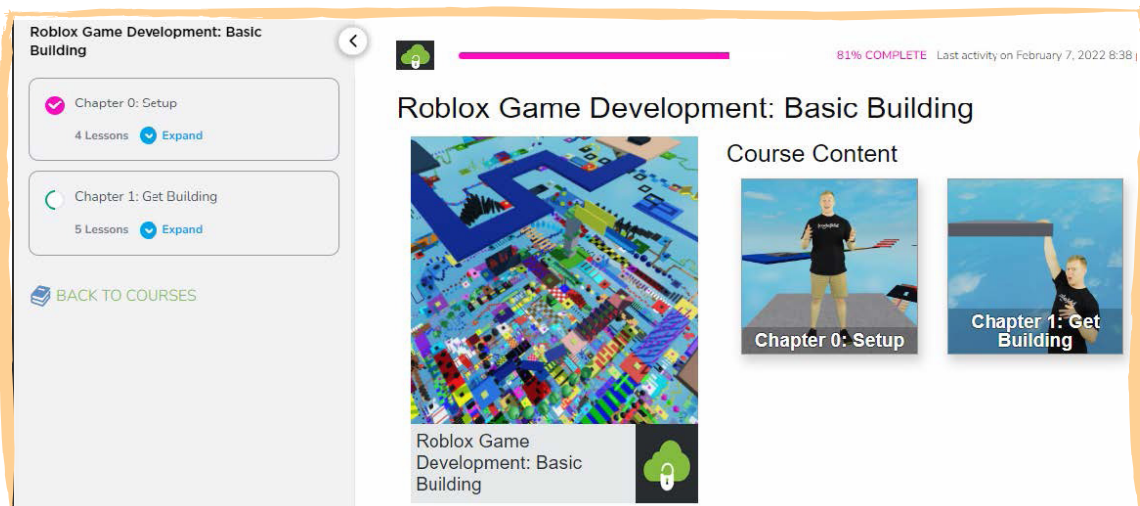
You're now ready to start coding your own games in Python!
We recommend starting with "Codabot Stories" to learn the basics of python programming.

4 HOW TO USE OUR COURSES

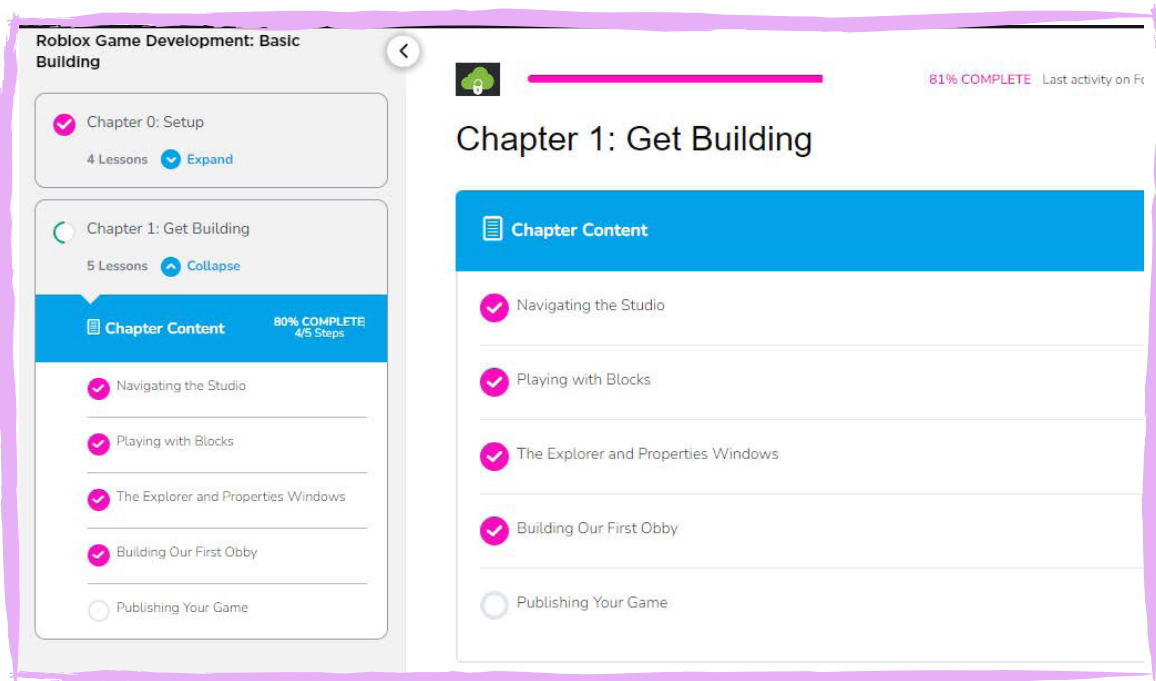
After your student signs into their CodaKid account, they'll be able to see a full list of the courses they can take.



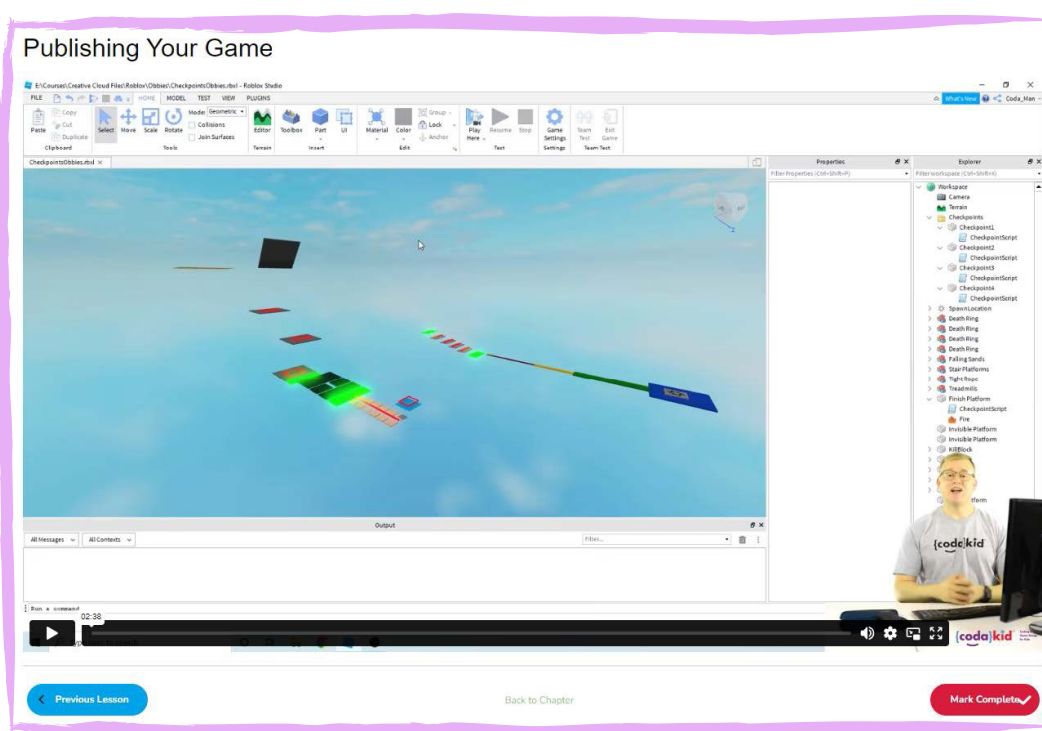
Select a course with a green icon to get started. You'll see the course is broken into chapters. Each course starts with a "Chapter 0" which covers the setup process.



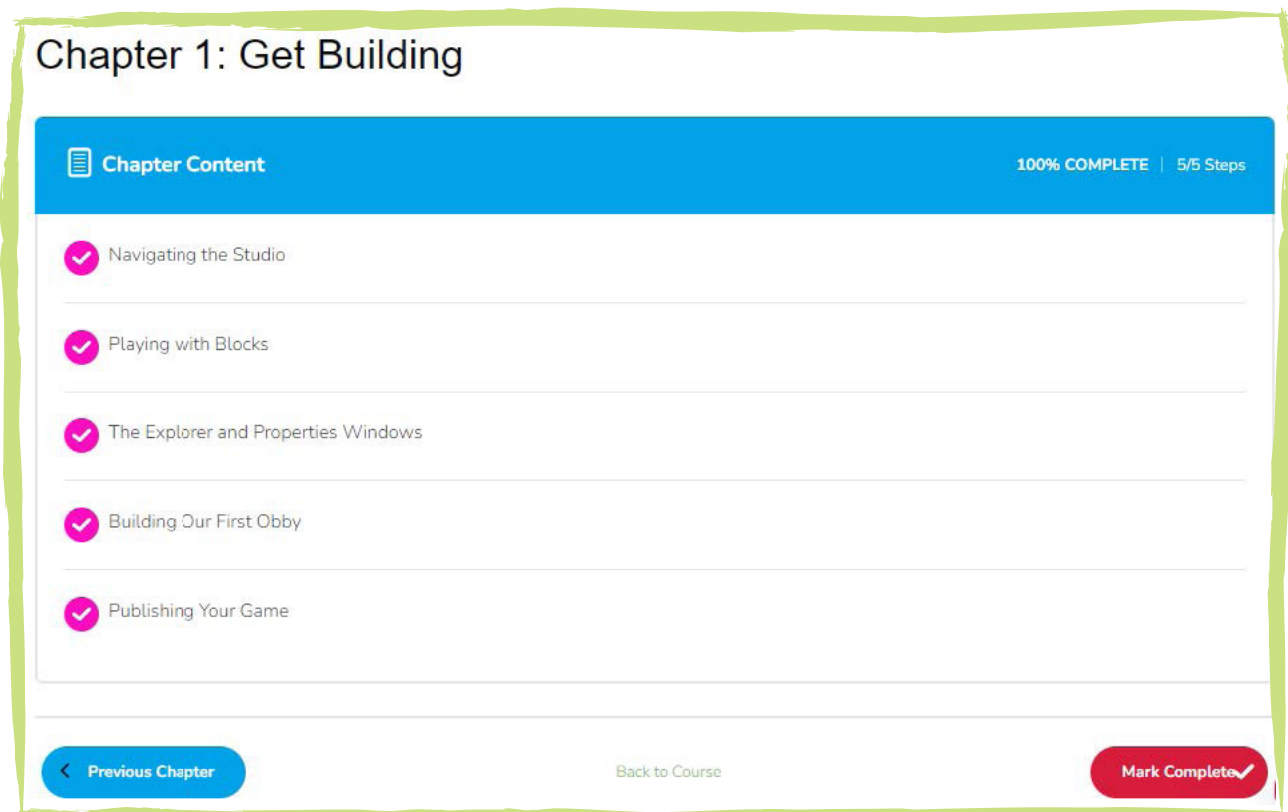
Each chapter has a list of video lessons, and each lesson gets checked off as you work your way down.



Once you're finished with a lesson,
click the red "Mark Complete" button underneath the video.
This will take you to the next video in the course.



After completing all the lessons in a chapter, click the “Mark Complete” button at the bottom of the chapter. This will allow you to move to the next chapter.



SCREEN SETUPS

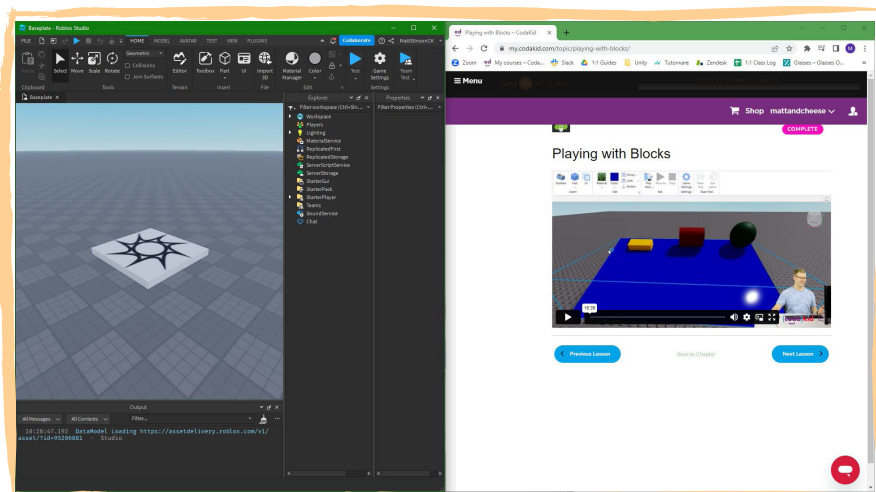
Students will follow along with the video lessons as they code. This means they will need a way to view both their code and the video. There are multiple ways to do this based on your student's computer setup.

Option 1: Single Monitor

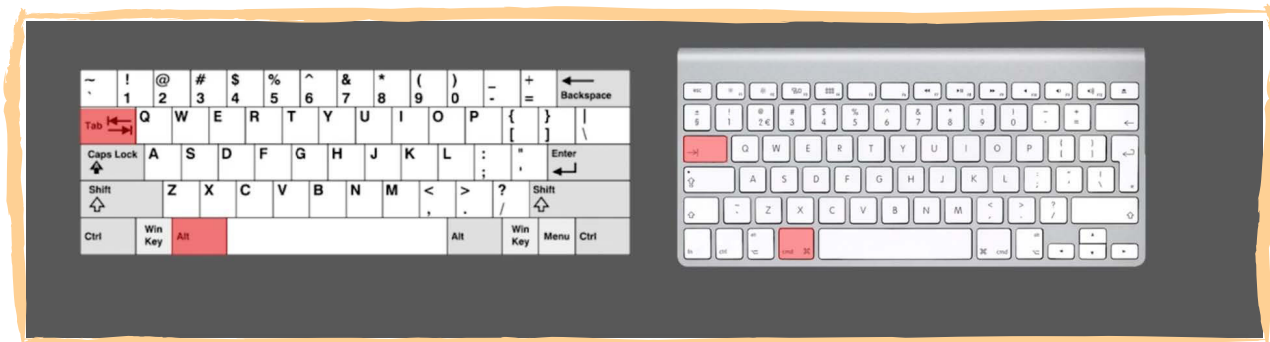
If you're using a laptop or a desktop computer with only one monitor, there are two ways to handle this.

The first method is to set up a split screen.

Drag the window with the video to one half of the screen, then drag the window with the code to the other half. The contents for each window will shrink, but you will be able to view both at the same time.



The second method is to switch between the windows using hotkeys. Leave each window full screen, and then hold down the alt key and press tab (command + tab on Mac computers) to switch between windows.



Option 2: One Monitor + One Phone/Tablet

If your student has access to both a computer and a phone/tablet, you can use this method.

Open your code on your computer, and then sign into your CodaKid account on their phone or tablet. Your student can then follow the lesson on their phone or tablet while leaving their computer free to write their code.

Option 3: Two Monitors

This is the best option if you have access to a computer with two or more monitors.

Have your code open on one monitor, and the video lesson open on the other. You will be able to view both full screen at the same time.