## CAS text for workshops online and in person

**Secondary**

Code for Life offers FREE games and resources to help teach programming aspects of the national curriculum to secondary-aged students. We have a suite of lesson plans, editable slides, videos, assessment sheets and worksheets that can be used alongside our two games suitable for KS1-4. Our resources are designed for all teachers including those that don’t have a background in Computer Science, and they are aligned to the English National Curriculum. We don’t hide anything behind a paywall, everything is free to registered teachers and homeschooled students.

The first game, Rapid Router starts by introducing the programming concepts of sequence, selection and iteration through block-based coding but ultimately transitions to programming in Python. We start by using a split screen displaying the equivalent Python to show the students how the computer reads the blocks, and what they will need to use. Once this has been understood, the blocks are taken away and pupils code further levels using Python. Throughout all levels, students are presented with both an algorithm and route score to ensure they really work at the efficiency of their solutions.

After completing the Python section in Rapid Router, there is our second game, Kurono. This is a multiplayer game where students control their avatars in the same game environment using Python commands. We have 4 planned lessons with worksheets and more in the pipeline.

We will also be sharing our brand new Python lessons which go from “Hello World” to iteration, so far. They include some Rapid Router levels but also make use of the Raspberry Pi online code editor for programming lessons in pure Python. We have created free editable lesson plans, presentations and worksheets to support these lessons. This project is currently at Beta stage and we would welcome feedback from teachers and students, should you wish to sign up to trial them.

This workshop will be an opportunity to see the tools in action and ask questions about how it could fit in with your teaching.

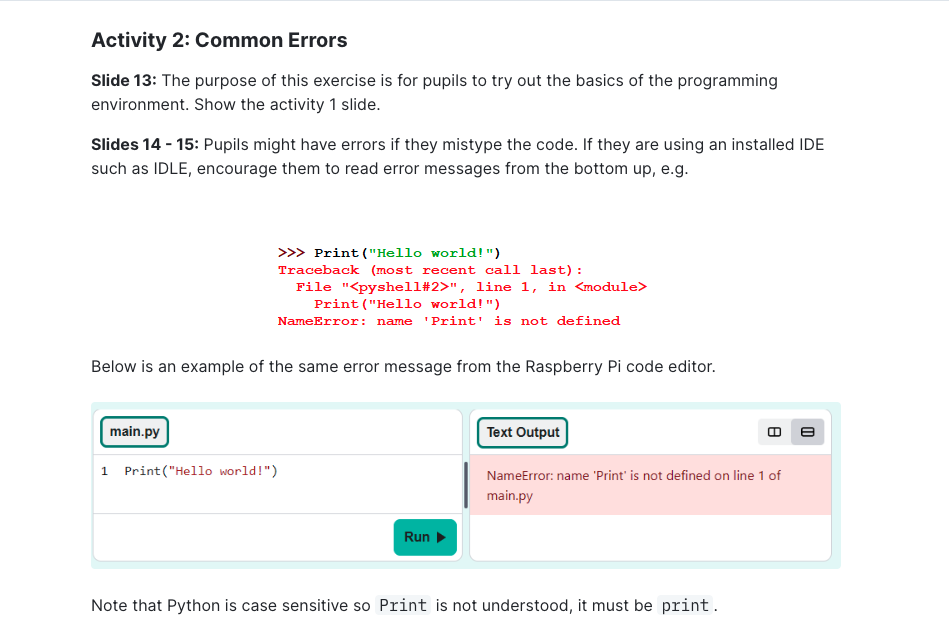
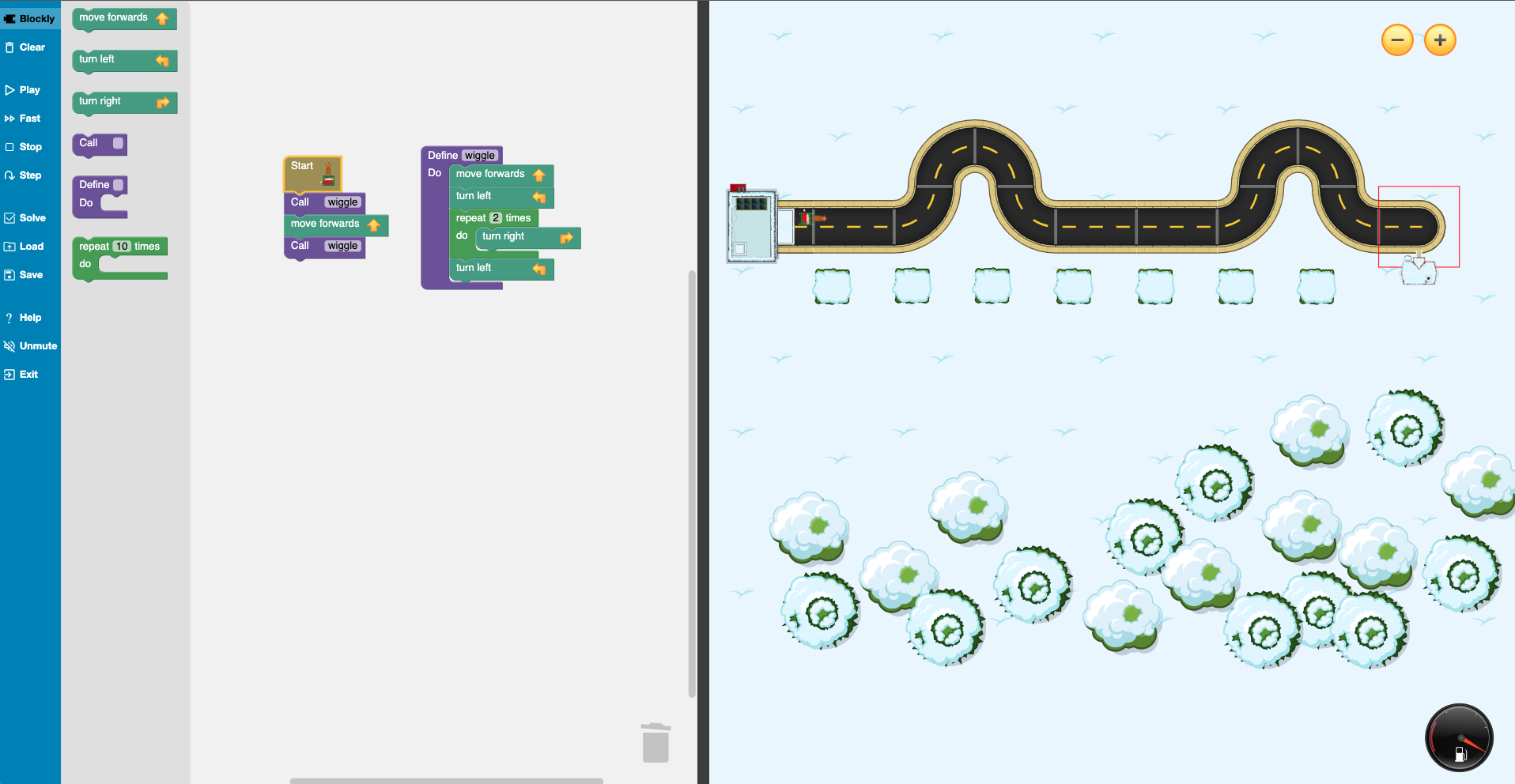
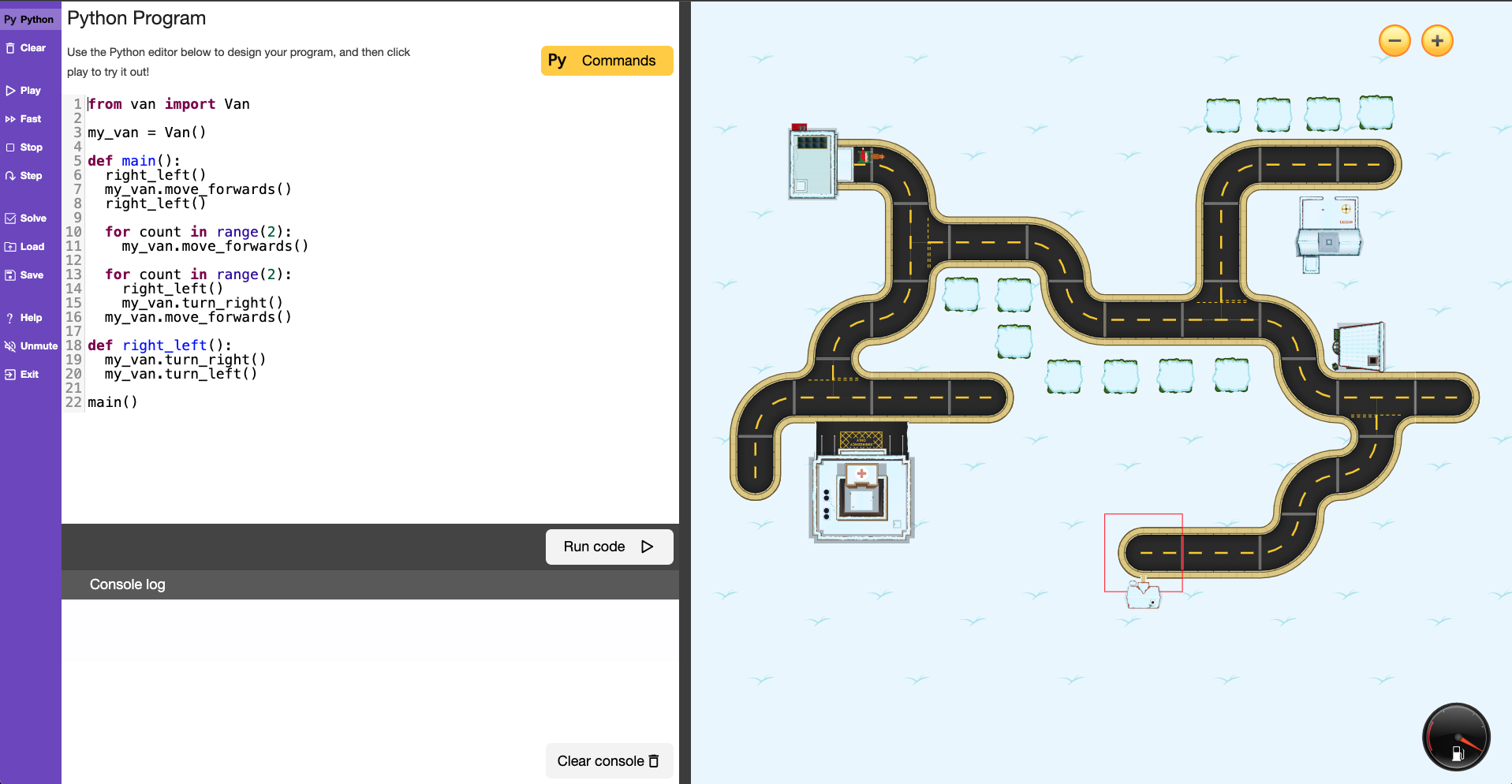
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**Primary**

Code for Life offers FREE games and resources to help teach programming aspects of the national curriculum to primary students and beyond. We have a suite of lesson plans, videos, solutions, editable slides, assessment sheets and worksheets that can be used alongside our game, Rapid Router which is suitable from KS1. Our resources are designed for all teachers including those that don’t have a background in Computer Science, and they are aligned to the UK Curriculum. We don’t hide anything behind a paywall, everything is free to registered teachers and homeschooled students.

Rapid Router for primary school pupils, starts off with some offline activities that can be completed using paper cut outs and worksheets. This then gradually moves towards the web-based game that slowly introduces pupils to the basic principles of programming through block-based programming in an engaging game environment. This is also supported by printable assets and videos explaining the concepts between the sections. Throughout all levels, students are presented with both an algorithm and route score to ensure they really work at the efficiency of their solutions.

For more advanced students, the resources then scaffold from block-based coding to programming in Python through the use of a split screen displaying the equivalent Python. This shows the students how the computer reads the blocks, and what they will need to use, once the blocks are taken away. Students are presented with both an algorithm and route score to ensure they really work at the efficiency of their solutions.

This workshop will be an opportunity to see the tools in action and ask questions about how it could fit in with your teaching.

[https://www.codeforlife.education](https://www.codeforlife.education/?fbclid=IwAR1rM5i1ZgPN7bbXdGy9qyLvMMej1w9mAnEt65ToKcsVZSkg5CAdqJiLYlk)

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