

Develop your students skill set and prepare them for the future!

The Easiest Way to Teach Coding in Schools
No previous experience in coding required



About Us

- + Codementum was established to give children aged 8 to 17 years of age an online platform to learn coding, develop mobile games and applications with the coding knowledge they have learnt.
- + Codementum provides all the curriculum, intuitive tools, and resources you need to run a successful CS program.
- + Codementum aims to provide advanced level computer skills by increasing the algorithmic and computational thinking skills.

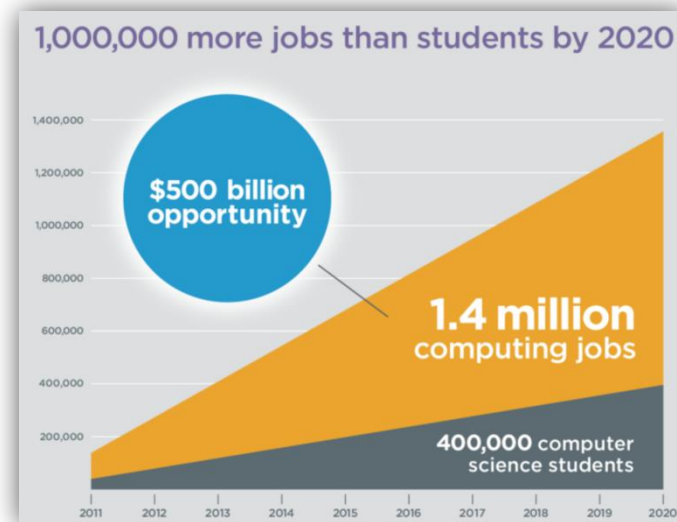
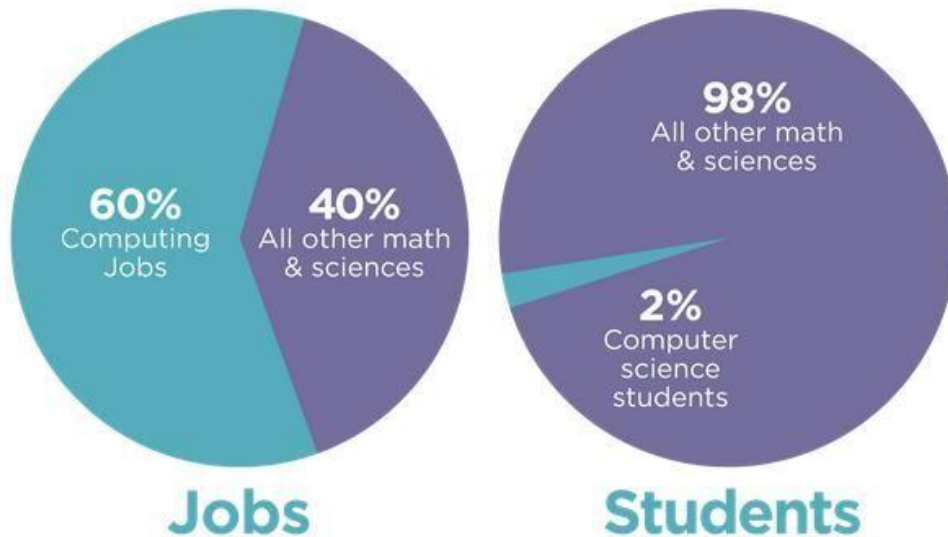


Participant in

EDUCATE
EDUCATION • RESEARCH • EDTECH

Why Coding?

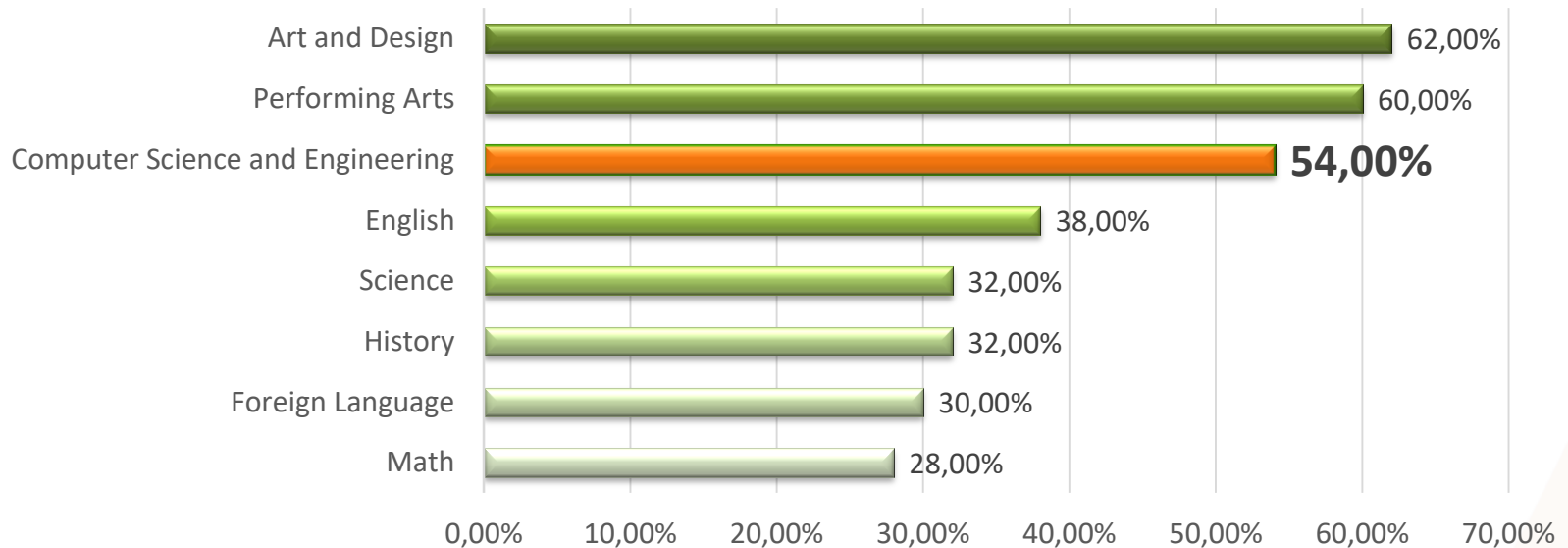
The job/student gap in Computer Science



Why Coding?

Students enjoy **Computer Science** and the Arts **the most!**

What subjects do students like 'a lot'?



21st Century Skills

- +** Problem solving
- +** Analytical thinking
- +** Critical thinking
- +** Creative thinking
- +** Collaboration
- +** Media and information literacy
- +** Technology skills



PISA 2021

Computational Thinking in PISA 2021 Mathematics

Below is an example of the type of **computational thinking question** that could be included on the **2021 PISA** assessment.

PISA 2021

🔍
?
⏪
⏩

Tiling

Question 2/5

Refer to "tiling" on the right. Use drag-and-drop to complete the problem.

Ameer wants to make a set of instructions that he can give to people who want to make the same tiling pattern.

Drag and drop the elements into the spaces to complete the instructions that will produce the pattern on the right.

IF
THEN
ELSE
TILE A
TILE B

TILING INSTRUCTIONS

For row = 1 to 4

"Determine the first tile in the row"


IF the row is an odd numbered row
THEN the first tile is
ELSE the first tile is


"Complete the row by tiling from left to right"

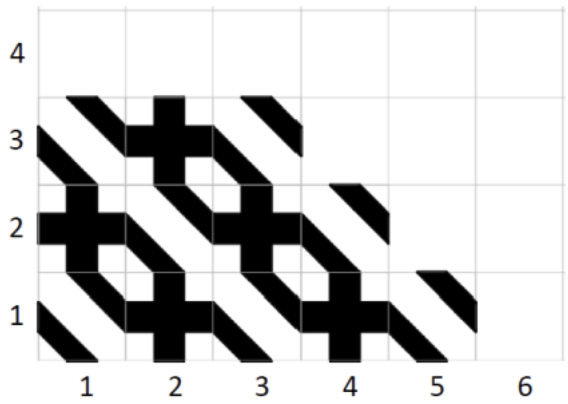
IF the previous tile is
 use
 use

Next row

TILING


 Tile A


 Tile B



How To?



No previous experience in coding required



Coding Curriculum for every level



Real Programming Language (Python & JavaScript)



Game Based Learning



Synchronized Text-based and Block-based coding



STEM Courses & Computer Science

Our Projects



Codementum Studio

Learn coding in a fun way by playing games!



Codementum App Maker

Develop platform-independent mobile applications!



Codementum Game Maker

Develop platform-independent mobile games!



Codementum AI-ML Maker

Learn and Develop AI & ML applications!



Codementum STEM

Write code for electronic devices!



Codementum Computer Science

Exercise for coding exams!



7 – 13 Ages **EASY**

The screenshot shows the Codementum Studio interface. On the left is a 'Blocks' palette with various coding blocks. The main area is a Python code editor with the following code:

```
start
var a = 2
repeat 3
  forward a
  turn back
  forward a
  turn right
  forward 2
  turn right
var a = a+1
```

On the right is a 3D game world with a character and a yellow egg. At the bottom right, a text box says: "This is going to be fun. You need to do a little math here. Good news is that it is super easy! Consider incrementing the variable like `a=a+1`. Let's do this!" with an "OK" button.



13+ Ages **ADVANCED**



Codementum Studio

Frame
Change



7 – 13 Ages **EASY**

CODING ADVENTURE 1		CODING ADVENTURE 2		CODING ADVENTURE 3		CODING ADVENTURE 4	
Section	Topic	Section	Topic	Section	Topic	Section	Topic
1	The Basics	8	Conditional Expressions - if elif	15	AND OR NOT	22	Debugging
2	Repeat Loops	9	Conditional Expressions - if else	16	Return Value	23	Functions with Parameters
3	Variables	10	Boolean Logic	17	Events	24	Character String Methods
4	Arrays	11	While Loops	18	Lists	25	Modules
5	For Loops	12	Functions	19	Sets	26	Time and Datetime Modules
6	Helper Methods	13	Parameters	20	Dictionaries	27	Defining Classes
7	Conditional Expressions - if	14	Comparison Operators	21	Mathematical operations	28	Database

13+ Ages **ADVANCED**

CODING ADVENTURE 1		CODING ADVENTURE 2		CODING ADVENTURE 3		CODING ADVENTURE 4	
Section	Topic	Section	Topic	Section	Topic	Section	Topic
1	The Basics	8	Conditional Expressions - if elif	15	AND OR NOT	22	Debugging
2	Repeat Loops	9	Conditional Expressions - if else	16	Return Value	23	Functions with Parameters
3	Variables	10	Boolean Logic	17	Events	24	Character String Methods
4	Arrays	11	While Loops	18	Lists	25	Modules
5	For Loops	12	Functions	19	Sets	26	Time and Datetime Modules
6	Helper Methods	13	Parameters	20	Dictionaries	27	Defining Classes
7	Conditional Expressions - if	14	Comparison Operators	21	Mathematical operations	28	Database

Curriculum



Cambridge
Assessment
International
Education



CODEMENTUM CURRICULUM OFFER

LEGEND	
CS-U	Computer Science Unplugged
CS-F	CS Fundamentals
CS-FA	CS Fundamentals Advanced
CS-T	Computer Science Theory
CS-A	Computer Science Algorithm
ST-PA	Studio Python Advanced
ST-JA	Studio JavaScript Advanced
AP-I	App Maker Intermediate
GM-I	Game Maker Intermediate
AI-B	AI-ML Maker Beginner
AI-B	AI-ML Maker Advanced
AR-B	AR-VR Maker Beginner
AR-A	AR-VR Maker Advanced
STEM-PA	STEM Python Advanced

Academic Program	PYP						MYP			IGCSE		IBDP		
CSTA Grades	K-2			G3-5			6-8			9-10		11-12		
Grade Level	KG	G1	G2	G3	G4	G5	G6	G7	G8	G9	G10	G11	G12	
Module 1	Week1	CS-U01	CS-F01	CS-FA01	ST-B01	ST-PB01	ST-PB10	CS-T01	CS-T06	CS-T11	CS-T20	CS-T29	CS-TA01	CS-TA10
	Week2	CS-U02	CS-F02	CS-FA02	ST-B02	ST-PB02	ST-PB11	CS-T02	CS-T07	CS-T12	CS-T21	CS-T30	CS-TA02	CS-TA11
	Week3	CS-U03	CS-F03	CS-FA03	ST-B03	ST-PB03	ST-PB12	CS-T03	CS-T08	CS-T13	CS-T22	CS-T31	CS-TA03	CS-TA12
	Week4	CS-U04	CS-F04	CS-FA04	ST-B04	ST-PB04	ST-PB13	CS-T04	CS-T09	CS-T14	CS-T23	CS-T32	CS-TA04	CS-TA13
	Week5	CS-U05	CS-F05	CS-FA05	ST-B05	ST-PB05	ST-PB14	CS-T05	CS-T10	CS-T15	CS-T24	CS-T33	CS-TA05	CS-TA14
	Week6	CS-U06	CS-F06	CS-FA06	ST-B06	ST-PB06	ST-PB15	CS-A01	CS-A05	CS-T16	CS-T25	CS-T34	CS-TA06	CS-TA15
	Week7	CS-U07	CS-F07	CS-FA07	ST-B07	ST-PB07	ST-PB16	CS-A02	CS-A06	CS-T17	CS-T26	CS-T35	CS-TA07	CS-TA16
	Week8	CS-U08	CS-F08	CS-FA08	ST-B08	ST-PB08	ST-PB17	CS-A03	CS-A07	CS-T18	CS-T27	CS-T36	CS-TA08	CS-TA17
	Week9	CS-U09	CS-F09	CS-FA09	ST-B09	ST-PB09	ST-PB18	CS-A04	CS-A08	CS-T19	CS-T28	CS-T37	CS-TA09	CS-TA18
Module 2	Week10	CS-U10	CS-F10	CS-FA10	ST-B10	ST-JB01	ST-B10	ST-PA01	ST-PA10	ST-PA19	ST-PA28	CS-T38	AP-A01	GM-A01
	Week11	CS-U11	CS-F11	CS-FA11	ST-B11	ST-JB02	ST-JB01	ST-PA02	ST-PA11	ST-PA20	ST-PA29	CS-T39	AP-A02	GM-A02
	Week12	CS-U12	CS-F12	CS-FA12	ST-B12	ST-JB03	ST-JB02	ST-PA03	ST-PA12	ST-PA21	ST-PA30	ST-PA38	AP-A03	GM-A03
	Week13	CS-U13	CS-F13	CS-FA13	ST-B13	ST-JB04	ST-JB03	ST-PA04	ST-PA13	ST-PA22	ST-PA31	ST-PA39	AP-A04	GM-A04
	Week14	CS-U14	CS-F14	CS-FA14	ST-B14	ST-JB05	ST-JB04	ST-PA05	ST-PA14	ST-PA23	ST-PA32	ST-PA40	AP-A05	GM-A05
	Week15	CS-U15	CS-F15	CS-FA15	ST-B15	ST-JB06	ST-JB05	ST-PA06	ST-PA15	ST-PA24	ST-PA33	ST-PA41	AP-A06	GM-A06
	Week16	CS-U16	CS-F16	CS-FA16	ST-B16	ST-JB07	ST-JB06	ST-PA07	ST-PA16	ST-PA25	ST-PA34	ST-PA42	AP-A07	GM-A07
	Week17	CS-U17	CS-F17	CS-FA17	ST-B17	ST-JB08	ST-JB07	ST-PA08	ST-PA17	ST-PA26	ST-PA35	ST-PA43	AP-A08	GM-A08
	Week18	CS-U18	CS-F18	CS-FA18	AP-B01	ST-JB09	ST-JB08	ST-PA09	ST-PA18	ST-PA27	ST-PA36	ST-PA44	AP-A09	GM-A09
Module 3	Week19	CS-U19	CS-F19	CS-FA19	AP-B02	AP-B01	GM-B01	ST-JA01	ST-JA01	ST-JA19	AP-I01	GM-I01	AI-B01	AR-B01
	Week20	CS-U20	CS-F20	CS-FA20	AP-B03	AP-B02	GM-B02	ST-JA02	ST-JA02	ST-JA20	AP-I02	GM-I02	AI-B02	AR-B02
	Week21	CS-U21	CS-F21	CS-FA21	AP-B04	AP-B03	GM-B03	ST-JA03	ST-JA03	ST-JA21	AP-I03	GM-I03	AI-B03	AR-B03
	Week22	CS-U22	CS-F22	CS-FA22	AP-B05	AP-B04	GM-B04	ST-JA04	ST-JA04	ST-JA22	AP-I04	GM-I04	AI-B04	AR-B04
	Week23	CS-U23	CS-F23	CS-FA23	AP-B06	AP-B05	GM-B05	ST-JA05	ST-JA05	ST-JA23	AP-I05	GM-I05	AI-B05	AR-B05
	Week24	CS-U24	CS-F24	CS-FA24	AP-B07	AP-B06	GM-B06	ST-JA06	ST-JA06	ST-JA24	AP-I06	GM-I06	AI-B06	AR-B06
	Week25	CS-U25	CS-F25	CS-FA25	AP-B08	AP-B07	GM-B07	ST-JA07	ST-JA07	ST-JA25	AP-I07	GM-I07	AI-B07	AR-B07
	Week26	CS-U26	CS-F26	CS-FA26	AP-B09	AP-B08	GM-B08	ST-JA08	ST-JA08	ST-JA26	AP-I08	GM-I08	AI-B08	AR-B08
	Week27	CS-U27	CS-F27	CS-FA27	GM-B01	AP-B09	GM-B09	ST-JA09	ST-JA09	ST-JA27	AP-I09	GM-I09	AI-B09	AR-B09
Module 4	Week28	CS-U28	CS-F28	CS-FA28	GM-B02	STEM-B01	STEM-B10	AP-I01	GM-I01	STEM-P01	STEM-P10	STEM-P19	AI-A01	AR-A01
	Week29	CS-U29	CS-F29	CS-FA29	GM-B03	STEM-B02	STEM-B11	AP-I02	GM-I02	STEM-P02	STEM-P11	STEM-P20	AI-A02	AR-A02
	Week30	CS-U30	CS-F30	CS-FA30	GM-B04	STEM-B03	STEM-B12	AP-I03	GM-I03	STEM-P03	STEM-P12	STEM-P21	AI-A03	AR-A03
	Week31	CS-U31	CS-F31	CS-FA31	GM-B05	STEM-B04	STEM-B13	AP-I04	GM-I04	STEM-P04	STEM-P13	STEM-P22	AI-A04	AR-A04
	Week32	CS-U32	CS-F32	CS-FA32	GM-B06	STEM-B05	STEM-B14	AP-I05	GM-I05	STEM-P05	STEM-P14	STEM-P23	AI-A05	AR-A05
	Week33	CS-U33	CS-F33	CS-FA33	GM-B07	STEM-B06	STEM-B15	AP-I06	GM-I06	STEM-P06	STEM-P15	STEM-P24	AI-A06	AR-A06
	Week34	CS-U34	CS-F34	CS-FA34	GM-B08	STEM-B07	STEM-B16	AP-I07	GM-I07	STEM-P07	STEM-P16	STEM-P25	AI-A07	AR-A07
	Week35	CS-U35	CS-F35	CS-FA35	GM-B09	STEM-B08	STEM-B17	AP-I08	GM-I08	STEM-P08	STEM-P17	STEM-P26	AI-A08	AR-A08
	Week36	CS-U36	CS-F36	CS-FA36	GM-B10	STEM-B09	STEM-B18	AP-I09	GM-I09	STEM-P09	STEM-P18	STEM-P27	AI-A09	AR-A09



Codementum App Maker

Frame
Change



Codementum Wiki Learn Run Download English John Doe Purchase

TODO APP 11 / 11

We finished the app, if the something goes wrong for you. You can examine the final code below.

Code Example: Copy

```
// Define design element  
var toolbar = new Toolbar  
var description = new Inp
```

If everything run its course, we completed our **Todo App** project.

Design Python JavaScript

Components

- Toolbar
- Button
- List
- Floating Action Button
- Labelled Input
- Date time picker
- Checkbox
- Radio Button
- Toggle
- Text box
- Heading
- Select
- Image
- Link
- Spacer

Plugins

- SQLite
- Camera

Services

- Weather

Toolbar

ID / Identification: page1_toolbar1

Toolbar Color: Tertiary

Title: Todo App

Title Size: Default

Title Align: Start

Delete **Toolbar** element

Codementum Game Maker

Frame
Change



Codementum Wiki Learn Run Download English John Doe

COLOR PUZZLE 3 / 11

Let's define scene and design elements

Code Example: Copy

```
// Define the scene and  
var mainScene = new Scene  
var bg = new Background
```

When you run the game, the design elements will be shown on the scene except the ColorGrid.

Background

trees1

Design Python JavaScript

Backgrounds: jungle, icedriver, frozen2, frozen, trees1, trees2, trees3, tree, gr

Assets: Arrow Right, enemy, cannon, bubbles, obstacle1, obstacle2, chicken, jetpack, arrow, round, rocket, coin, heart

Components: button, text, timer, Color Grid, Random Images, Image Puzzle

Sounds: Jump 01, Jump 15, Enlarge, Slip, DM-CGS-1, DM-CGS-2, DM-CGS-3, DM-CGS-4

iOS Android Page 1

button

ID / Identification: button-2

Content: Mistake 0

Background Color: [Color Picker]

Content Color: [Color Picker]

X Position: 110.7

Y Position: 369.7

Width: 65.0

Delete button element

Codementum AI-ML Maker

Frame
Change



The screenshot displays the Codementum AI-ML Maker interface. At the top, there are buttons for 'RUN' and a download icon. The interface is divided into several sections:

- Design Tab:** Shows a mobile app preview titled 'AI-ML Sample Project' with a date picker component. The date picker is currently set to 'May 20, 2020' and has a 'SAVE' button. Below the date picker is a table with columns for months and years.
- Components Palette:** A grid of UI components including: Toolbar, Button, Floating Action Button, List, Input Text, Date time picker, Checkbox, Radio Button, Toggle, Text, Heading, Select, Image, Link, Spacer, Separator, and Video.
- Plugins:** Includes SQLite and Camera.
- Services:** Includes AI SQLite and AI Camera.
- Properties Panel:** Shows the properties for the selected 'Date time picker' component, including fields for 'Id', 'Type', 'Full Date', 'Min', and 'Max'.
- Documentation:** On the left side, there is a 'Current Progress (1/9)' section with text instructions and a small image of a mobile screen.

Codementum STEM



Frame
Change

Write codes for **electronic devices!**

The screenshot shows the Codementum website interface. At the top, there is a navigation bar with the Codementum logo, a "Login back" button, and user information including "English", "Dominic Sampson", and a "Purchase" button. A left sidebar menu contains sections for "PANEL" (My Profile, Dashboard) and "PRODUCTS" (Studio, App Maker, Game Maker, AI - ML, **STEM**, Computer Science). The main content area features three tabs: "micro:bit - BlackCoding (7-13 years)", "Project Videos & Source Codes", and "micro:bit - MicroPython (13+ years)". Below the tabs is a grid of nine learning modules, each with a "START" button and a micro:bit device image. The modules are: Overview | micro:bit, Introduction to micro:bit, Variables, Generating Random Numbers, Loops, Operators, Conditional Expressions, Accelerometer Sensor, and Game Blocks.

Codementum Computer Science

Exercise for **coding exams!**

Codementum Login back English Dominic Sampson Purchase

PANEL

- My Profile
- Dashboard

PRODUCTS

- Studio
- App Maker
- Game Maker
- AI - ML
- STEM
- Computer Science**

Computer Science | Pseudocode | Sample Curriculum

Grade 6+

CHAPTER 1: DATA REPRESENTATION **START**

CHAPTER 2: COMMUNICATION & INTERNET TECHNOLOGIES **START**

CHAPTER 3: LOGIC GATES & CIRCUITS **START**

CHAPTER 4: OPERATING SYSTEM & COMPUTER ARCHITECTURE **START**

CHAPTER 5: INPUT & OUTPUT DEVICES **START**

CHAPTER 6: MEMORY & DATA STORAGE **START**

CHAPTER 7: HIGH AND LOW-LEVEL LANGUAGES **START**

CHAPTER 8: SECURITY AND ETHICS **START**

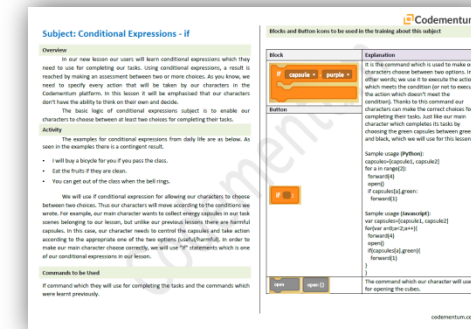
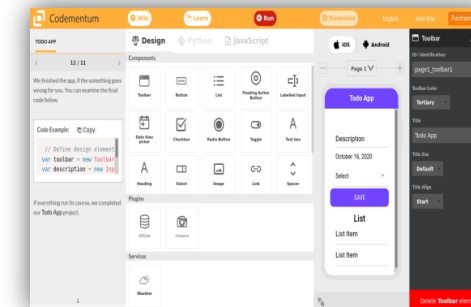
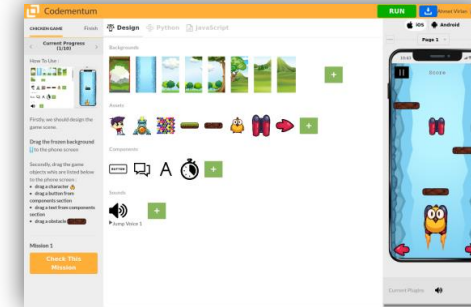
Our Magic Formula

We gamified all the subjects of Python and Javascript programming languages and we provide real coding education.

We provide block-based and text-based coding training in a synchronized way for the first time in the world. Thus, students receive a more effective and faster coding education.

Students learn to develop mobile games and mobile applications (platform-independent, iOS & Android) with the coding education they receive.

We prepare our students for the future by teaching them Artificial Intelligence & Machine Learning.



Teacher Guide

Subject: Conditional Expressions - if

Overview

In our new lesson our users will learn conditional expressions which they need to use for completing our tasks. Using conditional expressions, a result is reached by making an assessment between two or more choices. As you know, we need to specify every action that will be taken by our characters in the Codementum platform. In this lesson it will be emphasised that our characters don't have the ability to think on their own and decide.

The basic logic of conditional expressions subject is to enable our characters to choose between at least two choices for completing their tasks.

Activity

The examples for conditional expressions from daily life are as below. As seen in the examples there is a contingent result.

- I will buy a bicycle for you if you pass the class.
- Eat the fruits if they are clean.
- You can get out of the class when the bell rings.

We will use if conditional expression for allowing our characters to choose between two choices. Thus our characters will move according to the conditions we wrote. For example, our main character wants to collect energy capsules in our task scenes belonging to our lesson, but unlike our previous lessons there are harmful capsules. In this case, our character needs to control the capsules and take action according to the appropriate one of the two options (useful/harmful). In order to make our main character choose correctly, we will use "if" statements which is one of our conditional expressions in our lesson.

Commands to be Used

If command which they will use for completing the tasks and the commands which were learnt previously.

Blocks and Button icons to be used in the training about this subject

Block	Explanation
	It is the command which is used to make our characters choose between two options. In other words, we use it to execute the action which meets the condition (or not to execute the action which doesn't meet the condition). Thanks to this command our characters can make the correct choices for completing their tasks. Just like our main character which completes its tasks by choosing the green capsules between green and black, which we will use for this lesson.
	Sample usage (Python): <pre>capsules=[capsule1, capsule2] for a in range(2): forward(4) open() if capsules[a].green: forward(1)</pre> Sample usage (JavaScript): <pre>var capsules=[capsule1, capsule2] for(var a=0;a<2;a++){ forward(4) open() if(capsules[a].green){ forward(1) } }</pre>
	The command which our character will use for opening the cubes.

codementum.com

BLOCK		Codementum		
Usage	Explanation			
		Why is it wrong If the condition is true within if expression, we should write the commands which will be executed after indenting with tab key.	Why is it wrong When writing conditional expression with if, spacing should be made between our words.	Correct form: Our code is correct as a result of paying attention to the spacings which should be made between the expressions and the indenting which should be done with the tab key after our conditional expression.
PYTHON		JAVASCRIPT		
Usage	Explanation	Usage	Explanation	
<pre>if capsule.green: forward(1)</pre>	<pre>if capsule.green: forward(1)</pre>	<pre>if(capsule.green){ forward(1) }</pre>	<pre>if(capsule.green){ forward(1) }</pre>	
			Conditional expression	
			Commands to run when the condition is met	
Erroneous writing forms				
Python				
<pre>if capsule.green: forward(1)</pre>	<pre>ifcapsule.green: forward(1)</pre>	<pre>if capsule.green: forward(1)</pre>	<pre>if(capsule.green){ forward(1) }</pre>	<pre>if(capsule.green){ forward(1) }</pre>
JavaScript				
<pre>if(capsule.green){ forward(1) }</pre>	<pre>ifcapsule.green{ forward(1) }</pre>	<pre>if(capsule.green){ forward(1) }</pre>	<pre>if(capsule.green){ forward(1) }</pre>	<pre>if(capsule.green){ forward(1) }</pre>

Codementum			
Sample Solution: (Without using repeat) Scene 13			
Algorithm	Block	Python	JavaScript
<ul style="list-style-type: none"> • Start • Move 2 squares forward • Move up • Move down • Move 1 square forward • Move 2 squares forward • Move up • Move down • Move 1 square forward 		<pre>forward(2) forwardUp() forwardDown() forward(1) forward(2) forwardUp() forwardDown() forward(1)</pre>	<pre>forward(2) forwardUp() forwardDown() forward(1) forward(2) forwardUp() forwardDown() forward(1)</pre>
Sample Solution: (By using repeat) Scene 13			
Algorithm	Block	Python	JavaScript
<ul style="list-style-type: none"> • Start • 2 times within repeat <ul style="list-style-type: none"> • Move 2 squares forward • Move up • Move down • Move 1 square forward 		<pre>repeat 2: forward(2) forwardUp() forwardDown() forward(1)</pre>	<pre>repeat 2: forward(2) forwardUp() forwardDown() forward(1)</pre>

codementum.com

Monitor & Assess

PANEL

- My Profile
- Dashboard
- Awards

TEACHER

- Help Center
- My Classes
- Project Solutions

PRODUCTS

- Studio
- App Maker
- Game Maker
- AI - ML
- STEM
- Computer Science

TEACHER

free: 42 / 1000, paid: 147 / 500

My Classes / D4 / Progress / Studio

Studio
App Maker
Game Maker
AI-ML

Export CSV

Choose a subject: The Basics Previous Next

Not started, ★ 1 star, ★ 2 stars, ★ 3 stars

	The Basics										Repeat Loops					
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
@arifan	★	★	★	★	★	★	★	★	★	★	?	?	?	?	?	?
@mohammed	★	★	★	★	★	★	★	★	★	★	?	?	?	?	?	?
@shahkhalid	★	★	★	★	★	★	★	★	★	★	?	?	?	?	?	?
@san	★	★	★	★	★	★	★	★	★	★	?	?	?	?	?	?
@maritz	★	★	★	★	★	★	★	★	★	★	?	?	?	?	?	?
@avaan	★	★	★	★	★	★	★	★	★	★	?	?	?	?	?	?
@magnum	★	★	★	★	★	★	★	★	★	★	?	?	?	?	?	?
@hinata	★	★	★	★	★	★	★	★	★	★	?	?	?	?	?	?
@sophia	★	★	★	★	★	★	★	★	★	★	?	?	?	?	?	?
@daniela	★	★	★	★	★	★	★	★	★	★	?	?	?	?	?	?

PANEL

- My Profile
- Dashboard
- Awards

TEACHER

- Help Center
- My Classes
- Project Solutions

PRODUCTS

- Studio
- App Maker
- Game Maker
- AI - ML
- STEM
- Computer Science

TEACHER

free: 42 / 1000, paid: 147 / 500

STUDENT REPORT

Student Username: san
 Student ID:
 School Name: Metropolitan School Frankfurt
 Class Name: G4

Studio

Score of challenges

THE BASICS	9/100
REPEAT LOOPS	9/50
VARIABLES	9/81
ARRAYS	9/50

Average stars

Count of stars per page

Tutorial-Page	1	2	3	4	5	6	7	8	9	10	Total	Average
The Basics	3	3	3	3	3	3	3	3	3	3	27	3
Repeat Loops	3	3	3	3	3	2	2	2	2	2	25	2
Variables	3	3	3	3	2	2	2	2	2	2	22	2
Arrays	3	3	3	3	3	2	2				19	2

Time spent and number of attempts comparison

Average attempts

Total attempts per page

Tutorial-Page	1	2	3	4	5	6	7	8	9	10	Total	Average
The Basics	1	2	1	1	3	4	2	1	4		19	2
Repeat Loops	2	2	5	7	2	2	5	1	5		35	3
Variables	2	5	4	3	2	4	2	2	4		28	3
Arrays	1	18	3	1	2	2	6				36	5

Average time spent

Total time spent per page

Tutorial-Page	1	2	3	4	5	6	7	8	9	10	Total	Average
The Basics	47	32	26	33	79	102	43	70	122		554	61
Repeat Loops	57	30	91	98	68	31	109	91	298		1019	113
Variables	32	46	77	109	184	29	72	149	132		1166	124
Arrays	10	146	102	83	131	96	225				841	102

App Maker

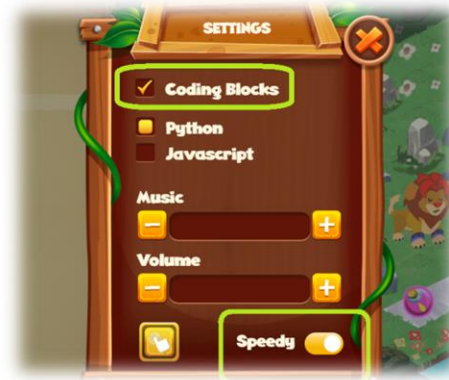
There is no data for Appmaker. The student must be start to use Appmaker in order to have data.

Game Maker

There is no data for Gamemaker. The student must be start to use Gamemaker in order to have data.

New features

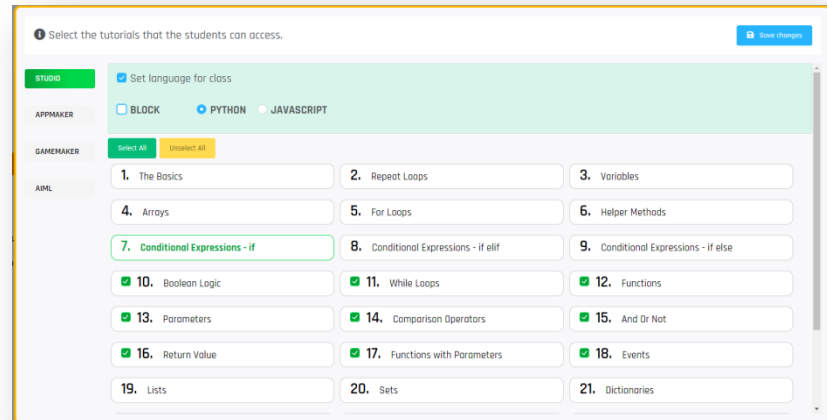
Block mode turn off and the main character go very fast feature.



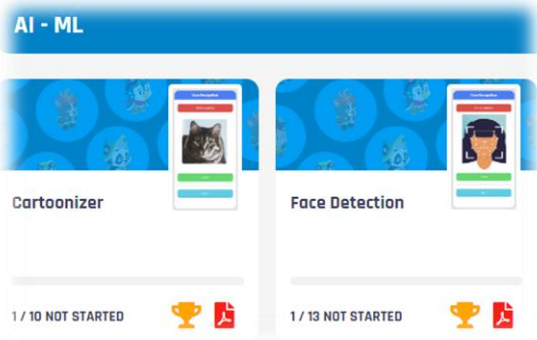
We've developed a "Code suggestion" feature to make it easier for students to transition to text-based coding.



We have developed a "Set your own content" feature for teachers. Teachers can now assign the content they want to the classes.



Our Codementum AI-ML project is now active.



Certificate



Review

“ The website is truly amazing. There are so many activities for all age ranges. The activities are not just classwork, there are ideas to teach after school clubs with videos and lesson plans. So much effort has gone into designing a website that is easy to follow and understand Computing which many people have found difficult to comprehend.”

L.Gomez
Computer Science Teacher



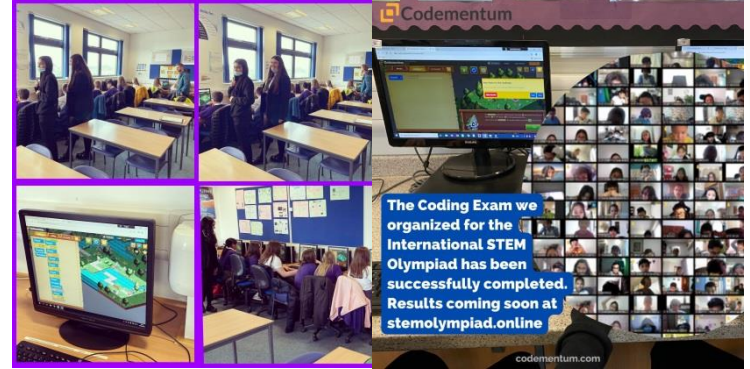
“Codementum is an excellent tool for both beginners and those wish to expand their coding knowledge. They’ve managed to make a fun, practical and unique way to learn coding which will always leave the user wanting to come back and learn some more.”

S. Brown
Computer Science Teacher



“One place to control your teaching activities and very user-friendly interface to learn to code.”

M. Britton
Computer Science Teacher



References



Parrs Wood High School

St Colman's College



Salcombe Preparatory School



Sydenham School

St Mary's RC High School



KILGRASTON
JUNIOR YEARS - SENIOR - SIXTH FORM

Christ's College Finchley



Micklands Primary School



CATERHAM SCHOOL



Bablake School



Bethany School



Eagle House School



Ifield Community College

Kings School Winchester



West Craven High School

Moor Row Primary School



DAME ALLAN'S SCHOOLS
building the future



St Egwin's C.E. Middle School



REIGATE GRAMMAR SCHOOL

Langley Park School



Clifton High School
co-educational nursery pre-school to sixth form



Boundary Oak School



PENNTHORPE SCHOOL



Newcastle Preparatory School
Est. 1885



Incorporating Northgate School Arts College, The Bee Hive & Sweet Bee



St Andrew's Prep
EASTBOURNE



WRENN SCHOOL
Creative Education Trust



Friern Barnet School

and many more ...

Contact Us

Frame
Change

Frame Change

Founders@k12framechange.com

k12framechange.com