GETTING STARTED WITH
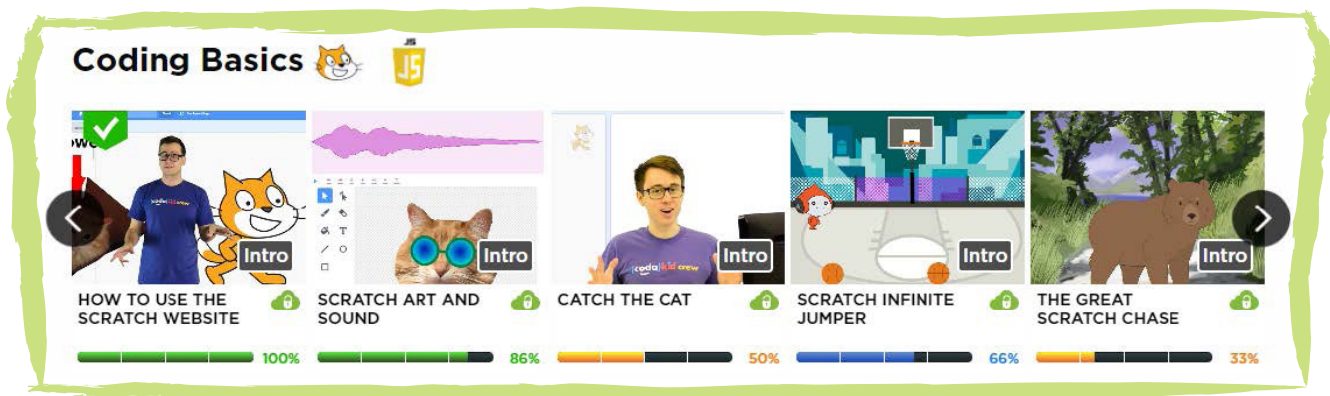# CODAKID

CodaKid offers a variety of course tracks to match your student's interest and skill level.
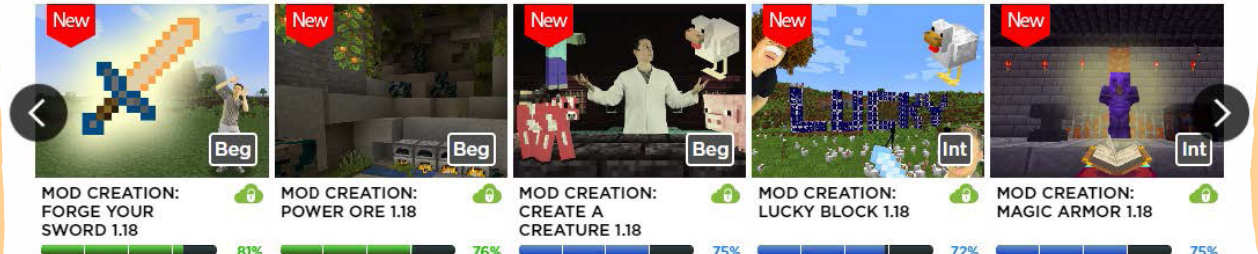
SCRATCH

If your student is young or brand new to coding, then our Scratch courses are a good place to start. Scratch is an online platform where the user drags and drops blocks to build their code instead of typing. Kids will get to build a variety of fun games while learning basic coding concepts such as loops, conditionals, events and variables!

Coding Basics

HOW TO USE THE SCRATCH WEBSITE	SCRATCH ART AND SOUND	CATCH THE CAT	SCRATCH INFINITE JUMPER	THE GREAT SCRATCH CHASE
100%	86%	50%	66%	33%

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MINECRAFT

Students who are interested in Minecraft will enjoy our Minecraft modding track. The practice of "Modding" is taking a piece of software, like Minecraft, and writing your own code to change or expand it. Students will use Java to create custom items, blocks, creatures, and more and place them inside their Minecraft world!
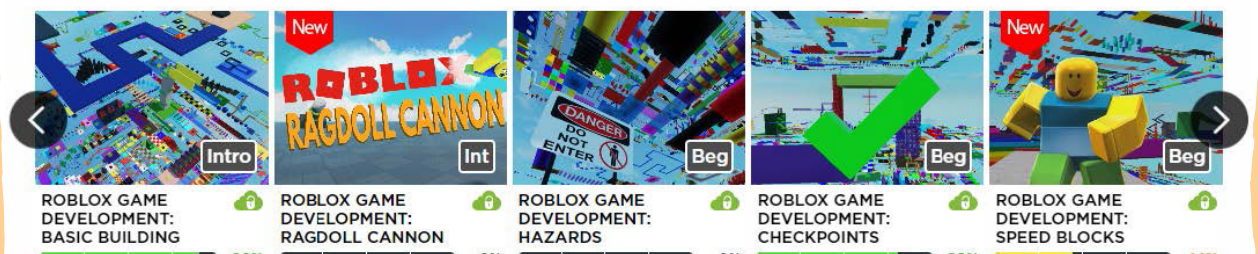
Minecraft Coding Courses

New	New	New	New	New
Beg	Beg	Beg	Int	Int
MOD CREATION: FORGE YOUR SWORD 1.18	MOD CREATION: POWER ORE 1.18	MOD CREATION: CREATE A CREATURE 1.18	MOD CREATION: LUCKY BLOCK 1.18	MOD CREATION: MAGIC ARMOR 1.18
81%	76%	75%	72%	75%

ROBLOX

Learn how to build your own Roblox games in our Roblox track. Students will learn the ins and outs of Roblox Studio and the Lua coding language as we start off building Obbies (obstacle courses) and progress to tycoons, battle royales, and Among Us-style games.

Roblox Coding Courses

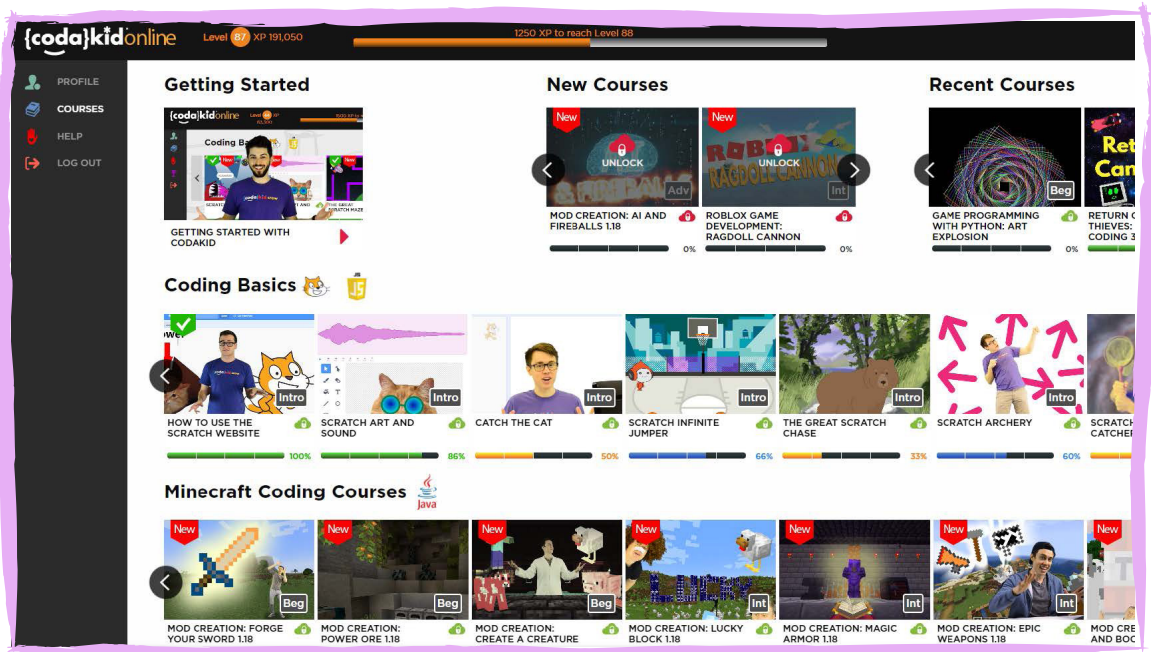|	New			New
Intro	Int	Beg	Beg	Beg
ROBLOX GAME DEVELOPMENT: BASIC BUILDING	ROBLOX GAME DEVELOPMENT: RAGDOLL CANNON	ROBLOX GAME DEVELOPMENT: HAZARDS	ROBLOX GAME DEVELOPMENT: CHECKPOINTS	ROBLOX GAME DEVELOPMENT: SPEED BLOCKS
90%	0%	0%	80%	44%

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GAME PROGRAMMING

Students interested in game programming will learn how to build games from the ground up in our Game Programming track. This includes a variety of tools and coding languages, such as Python, JavaScript, Unity, and Unreal.
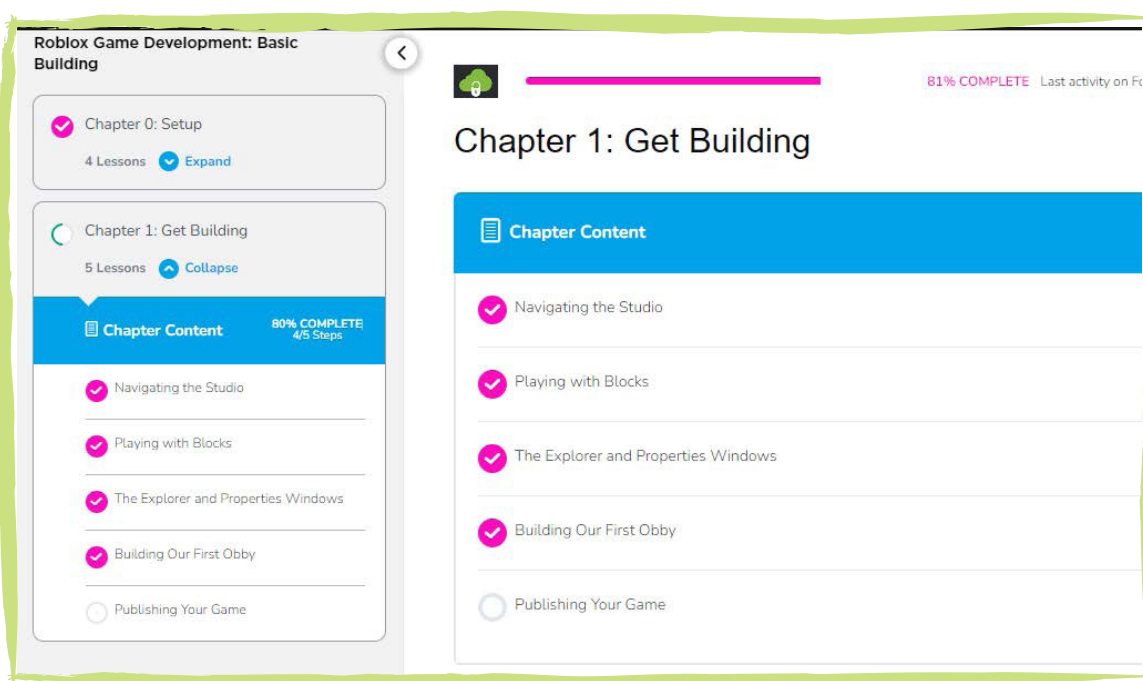

2 HOW TO USE OUR COURSES

After your student signs into their CodaKid account, they'll be able to see a full list of the courses they can take.
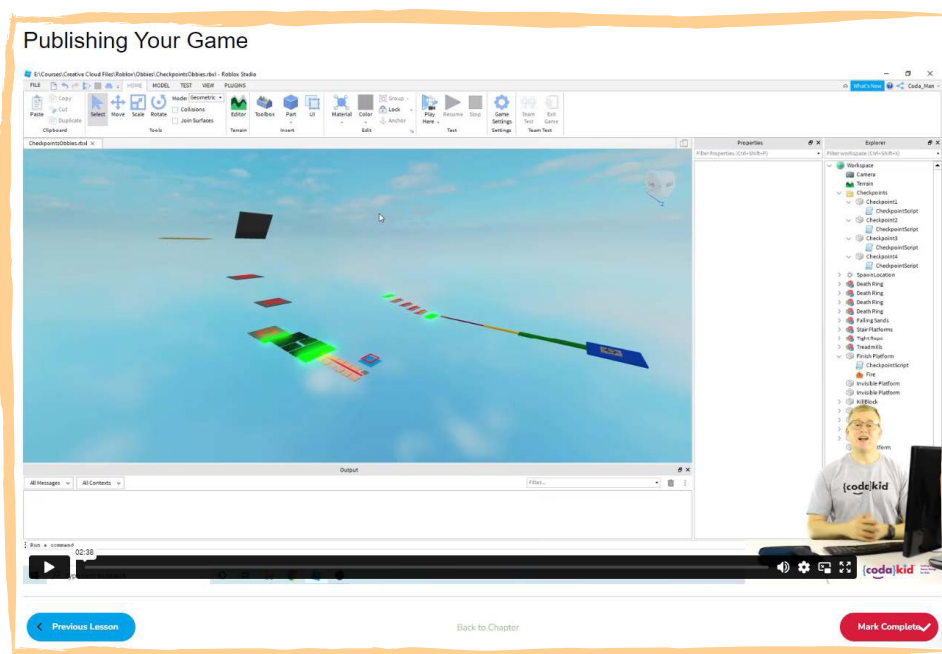
Select a course with a green icon to get started. You'll see the course is broken into chapters. Each course starts with a "Chapter 0" which covers the setup process.
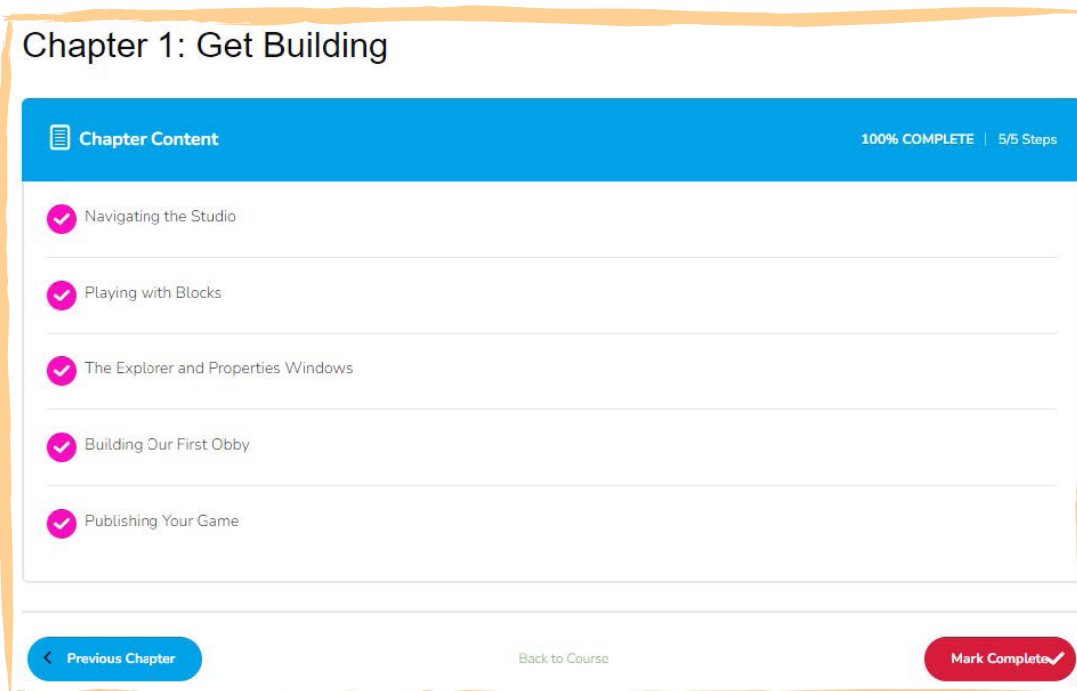

Each chapter has a list of video lessons, and each lesson gets checked off as you work your way down.

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

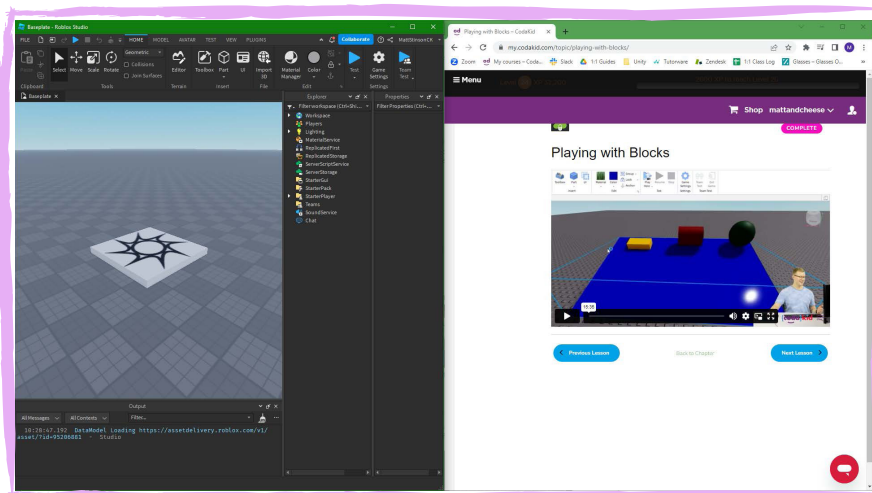Students will follow along with the video lessons as they code.
This means they will need a way to view both their code and the video.
There are multiple ways to do this based on your student's computer setup.
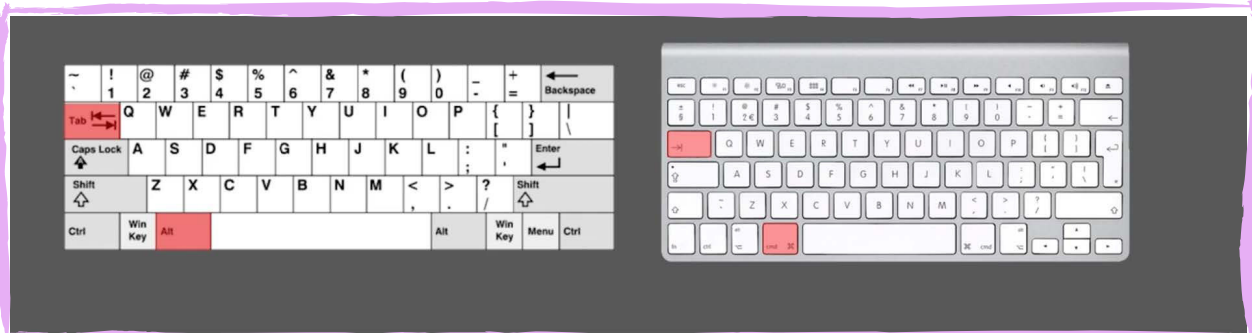
Option 1: Single Monitor

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.

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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
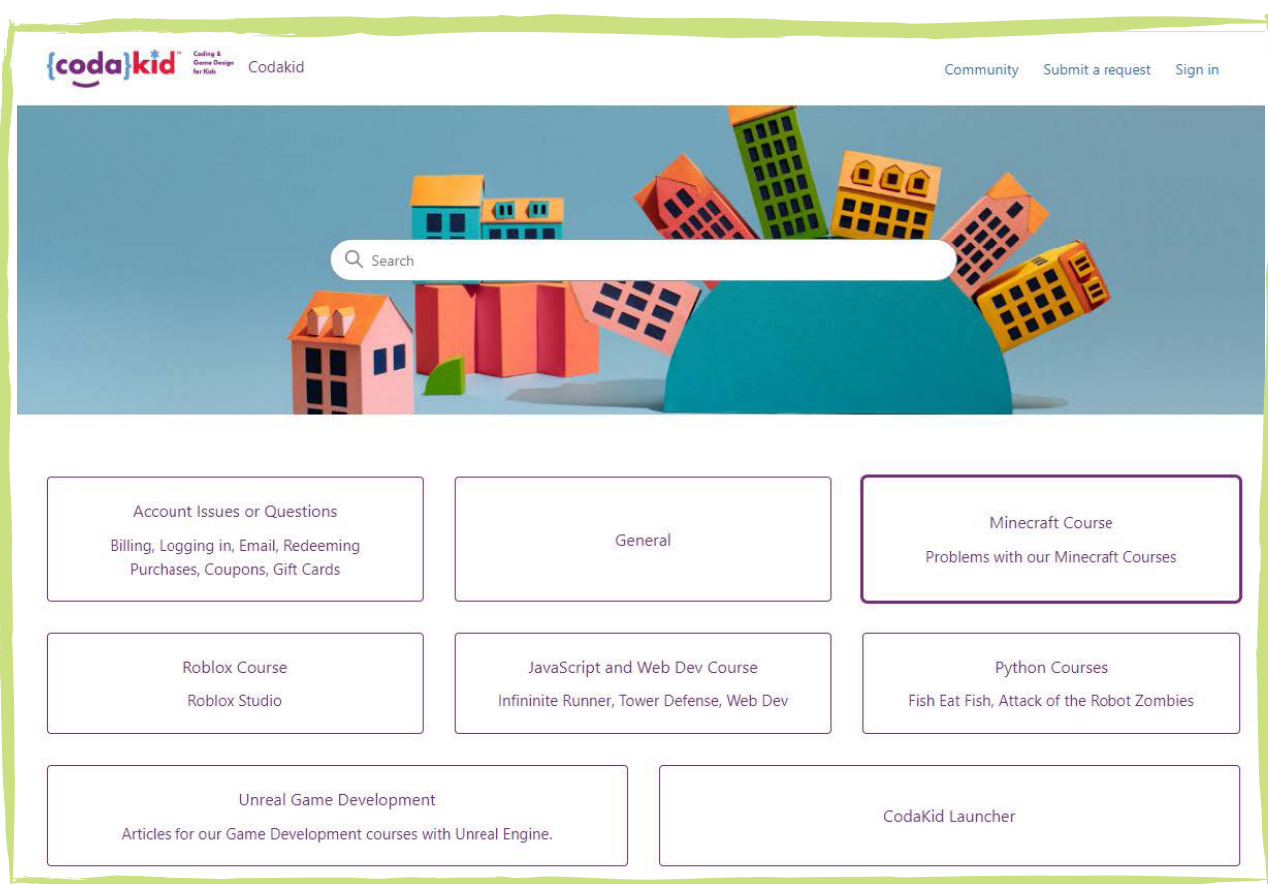will be able to view both full screen at the same time.
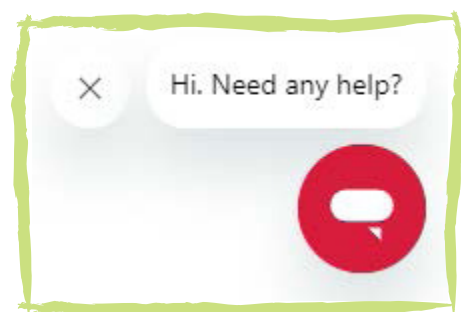
3 ASKING FOR HELP

Sometimes you may run into a problem with your code that you don't know how to
solve. You can start troubleshooting by clicking the Help button on the left side.

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This will take you to a page where you can search for articles on how to solve different problems.

If you're still having trouble or can't find the solution you're looking for, you can contact our support team by clicking the red chat button in the bottom right corner of your screen.

This will open a chat window where you can send a message to our support team. Our team will reply as soon as possible!