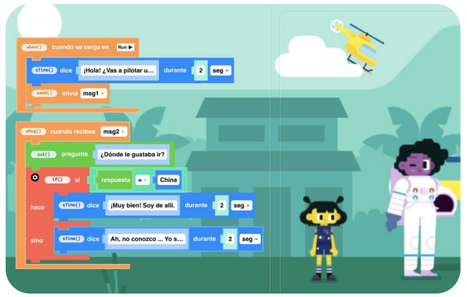
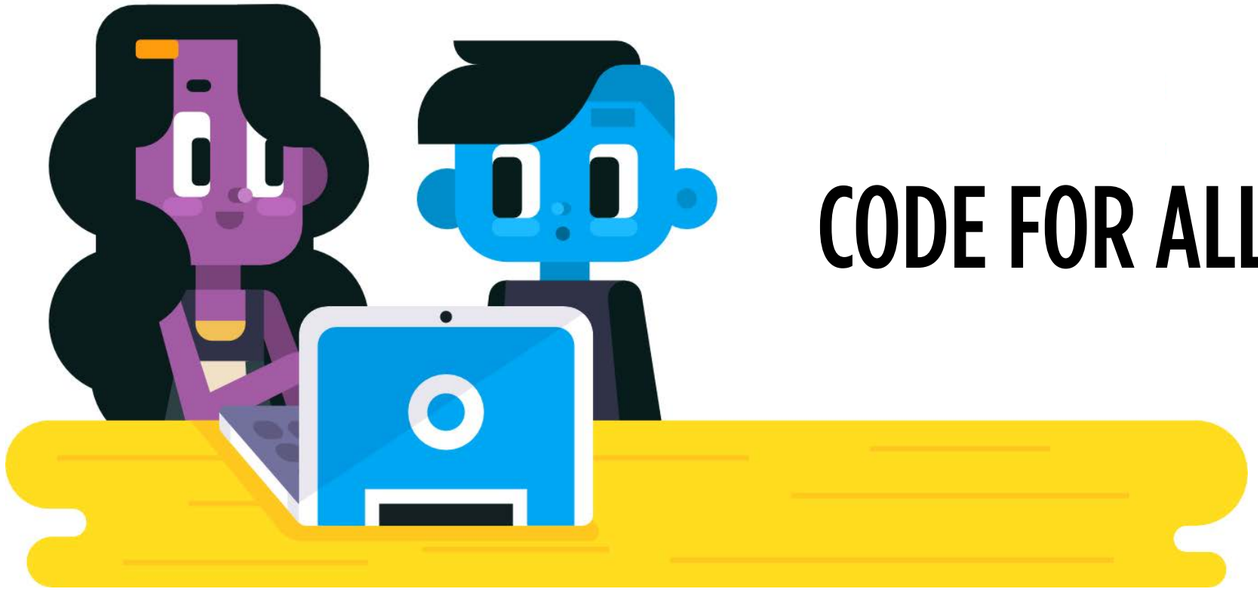
K6 COMPUTER SCIENCE TEACHING MADE EASY



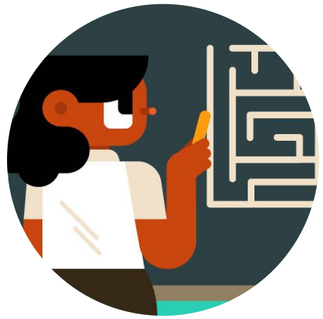
CODE FOR ALL



CODE FOR ALL'S CLASSROOM PLATFORM

1

Computer Science
1 Hour/Week
K6 Curriculum



2

Designed for
any teacher

3

Student
Experience

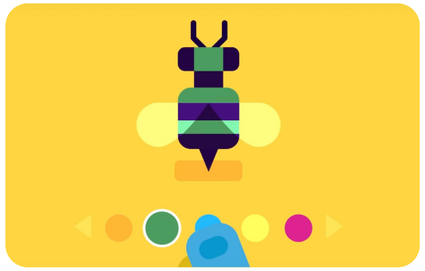
4

Sustainable
Development
Goals Content

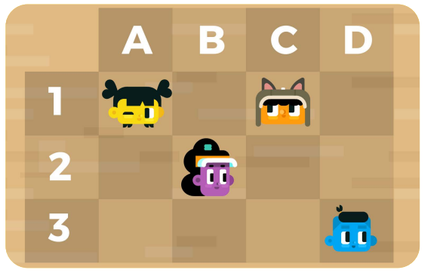
5

Impact Stats

1 COMPUTER SCIENCE 1 HOUR/WEEK K6 CURRICULUM

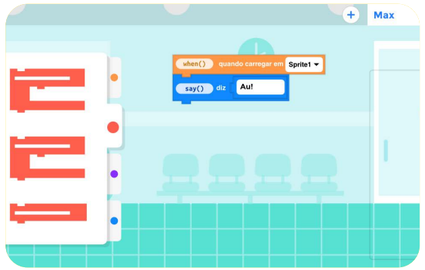


Computer Science basic concepts



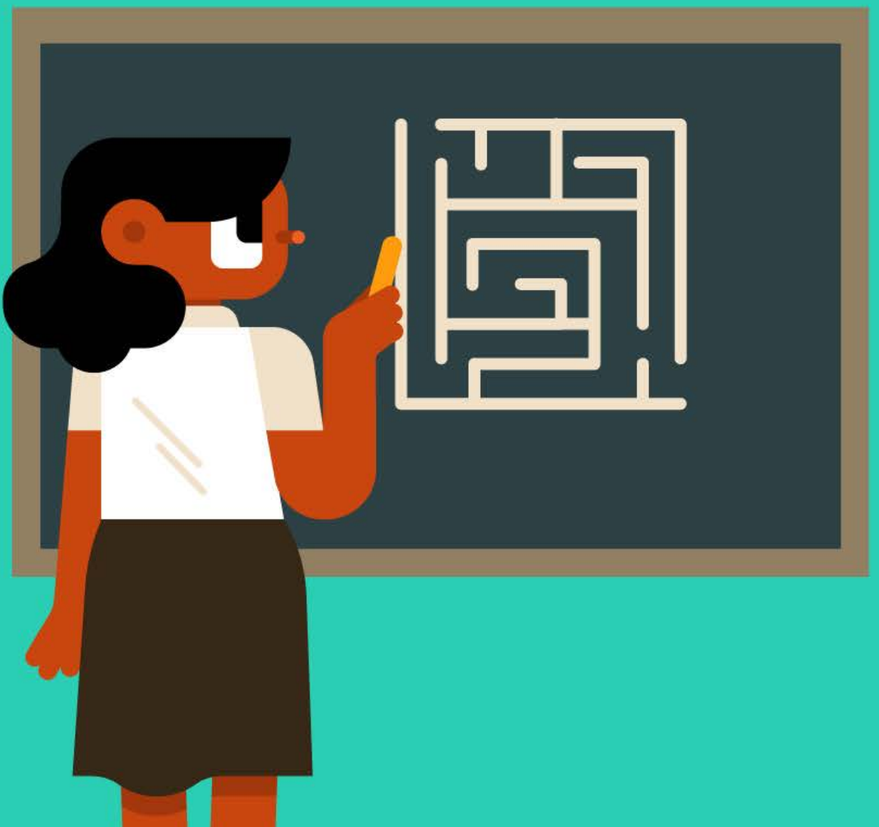
Logical and algorithmic thinking

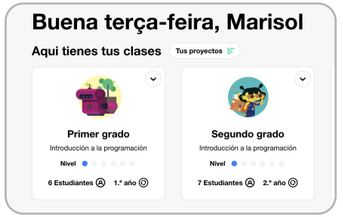
STEAM Interdisciplinary Content



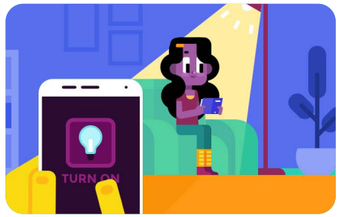
Block programming

2 DESIGNED FOR ANY TEACHER

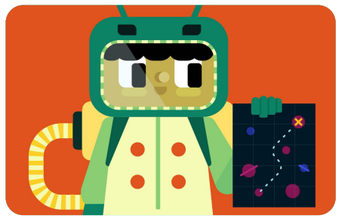




Detailed lesson plans

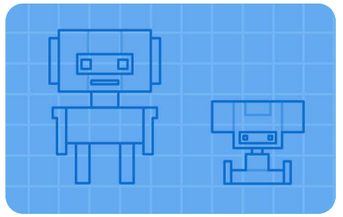


Videos with instructions



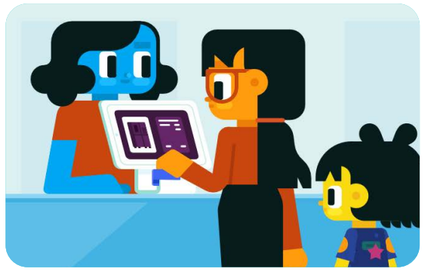
Exercises Solutions

Glossary

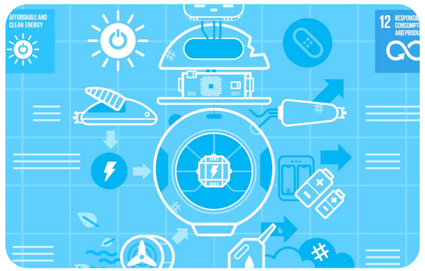


Lesson and Students Analytics

3 STUDENT EXPERIENCE

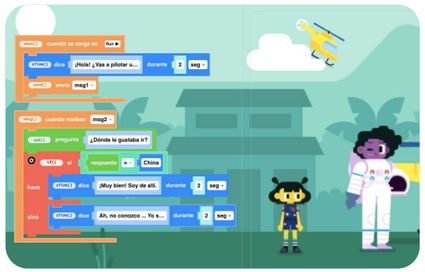


Informative Animation Videos



Computer Science Exercises

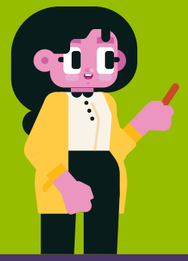
Programming Games



Block code projects

DATA COLLECTION & ANALYSIS

TEACHER EXPERIENCE



PLATFORM USE

STUDENT EXPERIENCE

VIDEOS

QUIZZES

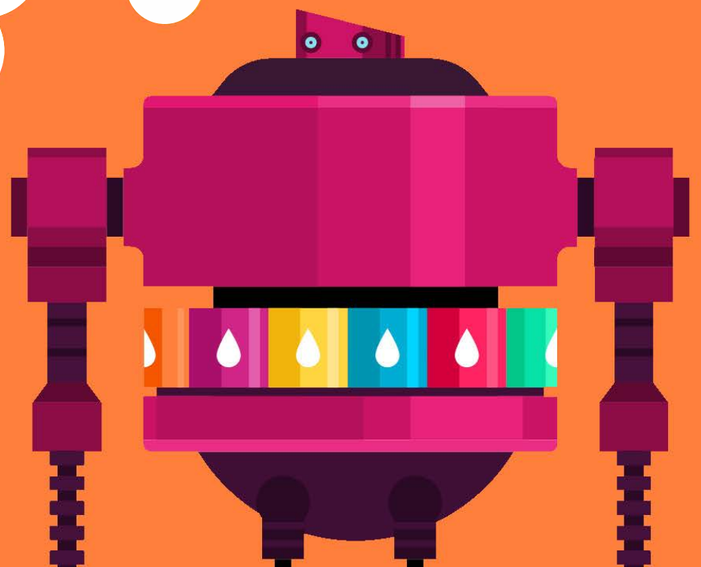
GAMES

TODAY
HUMAN ANALYSIS

FUTURE
A.I. BY MICROSOFT AZURE

4 SUSTAINABLE DEVELOPMENT GOALS CONTENT

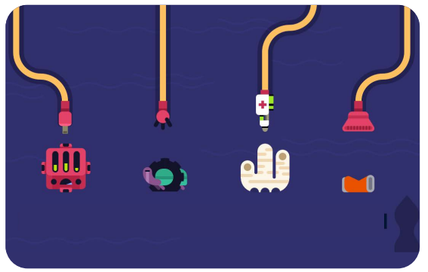
Each lesson includes as subtext at least one of the 17 SDG's



Promote gender equality

Improvement of energy efficiency and renewable energies

Increase water-use efficiency



Prevent and reduce marine pollution of all kinds

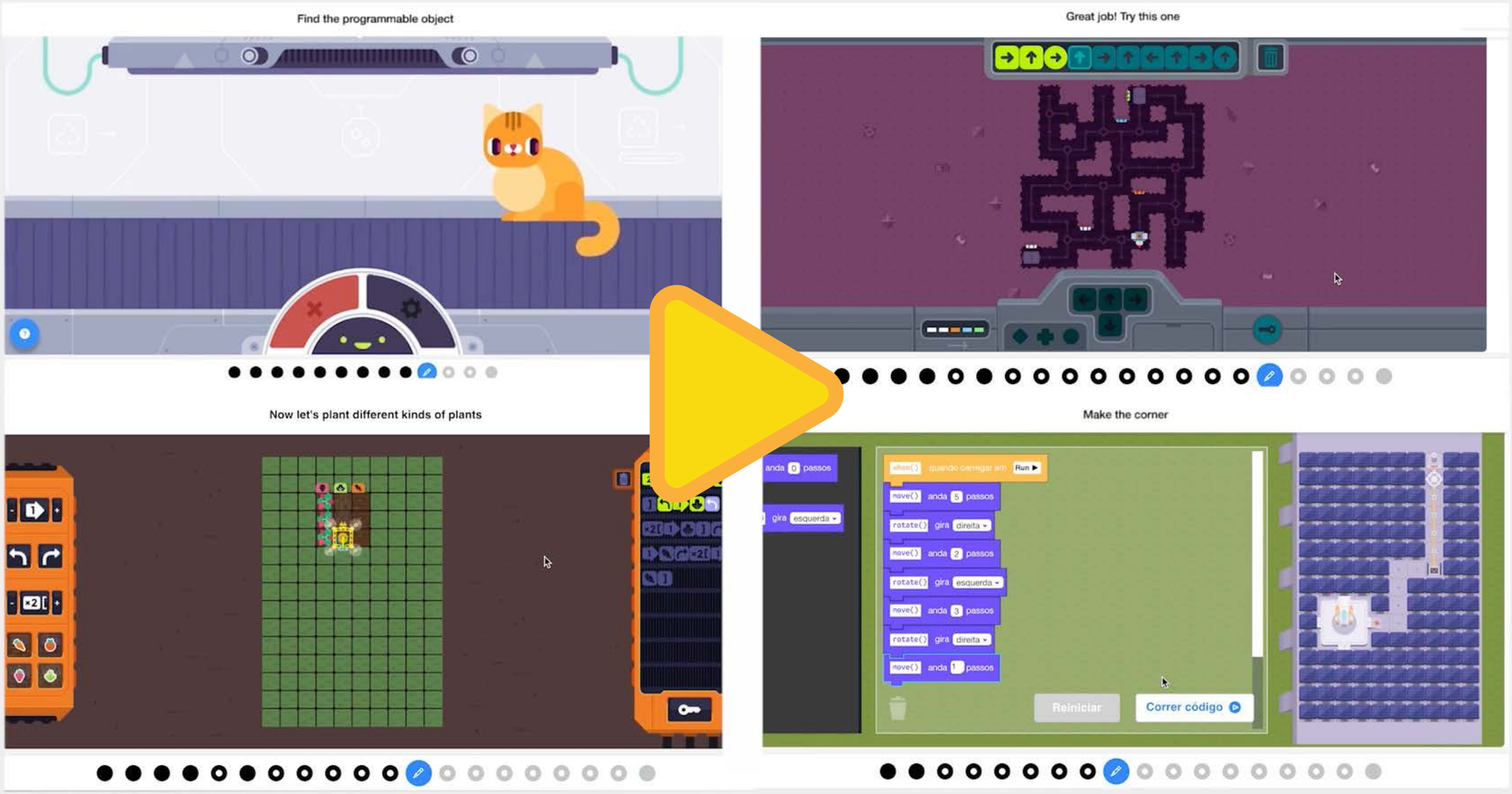
5 IMPACT STATS

- + 1.000.000 Students
- Increase up to 5% Logical Reasoning and 17% Mathematics Grades
- + 10.000.000 Block Solutions
- Winner of the WSIS Award –ITU
- Members of European Tech Alliance
- Microsoft Global Education Partner
- Available in the Americas, Europe, Middle East and Africa

WSIS FORUM

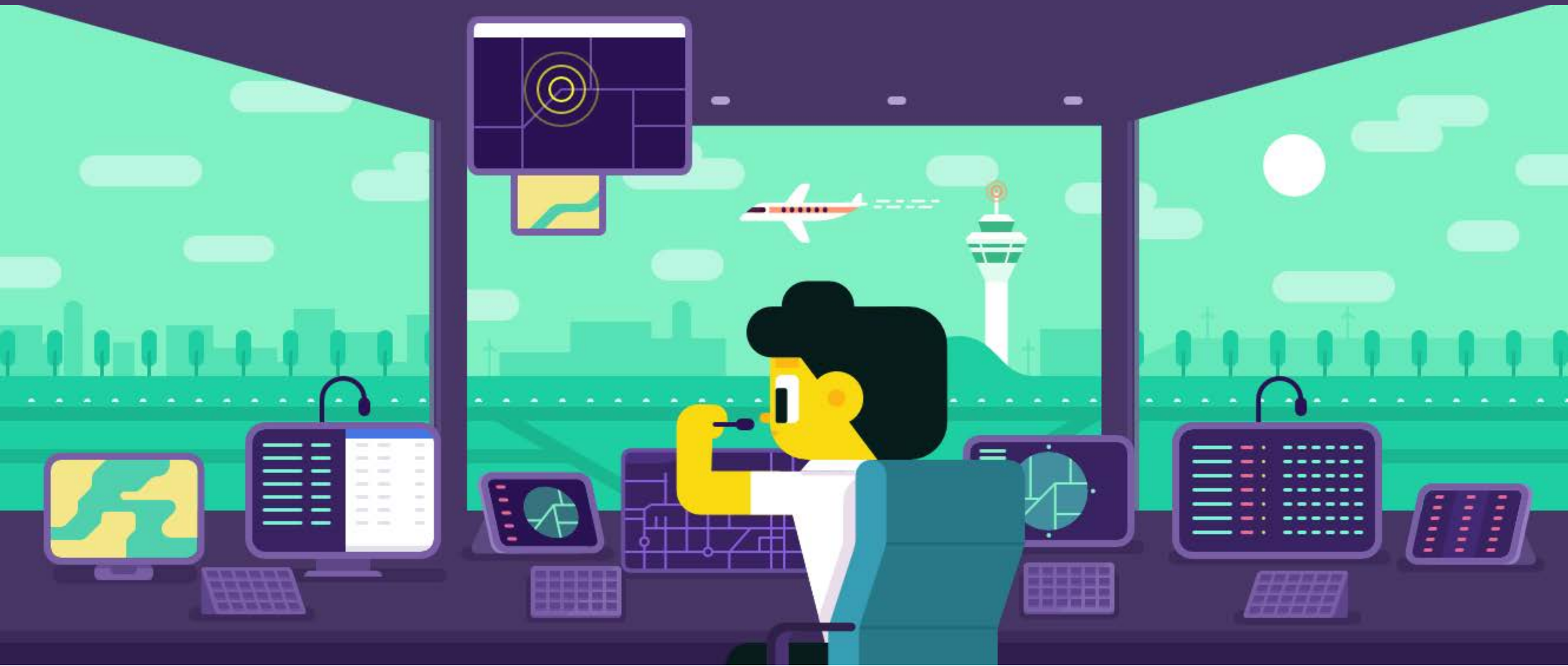
Microsoft Education Partner

European Tech Alliance


Find the programmable object
Great job! Try this one
Now let's plant different kinds of plants
Make the corner
anda 0 passos
gira esquerda
move() anda 5 passos
rotate() gira direita
move() anda 2 passos
rotate() gira esquerda
move() anda 3 passos
rotate() gira direita
move() anda 1 passos
Reiniciar
Correr código

Contact us

domingos@codeforall.io
www.codeforall.io



CODE FOR ALL

In partnership with:

jp.ik
inspiring knowledge