



# CODEMONKEY

Write code. Catch Bananas. Save the World

## What is CODEMONKEY?

CODEMONKEY allows teachers to deliver engaging, hands-on Digital Technologies lessons in the classroom with no prior experience required.

This award-winning teaching platform provides a comprehensive library of game-based learning via a cloud-hosted system. Students complete planned coursework via activities led by animated characters that engage students while teaching core coding concepts like Sequencing, Loops, Conditions and many more!

## What's included in CODEMONKEY?

CodeMonkey's platform includes hundreds of games and activities, pre-built into planned curriculum for specific age and experience levels. CodeMonkey includes comprehensive teaching resources, lesson plans and reporting capabilities as part of its intuitive system for Schools. Programs cover Prep - Year 10 Digital Technologies Curriculum.

Lesson plans and teaching resources, supporting students and teachers with tailored coding learning programs covering Prep - Year 10 Digital Technologies Curriculum.

## Safe and Secure!

Rest assured, CodeMonkey is Safer Technology for Schools assessed, cloud-based and a completely secure platform for students and teachers alike.



### SCHOOL SITE LICENSE PACKAGES AVAILABLE

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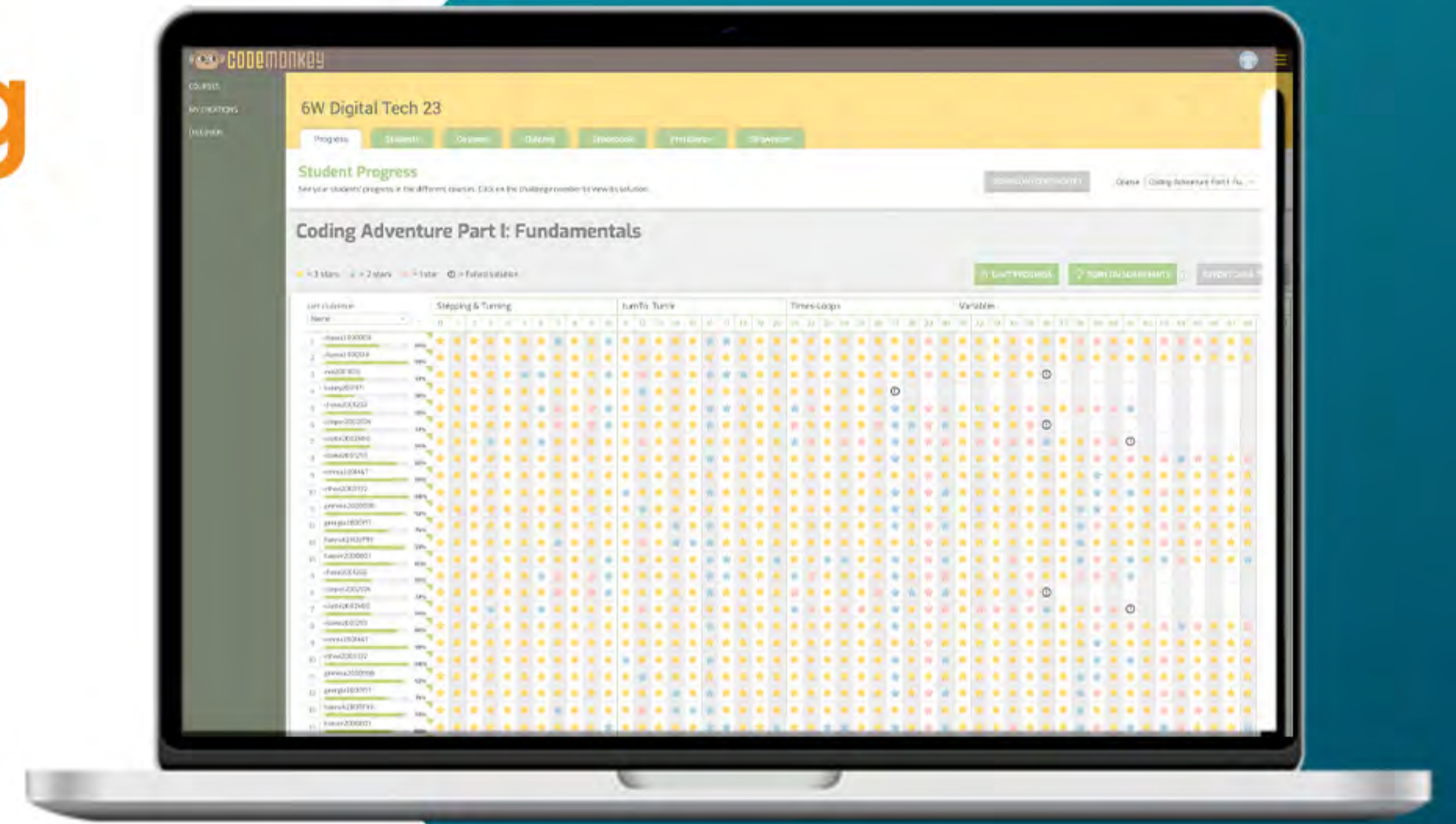


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# Comprehensive School and Classroom Reporting

CODEMONKEY's school reporting dashboard includes powerful reporting capability which allows you to easily monitor student progress, tracking and evaluating their performance with an in-built automatic grading system.

Dashboard views can be configured for class, grade and school cohorts with real-time data available at a glance.



# CodeMonkey Curriculum

Design your own courses, using the intuitive administration dashboard, or use one of many pre-loaded courses complete with classroom resources and pre-prepared lesson plans.

Modules are tagged with topic and experience level allowing teachers to tailor classroom learning to the experience level of their cohort. Choose from Block or Text Coding, Digital Literacy, STEM, Python, and Creative Challenge and Game-builder courses in Novice, Beginner, Intermediate and Advanced grading.

