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Code.org is a non-profit organisation aiming to promote computer science education and increase access to it, especially for underrepresented groups. It offers a variety of resources and tools to help students learn computer science. They offer online courses, lesson plans, and interactive exercises for kids. The courses designed are self-guided and students can learn at their own pace. The courses offered by Code.org is suitable for students of all ages and skill levels. Almost all courses on the platform are in Javascript language, which is the most widely used programming language in the world. The languages of HTML and CSS are also used in web design lessons. The purpose of Code.org is to ensure that more students have the opportunity to learn about computer science and pursue careers in the field. Computer science and computer programming should be part of the core curriculum in education, along with other subjects. Benefits of Using Code.org There are several benefits to using Code.org for computer science education, such as – The courses are free – Code.org offers its courses and resources for free to students and educators. This means that anyone can access the materials and use them to learn computer science The courses are self-guided – The courses are designed to be self-guided. This makes them a great option for students who prefer to learn independently The courses are interactive – Code.org's courses are designed to be interactive, so students can actively participate in their own learning. This can make the learning process more engaging and enjoyable Overall, Code.org is a valuable resource for anyone who is interested in learning computer science. Their courses are widely recognised, and the organisation is committed to increasing access to computer science education and promoting the study of computer science. What is Hour of Code? Hour of Code is an annual event organised by Code.org that takes place during Computer Science Education Week to celebrate the importance of computer science education. The Hour of Code is designed to be a global event that encourages people of all ages to try their hand at computer science. It is intended to be an introduction to computer science, and is aimed at people who may not have any prior experience with coding. During the Hour of Code, participants are invited to complete one of the many online tutorials that are available on the Code.org website. The event is mostly held in mid-December and is observed in more than 180 countries around the world. Overall, the Hour of Code makes it possible for anyone to learn and experience the fun and excitement of coding. Courses on Code.org There are a variety of courses for students of all ages and skill levels. Some of the courses that are available on Code.org include: Computer Science Fundamentals Courses – These courses introduce students to the basics of computer science and are suitable for students in grades K-5 AP Computer Science Principles Course – This course is designed to prepare students to take the AP Computer Science Principles exam. It is suitable for students in grades 9-12 Computer Science Discoveries Course – This course is designed to introduce students to the fundamental concepts of computer science. It is suitable for students in grades 6-10 Computer Science Principles Course – This course is designed to introduce students to the fundamental concepts of computer science and to help them develop problem-solving skills. It is suitable for students in grades 9-12 In addition, there are a variety of other resources and tools to help students learn computer science, including lesson plans, interactive exercises, and project ideas. Interesting Projects to Learn and Create Code.org offers a variety of interesting games that students can work on to apply their computer science knowledge and skills. The games designed are engaging and challenging. They help students develop valuable skills like problem-solving and creativity. Some of the interesting games that are available on Code.org include: Angry Birds – Students can learn how to recreate the popular game Angry Birds using code. This game can help students develop problem-solving skills and an understanding of how physics works Flappy Bird – Kids can learn to recreate Flappy Bird games using code. This game can help students develop problem-solving skills and an understanding of how game design works Minecraft – Learning how to create their own Minecraft-style games using code can develop an understanding of how 3D graphics works Mario – Kids can recreate the game Mario using code.org. There are tutorials on how to create a simple version of the game Mario using Scratch How to Use Code.org? You have to visit the official website of code.org In the top right corner, there is an option to Sign In. Click on it and you will find the option to 'create an account' After creating an account, you can explore the various coding activities and resources available on the site. There are options for kids of all ages, ranging from simple block-based coding activities to more advanced projects using text-based languages such as Python Select a coding activity or lesson that interests you and follow the instructions provided As you work through the lesson, you can use the online code editor to write and test your code If you get stuck or have any questions, you can refer to the lesson materials or use the built-in help resources About Purple Tutor Purple Tutor is creating Future Tech Leaders. We are building independent coding confidence in every single child. We offer courses like – Python, Web Development, Artificial Intelligence, Machine Learning, Cyber Security and Roblox Games. PurpleTutor is the only coding platform that mandates every teacher to have a formal Computer Science degree. Our stringent teacher selection process ensures only the best teachers deliver our curriculum to your child. A: Yes. the first demo class is free of charge. You can book the free class from the booking link. 2. Is the coding course schedule flexible? A: The courses for kids are flexible. You can select any time and any day that works around your child's schedule. 3. How do I know what coding course is right for my kid? A: The teachers assess the level of the student in the demo class on the basis of which the course is suggested. 4. Will my child receive a certificate? A: Students get certificated after completion of each course. The certificate recognises the skills the student learnt and the level of mastery achieved. 5. What do you require to learn coding from Purple Tutor? A: You need a laptop/computer with a webcam and a stable internet connection. How can financial brands set themselves apart through visual storytelling? Our experts explain how.Learn MoreThe Motorsport Images Collections captures events from 1895 to today's most recent coverage.Discover The CollectionCurated, compelling, and worth your time. Explore our latest gallery of Editors' Picks.Browse Editors' FavoritesHow can financial brands set themselves apart through visual storytelling? Our experts explain how.Learn MoreThe Motorsport Images Collections captures events from 1895 to today's most recent coverage.Discover The CollectionCurated, compelling, and worth your time. Explore our latest gallery of Editors' Picks.Browse Editors' FavoritesHow can financial brands set themselves apart through visual storytelling? 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Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Code.org I wrote the code myself with Code.org My student is trying to have the bat hit the ball but it is not working properly. @dcraig , It probably depends on exactly how that bounce is supposed to occur, but I think if this were my student, I would point out the documentation for the "bounce" function and show them how bounce affects both sprites (ie. both will bounce off of each other). Then, have them look at the other types of collision functions and perhaps choose one that better represents what they want to do. Here's the link to that documentation. Hope this helps, but if not, please check back in! Mike 1 Like The bat does not fly off the screen now but we have encountered a problem that the ball is not moving when hit, it just bounces in position. What are we missing? Code.org I wrote the code myself with Code.org Hi @dcraig! The error is in the if (bat.isTouching(baseball). The ball will only have the -y velocity as long as it is touching the bat so it is constantly changing from a positive velocity, then touching the bat, then negative velocity, then not touching the bat so back to positive velocity and over and over. An easy fix is to use the Boolean variable already in the game bat.debug which is set to true in the beginning. When the bat.isTouching(baseball), then change that variable to false. THEN if that bat.debug == false, you can move the ball in the negative y velocity and hit the ball. Here is a remix. I did remove the hit function. Hope that helps! Michelle Thank you. He got it to hit the ball correctly but now he is having difficulty making a loop so that it resets for the person to hit the ball again. What/how do I tell him to do this. This is only my second year teaching this class and I am still having difficulty figuring these things out. I appreciate all of your help!!! Many things need to happen to reset. A good way to problem solve this is to use the Problem solving process and break it down into small chunks and figure out what the code is for each of those chunks. What starts the whole process? What needs to be reset? It starts with the Pitch() function so to be able to repeat this it should be controlled by the player vs automatically run when you start the game. So the Pitch() function needs to be adjusted so that it only occurs when "p" or any key is hit. That just means adding that keyDown block in the Pitch function. At least, that is how I would do it. So now "p" is clicked for pitch and "space" for hit. What is the main conditions (IE if these occur) that would trigger the ball to reset to the pitcher? a homerun is hit aka in the homerun function - so the following should be in the homerun() function. What needs to happen to reset the ball inside the homerun function? the ball would need to stop moving so 0 Y velocity the ball would need to go back to starting position so baseball.y=240; the bat.debug needs to reset back to true What needs to happen to reset the bat inside the Pitch() function? if the keyWentUp("space") bat.rotation back to original rotation so it can swing again Good luck! Michelle 1 Like If you have a child who likes coding, chances are you've heard of Code.org games. Code.org, a non-profit dedicated to building coding competencies and supporting students from underrepresented groups, is a common and useful site for learning how to code. Today we'll share two of Code.org's great tools: Game Lab and App Lab. These two tools can be used to build Code.org games, and other applications and share them with friends. I'll share some of my favorite games for kids to enjoy coding, as well as some games that are best for each grade level, and even some Minecraft games - since it's so popular!Explore Code.org's Game Lab and App Lab Code.org is a great resource for young coders who are just at the beginning of their programming education. The site offers fun games, development platforms, a safe way to share code and see peers' work, and more. Every year, Code.org also hosts Hour of Code, a program which is used to crowdsource lots of great coding projects and can help introduce coding in schools or at home.To get kids started with coding, Code.org offers two key in-browser applications: the Game Lab and the App Lab. Both applications are development environments that allow students to create their own programs using code blocks. There are many starter projects and walkthrough projects that are accessible to beginner coders, but plenty of options for intermediate or advanced students as well. App Lab is more suited to older, more experienced coders and offers a text-based coding option, while Game Lab is great for younger kids who want to get their feet wet.For live guidance making cool games, enroll your child in an award-winning online Scratch coding class designed by experts from Google, Stanford, and MIT. Discover Free Games on Code.org Discover several different Code.org games that you can play, customize, and modify. While there are many, many examples of Code.org games, these ones are both fun to experiment and interact with and great at teaching coding concepts.1. Code.org Sports Game Code your own sports game is a code.org application that walks you through using code blocks to build a simple game. You'll start on level 1, solving increasingly more challenging puzzles until you have coded out a whole game. This one's pretty straightforward to start, as it is geared towards beginners and has clear directions. Follow the instructions at the top of the screen, and click "run" once you have placed your blocks to make the code work and pass the level. Sports game is great for students who have no experience programming and who want a directed approach to learning.2. Code.org Dance Party Dance Party is similar in feel to Sports Game in that it will guide you through the creation of a full program, block by block. Instead of a sports theme, however, you're building characters that can dance to your favorite songs.Once again, follow the instructions at the top of the screen to get started. This one's a little more tricky than Sports Game, so make sure you feel confident in Sports Game first before moving on to this set of challenges. Don't forget to pick your favorite song!3. Poke the Pig Game Reminiscent of "old internet," Poke the Pig is a silly, yet entertaining program that can be easily modified. To play this game, click "run" and then poke the pig as many times as you can in ten seconds.Poke the Pig is a great project to work on after you have mastered Sports Game and Dance Party. Want to make this game your own? Remix it and add to it! The comments in the code blocks offer ways to improve or enhance the existing game. You could also change the pig to a different animal, or even let the user choose which animal they'd like to see.4. Slider Sketch Game When learning how to code, drawing apps are a great way to get instant, visual feedback. That's why we like code.org's Slider Sketch. Slider Sketch is a digital Etch-a-Sketch that lets you draw pictures by moving your cursor left, right, up, and down. Create skylines, abstract art, or even write your name!There are numerous ways you can customize this project. Remix it, and then experiment with different parameters. Can you figure out how to change the color of the pen? Examine the code blocks that use the slider as an input. Can you add a slider that allows the pen to move diagonally?5. Code.org Bounce Game The Bounce Game is your typical, pong-style tennis game. As you play, you move your paddle back and forth to intercept the moving ball before it drops below the screen, and try to score points by aiming the ball at coins that appear. Be careful, though - the better you do, the faster the ball will move.The code for this game is already written out completely, but you can remix and create your own version! Start by examining all the variables, defined in purple blocks at the top of the code, and change a few like paddleWidth or coinDiameter to change the game parameters. Can you figure out how to change the ball speed?6. Choose Your Own Adventure Game A classic intro coding project is creating a Choose Your Own Adventure or RPG-style story game. As a player, you read a story prompt and then pick your next move from the dropdown options menus below. Based on the choices you make, you'll create your own, unique story!Code.org's Choose Your Own Adventure project can be customized or expanded in a ton of different ways. You can easily change the story, come up with a totally new theme, or add more options or paths. Make sure you explore not just the code tab, but also the design tab to change the existing story screens or add new ones.7. Voting App Game on Code.org The final project we recommend checking out is Code.org's Voting App. In this application, you can poll your friends and create a pi chart which represents the results. The original asks you to vote "cat or dog?" but you can get creative here.Remix this project and change up the polling question (and images that go with it). You can also add a third or fourth poll option, change the look of the application, or even experiment with different types of plots.Discover Code.org Games By Grade Level 1. Code.org Pre-reader Games Make the sun set. "Can I Make the Sun Set?" is an introductory activity meant for children in kindergarten through second grade with little to no programming experience to learn the basic features of ScratchJr and the elementary concepts of coding. Through this activity and continued time with ScratchJr, students will have the opportunity to think creatively, become storytellers, and improve upon mathematical reasoning and sequencing skills. Later, children can use the skills they have learned to create their own unique projects.2. Code.org Grades 2-5 Games Save the forest with a game designed by Microsoft. Code a game with Microsoft MakeCode Arcade that recreates the conditions for a forest fire, and then code your fire-fighting airtanker plane to spray water and put out the flames! Or code your own sports game with a fun adventure designed by Code.org. Choose between making a basketball game or mix and match across sports!3. Code.org Grades 6-8 Games Design a basketball game. Learn the basics of coding in Python while creating your own basketball game. You'll learn how to add backgrounds and sprites, and how to use events to control the motion of sprites on the stage. Or try Harry Potter magic! Learn to code and make magic on screen with creative challenges. Make feathers fly and fire flow, compose music, and more.4. Code.org Grades 9-12 Games Create a photo filter with a project from Google. Learn coding skills to create filters to apply to different photos. Or make your own beats. With this video lesson project, students explore how coding is used in music creation by building their own dynamic eight-count beats and patterns with JavaScript blocks!Explore Code.org Minecraft Games Because kids love playing the video game Minecraft, it's also become a popular medium for learning coding. Once students learn Minecraft modding they can bring fantastically creative world's to life. So Code.org offers a ton of ways to get started with Minecraft coding for students in grades 2 and higher.In Minecraft Voyage Aquatic, students explore and code underwater worlds. With Minecraft Hero's Journey, students are challenged to complete an interesting journey, by learning more coding fundamentals. In Minecraft Timecraft, students can travel back through history. These cool Microsoft programs are a great way for your child to build their digital skills and get more involved in computer science.Kids can also learn and apply their coding power to escape Dr. Breakowski's mysterious mansion by dawn in the Minecraft Escape Estate game. Your child can even get help from a live instructor in our Minecraft Escape Estate event, as they solve puzzles using computational thinking to unlock secrets, open trap doors, and reveal hidden clues. Get Started With Code.org Games Now you and your child know all sorts of fun games and applications to begin learning! If your child enjoyed these programs, they may also like learning more about Scratch, an extremely popular block-coding language for beginners. Save your child's spot in one of our free Scratch Ninja classes to learn live from an expert in a fun small group setting. Written by Sarah Rappaport, who graduated from Northwestern University with undergraduate and graduate degrees in engineering and music. She's now working on a masters in data with Georgia Institute of Technology. She taught math and computer science with Teach for America for two years, and now works as a Systems Engineer. I am unable to help a student with is project. Here is the link:Code.org - Game Lab Here is the problem: I'm trying to make an inventory. I have food, walls, fire and other things as variables right now, and they are able to be increased and decreased as you craft, use or mine them. The thing is, I want there to be only 7 different spaces in the inventory. Each has a sprite, and a variable that can be increased if you get more. For example, if you had 5 wood, it would not take up 5 spaces in your inventory, it would have a sprite(image of wood) with the wood count variable number(5) next to it. if I get more categories of items, then the inventory boxes get used up. I want there to be a maximum of 7 different boxes, and if you get a new item, but already have all your boxes filled, the item variable stays at 0. so if you have your boxes filled up, and then you mine wood, you just wouldn't get the wood, and your wood count variable would still equal 0. Thank you for any help!! Your browser is not supported. Please upgrade your browser to one of our supported browsers. You can try viewing the page, but expect functionality to be broken. App Lab works best on a desktop or laptop computer with a mouse and keyboard. You may experience issues using this tool on your current device. Game Lab works best on a desktop or laptop computer with a mouse and keyboard. You may experience issues using this tool on your current device. You may experience issues using Web Lab in Private Browsing mode. Please reload your project in normal mode. Sorry for the inconvenience. CS in Algebra curriculum and content is being deprecated. Within the next few months, this lab will no longer be available. Please check out Bootstrap: Algebra instead. Learn More. I have a student working on Lesson 27 in Unit 3 and is having the below issues with his game. Any insight or suggestions are very much appreciated! Thank you!! Here is the link to his project: [Game Lab - Code.org] What its supposed to do: The speaker should mute and unmute the music when clicked. Also, the record when clicked should change the music being played unless its muted. What its doing: When the speaker is clicked, It will mute the music but when clicked again, it changes the music being played. Also, the record is not working. ("m" variable is for music changing and "s" variable is for muting the music.) Trying to help my student with her game but I am having some difficulty as I am also new to the coding. Object of game is to drag correct foods into bowl to make the shown dish. At times the variables do not seem to be subtracting, for example when a wrong item goes into the bowl a heart is to break and a new dish is displayed but the heart does not always break. Also, the dish changes to fast and doesn't give the user a chance to drag over the food. Food does not always reset correctly (does not go back to its original position). Code.org I wrote the code myself with Code.org So… I'm going to go out on a limb here and say that code is pretty much unmaintainable it took a while to read through how big the project is and what's redundant not like my fix is any better though i just salvaged what i could and it seems to function as intended also basically the only thing i removed feature wise is the bumping of other foods as you move them it'd be pretty annoying if it accidentally went into the bowl Code.org I wrote the code myself with Code.org perhaps someone else could possibly clarify what i did here if you don't understand it's definitely ticking me off that it isn't fully clean but for now it functions which to my understanding is what you want Our Courses focuses on developing skills to make children: For predicting & analysing Involves making judgements To remove unnecessary data To make use of similarities These skills are not just important for computer scientists and mathematicians, but also for professionals in a wide range of fields, as well as for everyday life problem-solving. Leaders are about excellence and independence. Hence, we obsess about providing kids with a strong foundation in problem-solving, logical reasoning, and critical thinking, which will serve them well in their future studies and careers. PurpleTutor is the only platform that mandates every teacher to have a formal Computer Science or Mathematics degree. Our stringent teacher selection process ensures only the best teachers deliver our curriculum to your child. Our founders are alumni of prestigious institutes like IIT, IIM & CMU with experience of working in global tech leaders such as Amazon. Pricing & Course Info You can choose our Special Courses on SpaceTech, Roblox or Math, or choose the complete coding journey as per the student's age! Pricing : $20/session $23/session LIL CHAMPS : AGE 6 – 9 Syllabus Basic programming concepts, algorithms, sequencing, debugging, conditionals. Activities Write code to solve puzzles, create minecraft projects and geometric patterns. Achievements LIL CHAMPS : AGE 6 – 9 Syllabus LEARNER + advanced programming concepts, app development, loops, events, functions, variables, basics of UI / UX design Activities Write code to create complex geometric patterns, animations & games using sprites. Write code to design & create your first mobile app. Achievements Certificate for Core Programming Concepts Publish 1 app on Google Play Store LIL CHAMPS : AGE 6 – 9 Syllabus ENTREPRENEUR + machine learning, AI, advanced app development with UI / UX, big ideas in AI, text recognition, speech processing, image recognition Activities Write code in Scratch to create AI projects, train machine learning models for image, text & voice recognition. Design & create mobile apps. Achievements Certificates for Core Programming Concepts, App Development, AI & Machine Learning Publish apps on Google Play Store LIL CHAMPS : AGE 6 – 9 DEVELOPER Syllabus MAKER + Python Programming Basics, 2d Animation and Game design using JavaScript, HTML and CSS, Cyber Security Basics, Data Science fundamentals Activities Write code in Python to create geometric patterns, static drawings, simple animation. Create 2d animations & games using javaScript. Create a personal website. Represent, manipulate & analyze data in Google sheets using Python Panda library commands. Achievements Certificates in Python Programming Basics, 2d Animation and Game Design, Website Development and Data Science Fundamentals. Personal website hosted on purpletutor domain. YOUNG LEARNERS : AGE 10 & 11 Syllabus Basic programming concepts, Algorithm, Sequencing, Conditionals, Loops, Variables, Functions Activities Write code to solve puzzles, create complex geometric patterns Achievements YOUNG LEARNERS : AGE 10 & 11 Syllabus LEARNER + Event driven programming + App Development, Intro to Python programming (block based), Nested Loops, Functions, Events, Basics of UI/UX Design. Activities Write code to create 2D shapes, scenes, recursive geometrical patterns, interactive animations & games. Write code to design & create your first mobile app. Achievements Certificates for Basics of Python Programming, Animation & Game designing Publish 1 app on Google Play Store YOUNG LEARNERS : AGE 10 & 11 Syllabus ENTREPRENEUR + Machine Learning + AI + Advanced App Dev with UI/UX, Game design using JavaScript, Python Programming, Big ideas in AI, Text recognition, Voice & Image recognition Activities Create advanced games in JavaScript. Train machine learning models for image, text & voice recognition. Write code in Scratch to create AI projects. Create mobile apps. Achievements Certificates for Basics of Python Programming, Animation & Game Design using Javascript, App Development, Basics of AI & Machine Learning Publish apps on Google Play Store YOUNG LEARNERS : AGE 10 & 11 DEVELOPER Syllabus MAKER + HTML and CSS, Cyber Security Basics, 3d Animation and Game design using Roblox, Data Science fundamentals Activities Create their own personal website using HTML and CSS. Create objects, landscapes, animations and games using Roblox. Represent, manipulate and analyze data in Google sheets using Python Panda library commands. Achievements Certificates in Website Development, 3d Animation and Game design using Roblox, Data Science Fundamentals. Personal website hosted on purpletutor domain EARLY ACHIEVERS : AGE 12 – 14 Syllabus Basic programming concepts + UI Designing, Intro to JavaScript programming(text mode), Basics of coordinate system, Loops, JS drawing commands. Activities Write code to create 2D shapes, superimpose shapes to create complex patterns and static scenes, simple animations Achievements EARLY ACHIEVERS : AGE 12 – 14 Syllabus LEARNER + Advanced Programming Concepts + Game Designing, Intro to event based programming, Conditionals, Operators, Variables & Functions. Advanced JavaScript & Programming in Python Activities Write code to create an interactive game in JavaScript, beautiful patterns and simple games using Python Turtle Achievements Certificate for Basics of Python Programming, Game designing using JavaScript EARLY ACHIEVERS : AGE 12 – 14 Syllabus ENTREPRENEUR + Machine Learning + AI + Advanced app development with UI / UX, Advanced programming in Python, Lists, Strings, Functions, Voice recognition, Image and text recognition. Activities Write code in Python to create advanced programs, Explore the big ideas in AI, Train machine learning models & create projects for text recognition, voice & image recognition. Create mobile apps. Achievements Certificates for Basics of Python programming, Core Python programming concepts, Game designing using JavaScript, Artificial Intelligence & Machine Learning concepts, App Development Publish apps on Google Play Store EARLY ACHIEVERS : AGE 12 – 14 DEVELOPER Syllabus MAKER + HTML, CSS and JavaScript for website development, 3d Animation and Game design using Roblox, Data Science Fundamentals Activities Create their own personal website using HTML, CSS and JavaScript. Create objects, landscapes, animations and games using Roblox. Python commands to read and write on text and binary files.Use basic Statistical methods and Python modules for data manipulation. Achievements Certificates in Website Development, 3d Animation and game Design using Roblox, Introduction to DataScience using Python. 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Achievements Certificate of Core Python Programming, Introduction to data science using python, Introduction to AI Book Book a free coding session with us. You just need a laptop with good internet connectivity Schedule Our team will reach out to you and help you schedule the class Attend Our coding experts will take a 1 hour coding session wih your child Enroll If you like the session you can continue, by enrolling to any of the available courses Start We will schedule your weekly sessions and your child can continue his learning journey with us Our rigorous teacher selection process handled by industry experts ensures that best in class teachers deliver our curriculum to your child Screening Every teacher has to meet our strict eligibility requirements Written test To check their analytical skills & subject knowledge Communication assessment To assess their ability to communicate clearly and effectively Conceptual clarity assessment To ensure that they have a strong grasp of coding skills Teaching quality & demo To assess their ability to teach online Equip your kids with education for tomorrow. Book a free trial coding class now! I gained so much knowledge while learning coding from my teacher in PurpleTutor Fatima JilaniHead – Curriculum