

2022



CODE WIZ
learn to code. have fun!

Online Rec Session Coding Classes

FOR AGES 7-17

www.thecodewiz.com

DATES

SESSION 3

TUESDAYS - Jan 4th - Feb 8th

THURSDAYS - Jan 6th - Feb 10th

SESSION 4

TUESDAYS - Mar 8th - Apr 12th

THURSDAYS - Mar 10th - Apr 14th

DETAILS

All sessions require a PC, Mac or Chromebook.* Not all classes work with a Chromebook, please see description for details*. We maintain a low coach: student ratio of **1:3** for kids ages **7 - 9** and **1:4** for kids ages **10+**. All sessions are self-paced. Come be a part of the Code Wiz family and see what the excitement of coding is all about!

CODE WIZ ADVANTAGE

FREE
CLASSES

YOUTUBE VIDEOS
/ONLINE TUTORIALS

POPULAR CODING
CENTERS



	FREE CLASSES	YOUTUBE VIDEOS /ONLINE TUTORIALS	POPULAR CODING CENTERS	
OUR APPROACH				
Small Coach to Student Ratios	✗	✗	✗	✓
Focused on Student Interest and Goals	✗	✗	✗	✓
Personalized Pathways	✗	✗	✗	✓
Project Based Learning	✗	varies	✗	✓
Multiple points of entry	✗	✓	✗	✓
Free trial class	✗	✗	varies	✓
CURRICULUM				
Basic coding courses	✓	✓	✓	✓
Advanced coding courses	✗	✓	✗	✓
Robotics	varies	varies	varies	✓
Coding competitions	✗	✗	✗	✓
Educator developed/approved curriculum	✗	varies	varies	✓
Cutting edge courses added frequently	✗	✓	✗	✓
OUR COACHES				
Comprehensive coach support and training	✗	✗	varies	✓
Computer Science Specialists	varies	varies	✗	✓
Criminal Background Checks	varies	✗	varies	✓
Assist with errors in code	varies	✗	✓	✓
Fun and engaging coaches	varies	varies	✓	✓
Go above and beyond to bring students' unique idea to life	✗	✗	✗	✓
REWARD SYSTEM				
Opportunities to Earn Wiz Bucks	✗	✗	✗	✓
Marketplace to spend Wiz Bucks	✗	✗	✗	✓
Badges	✗	✗	✗	✓
Student project portfolio	✗	✗	✗	✓
CUSTOMER SERVICE				
Proactive Communication	✗	✗	varies	✓
Progress reports with student portfolio	✗	✗	✗	✓
Relationships with students and parents	✗	✗	varies	✓
Personalized support for Special Needs	✗	✗	varies	✓
Caring and dedicated technical and non-technical support	✗	✗	varies	✓

Unlocking our students' inner genius:



Course name:

DRAG N DROP CODING

AGES: 7-8

Course description: Dive into the world of code by coding your own space shooter games, trivia games, music bands, beautiful computer-generated art and math simulations or tell a story! Perfect for the young beginner, drag n drop coding is the perfect way to start learning to code all while having a good time! Using code blocks that snap together, you can go from newbie to pro without a ton of typing. All you need is a little imagination and you can start to create anything you want including drawing your own characters!

Concepts your child will learn: Problem solving skills, basic coding concepts such as variables, conditionals, loops, functions, events and communication skills. They will also learn mathematical concepts such as x-y coordinates, negative numbers, angles, percentages, remainders and more!

Schedule:

Option A: Tues 4:30pm EST

Option B: Thur 4:30pm EST





Schedule:

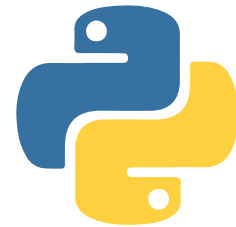
Option A: Tues 5:30pm EST

Option B: Thur 5:30pm EST

Course name:

VISUAL/GAME BASED PYTHON

AGES: 8-12



Visual Python (Ages 8-10)

Like the idea of animations, funny storytelling with characters or making 2 player games to share with friends? With our visual and interactive Python course, you will get to use a unique drag-to-text platform that guides you through text-based Python in a fun and interactive way using sprites and animations! Whether you're a beginner or have some experience with drag and drop coding, visual Python is a great intermediate step between platforms like Scratch and pure text based courses like Java!

Game-Based Python (Ages 10-12)

Do you love playing games? Do you want to learn how to code? Well, you are in the right place! In our Game-Based Python course, you'll learn to code by playing a game and solving coding puzzles that get increasingly challenging. As you go, you'll get to create your own game in Python using the skills and problem solving skills you have just gained!

Concepts your child will learn: Python in a visual format, problem solving skills, basic coding concepts such as variables, conditionals, loops, functions, and events! They will also learn mathematical concepts such as x-y coordinates, negative numbers, angles, percentages, remainders and more!

LEARN TO CODE, HAVE FUN!

Course name:

INTRO/ADVANCED PYTHON

AGES: 10+

Course description: Python is a great way to start your journey in the world of text based coding. It's a great first language because it's concise, easy to read and very versatile. Whatever you want to do, you can do it in Python. Our Python course covers everything you need to know to master the language - from declaring variables to creating tuples. If your goal is to develop problem solving skills, learn a cool technology or develop projects for college applications, Python is a great place to start!

Concepts your child will learn: Coding in a pure text based environment, basic coding concepts such as variables, conditionals, loops, functions and events. They will also learn advanced coding concepts - arrays, nested for loops, Objects, using an Integrated Development Environment (IDE), problem solving skills, debugging and real world applications of Python.

Schedule:

Option A: Tues 6:30pm EST

Option B: Thur 6:30pm EST





Schedule:

Option A: Tues 5:30pm EST

Option B: Thur 5:30pm EST

Course name:

MINECRAFT CODING

AGES: 8-12

(A PC or a MAC is required, a Chromebook will NOT work for this class)

Course description: Explore, create or survive! Mine deep into the minecraft world and create the future! In our modding with Minecraft course, you'll challenge the odds, craft your own kinds of weapons and build dream worlds using code. You will do this while also learning fundamental programming concepts, level design and problem solving skills. You will make use of ready made coding blocks to create their mini versions of Minecraft games all throughout the course.

Concepts your child will learn: Introduction to debugging programs, Code using drag and drop or Java, problem solving and learn transferable programming skills. They will also learn how to make mods and make your own Texture Packs!

LEARN TO CODE, HAVE FUN!

Course name:

MINECRAFT WORLD BUILDER

AGES: 7-12

(A PC or a MAC is required, a Chromebook will NOT work for this class)

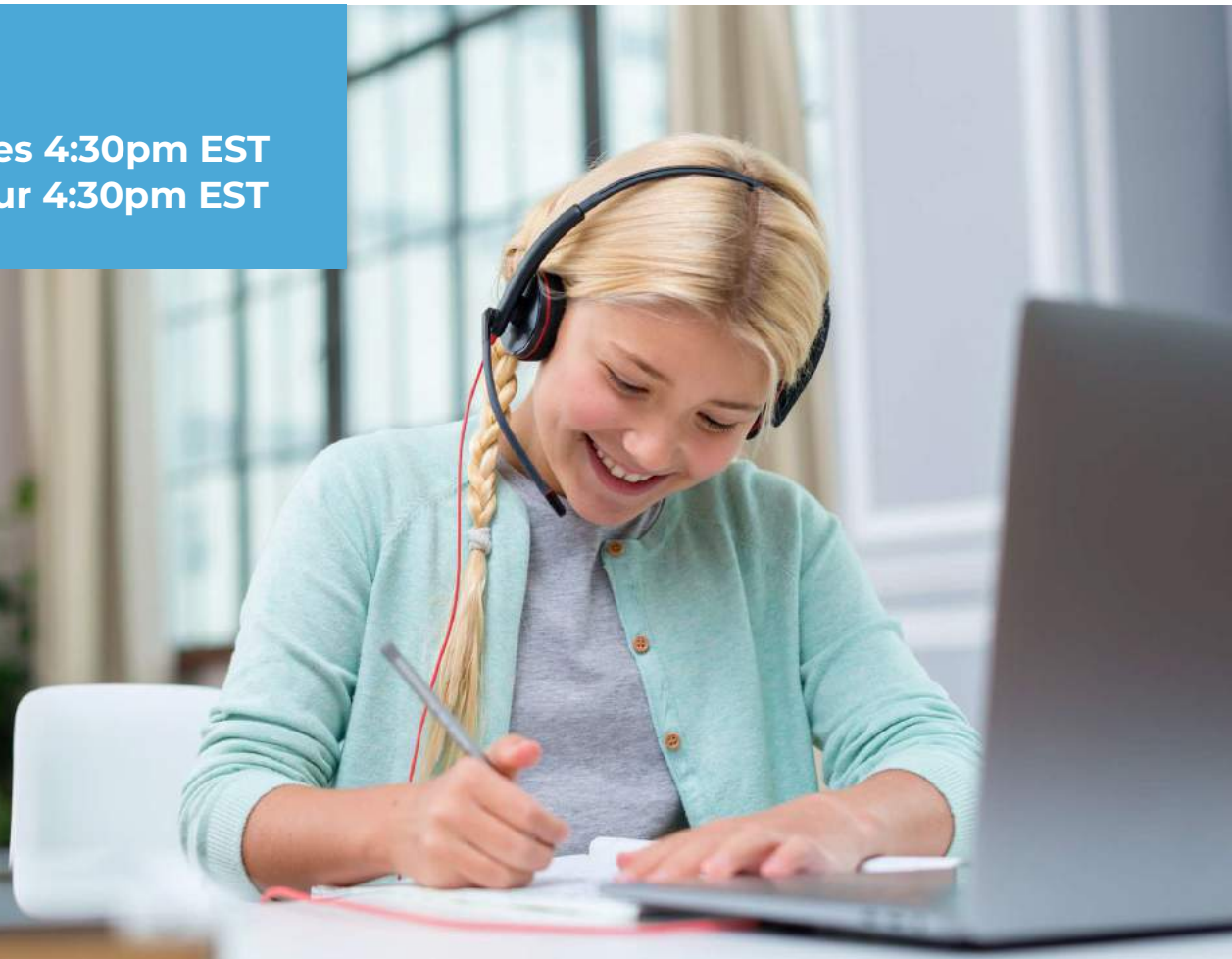
Course description: In our Minecraft World Builder course, you will learn how to run a city, manage money, protect the environment, all within the 3D world of Minecraft! This course is not coding based but a platform for you to learn more about real world economics, city planning, and life management! In Minecraft World Builder, you will be a part of a committee and learn to manage money by building onto your ever growing city with your peers!

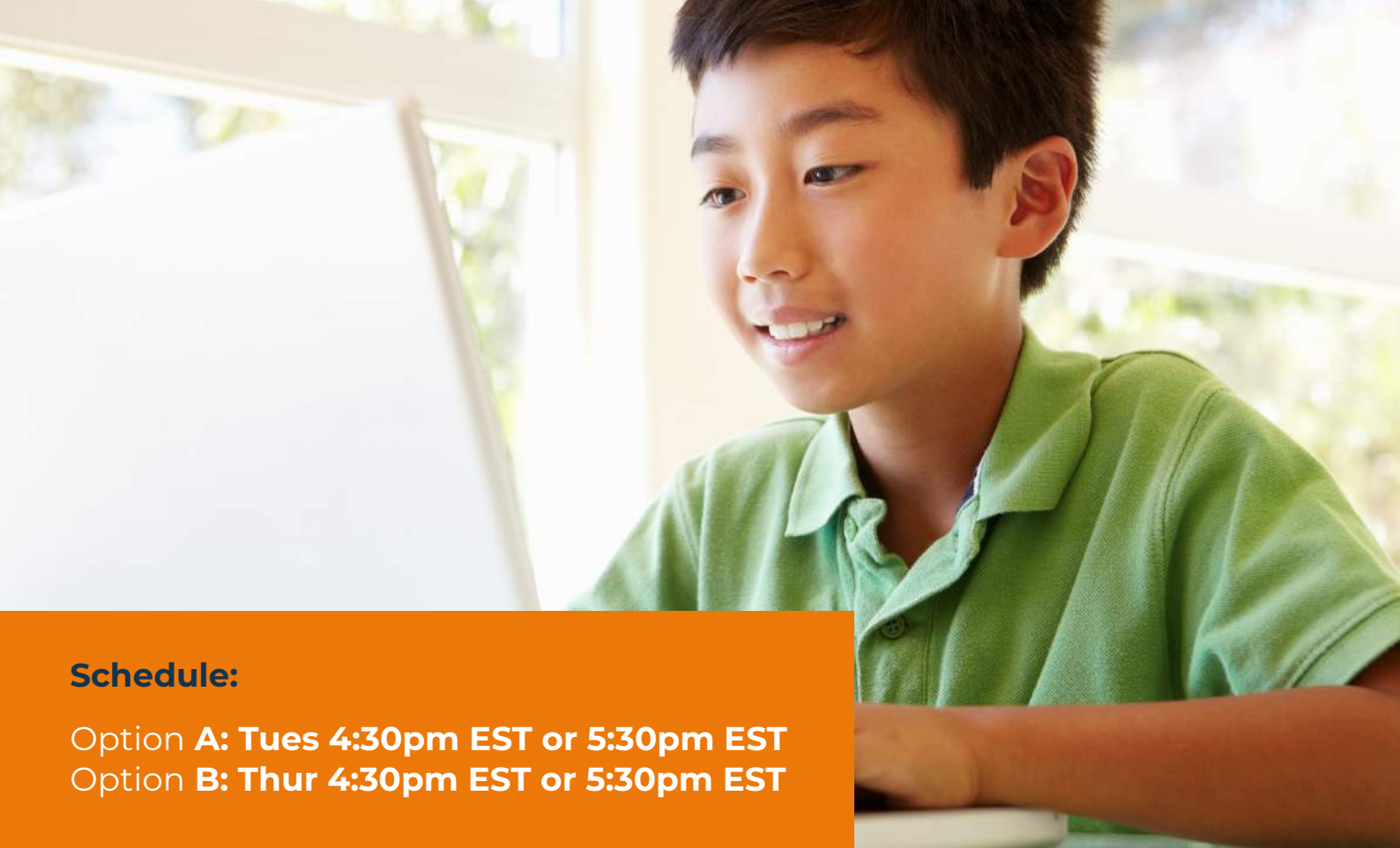
Concepts your child will learn: Real life money management, economics, town designing and care of the environment. They will also learn how to establish teamwork and develop their creativity and Problem Solving.

Schedule:

Option **A: Tues 4:30pm EST**

Option **B: Thur 4:30pm EST**





Schedule:

Option A: Tues 4:30pm EST or 5:30pm EST

Option B: Thur 4:30pm EST or 5:30pm EST

Course name:

ROBLOX GAME DEVELOPMENT

AGES: 7-9

(A PC or a MAC is required, a Chromebook will NOT work for this class)

Course description: Anyone can build a game in Roblox! Roblox studio has all the tools to make your wildest gaming imaginations a reality. You tell us what game you want to make and we'll teach you the fundamentals and coach you through bringing that game to life! Whether you're new to coding or have some experience, you will be challenged and have fun while bringing your game to life. Through drag and drop techniques or pure scripting, you'll be creating extensions to the Roblox game while fostering your creativity and learning real-world computer coding.

Concepts your child will learn: Learn to use Roblox Studio 3D game engine to design a 3D world, game design using Roblox Studio, mathematical concepts and write code scripts to program characters and objects in the game. They will also learn the life cycle of game development (from planning to design to their finished product) and finding and fixing errors in their code.

LEARN TO CODE, HAVE FUN!

Course name:

ROBLOX GAME DEVELOPMENT

AGES: 10+

(A PC or a MAC is required, a Chromebook will NOT work for this class)

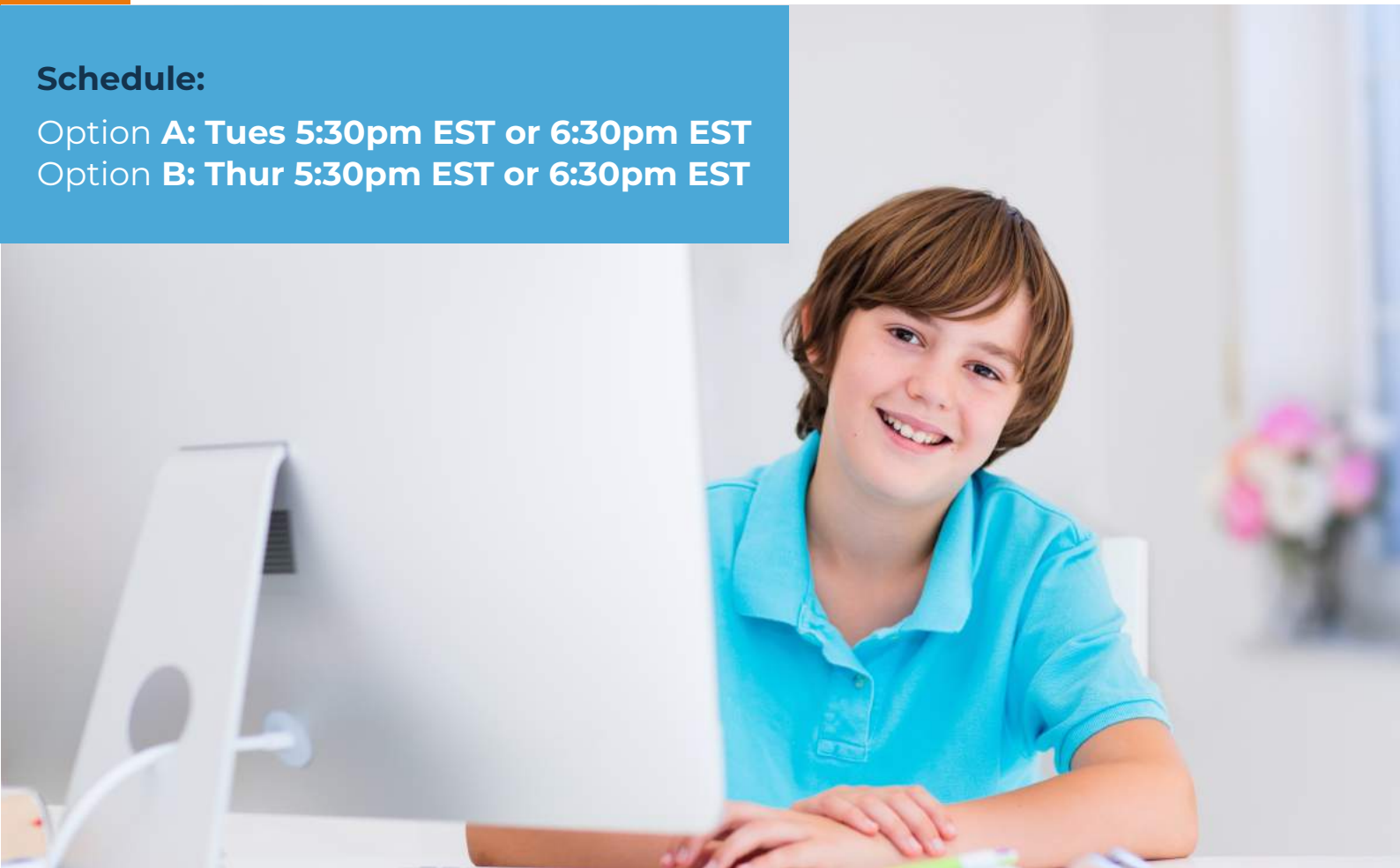
Course description: Anyone can build a game in Roblox! Roblox studio has all the tools to make your wildest gaming imaginations a reality. You tell us what game you want to make and we'll teach you the fundamentals and coach you through bringing that game to life! Whether you're new to coding or have some experience, you will be challenged and have fun while bringing your game to life. Through drag and drop techniques or pure scripting, you'll be creating extensions to the Roblox game while fostering your creativity and learning real-world computer coding.

Concepts your child will learn: Learn to use Roblox Studio 3D game engine to design a 3D world, game design using Roblox Studio, mathematical concepts and write code scripts to program characters and objects in the game. They will also learn the life cycle of game development (from planning to design to their finished product) and finding and fixing errors in their code.

Schedule:

Option A: Tues 5:30pm EST or 6:30pm EST

Option B: Thur 5:30pm EST or 6:30pm EST





Schedule:

Option A: Tues 6:30pm EST

Option B: Thur 6:30pm EST

Course name:

GAME DEVELOPMENT WITH UNITY

AGES: 10+

(A PC or a MAC is required, a Chromebook will NOT work for this class)

Course description: Gaming will never be the same again! In our 2D & 3D Game Design class, you'll use the Unity platform and a VR headset, to fuse your imagination with reality and create Virtual Reality and Augmented Reality games with your code. You will also learn how to add creative special filters to your camera feed. Another exciting feature you can learn is how to use hand gestures to interact with the elements of your virtual game. Virtual Reality and Augmented Reality are the hottest technologies out there! Sign up for our class and learn to use the technologies and be a cool programmer!

Concepts your child will learn: Navigate a 3D game engine, build 2D & 3D Unity games from the ground up, write C# scripts, create Character and Camera Animations, cutscenes, use variables and function. They will also learn basic artificial intelligence, work with gravity and 3D objects and gain transferrable general knowledge of game design.