

# CODESTERS

## Curriculum and Pricing

Special Pricing: \$20 per student for all curriculum! Contact us for school and district discounts.

### INTRO TO CODESTERS



FREE

Learn how to use the Codesters platform to create your own projects, animations and games. Learn all about: **The Stage, The Coordinate Plane, Sprites, Sprite Actions, Drawing, Shapes.** Intro to Codesters requires no prior knowledge and will give you enough background to get started on your own project right away. After intro to Codesters, students are ready for Intro to Python.

### INTRO TO PYTHON PART 1



\$10/STUDENT

This 20-lesson Introduction to Programming in Python uses fun and engaging single-lesson projects to teach students the core concepts of coding. Topics include: **Variables, Data Types, Lists, Loops, If-Statements, and Functions.** After intro to Python Part 1, students are ready for the Game Design module.

### INTRO TO PYTHON PART 2



\$10/STUDENT

This 20-lesson module is a continuation of Intro to Python Part 1. Part 2 uses the same single-lesson project model as Part 1 to engage and motivate all students as it builds on the core concepts of programming. Topics include: **Functions, Indexes, Events, Data Types, Program Design, and Game Mechanics.** Intro to Python 2 culminates in a project-based assessment that can be aligned to classroom content.

### INTRO TO GAME DESIGN



\$5/STUDENT

In this project-based series of lessons students learn how to use Codesters to create games in Python. Students learn game mechanics such as: **Taking Turns, Moving Objects, Collisions, Random Numbers, Avoiding Hazards, Seeking Goals, Getting Points, and Setting Winning or Losing Criteria.** Each lesson focuses on a game or app that highlights a coding skill or game design concept.

## How to Bring Codesters to Your School

### STEP 1

Go to [www.codesters.com](http://www.codesters.com) and click our sign up button.

Teacher and Student accounts are free and you will be able to try out the Codesters curriculum.

### STEP 2



Kimberly Sauter  
School Relationship Manager  
[kimberly@codesters.com](mailto:kimberly@codesters.com)

Go to [codesters.com/getstarted](http://codesters.com/getstarted) and connect with Kimberly for a demo of Codesters' features and curriculum.

### STEP 3



Kate Sullivan  
Teacher Support  
[kate@codesters.com](mailto:kate@codesters.com)

Go to [codesters.com/launch](http://codesters.com/launch) and connect with Kate to make sure you have everything you need to start teaching coding in your classroom.