

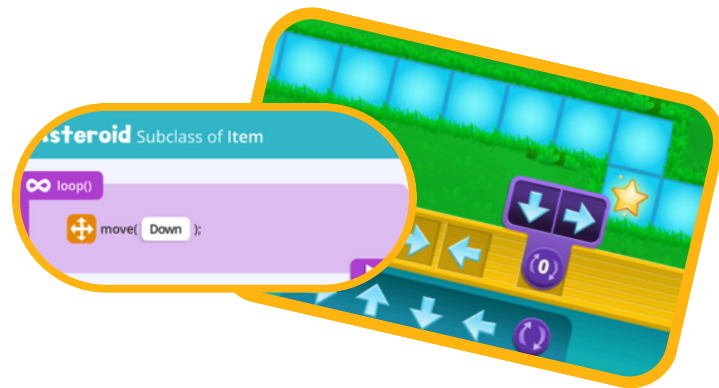
Kodable™ Education

Exploring K-5 STEM Through Code



What is Kodable Education?

An all-in-one platform to help your school explore STEM through code



Block & Text-Based Coding Learning



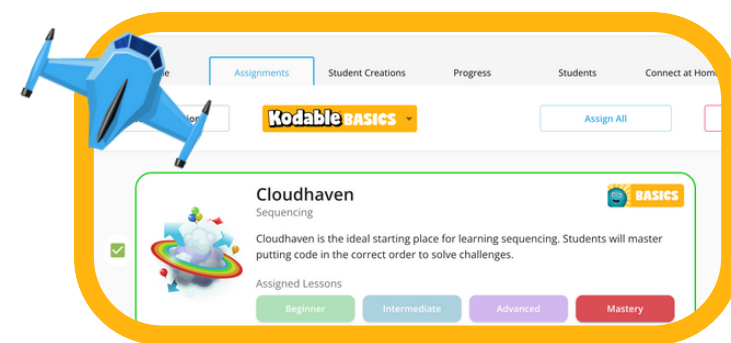
Comprehensive Curriculum & Lesson Plans



Standards Alignment



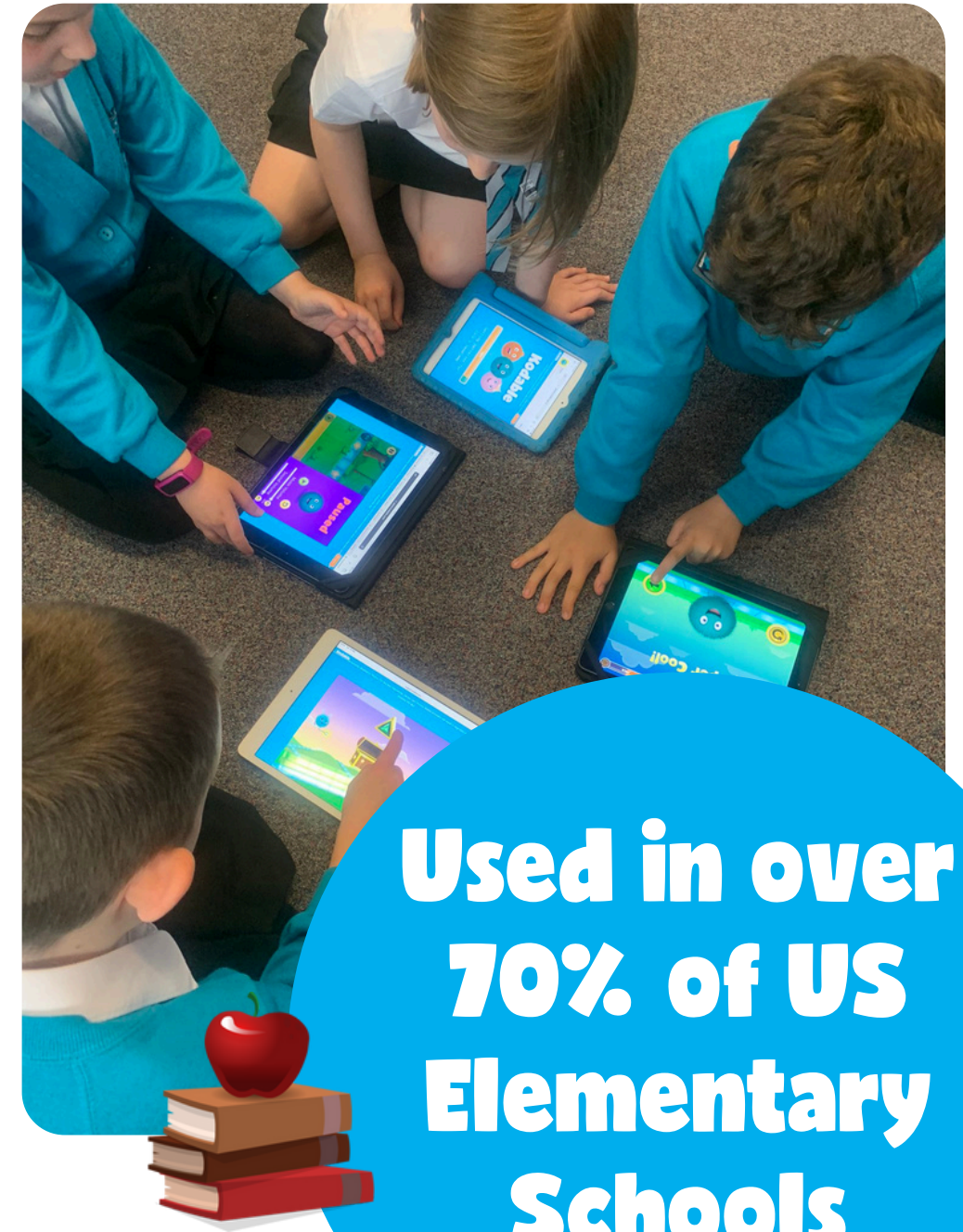
Built-In Assessments & Progress Reporting



Classroom & Assignment Management

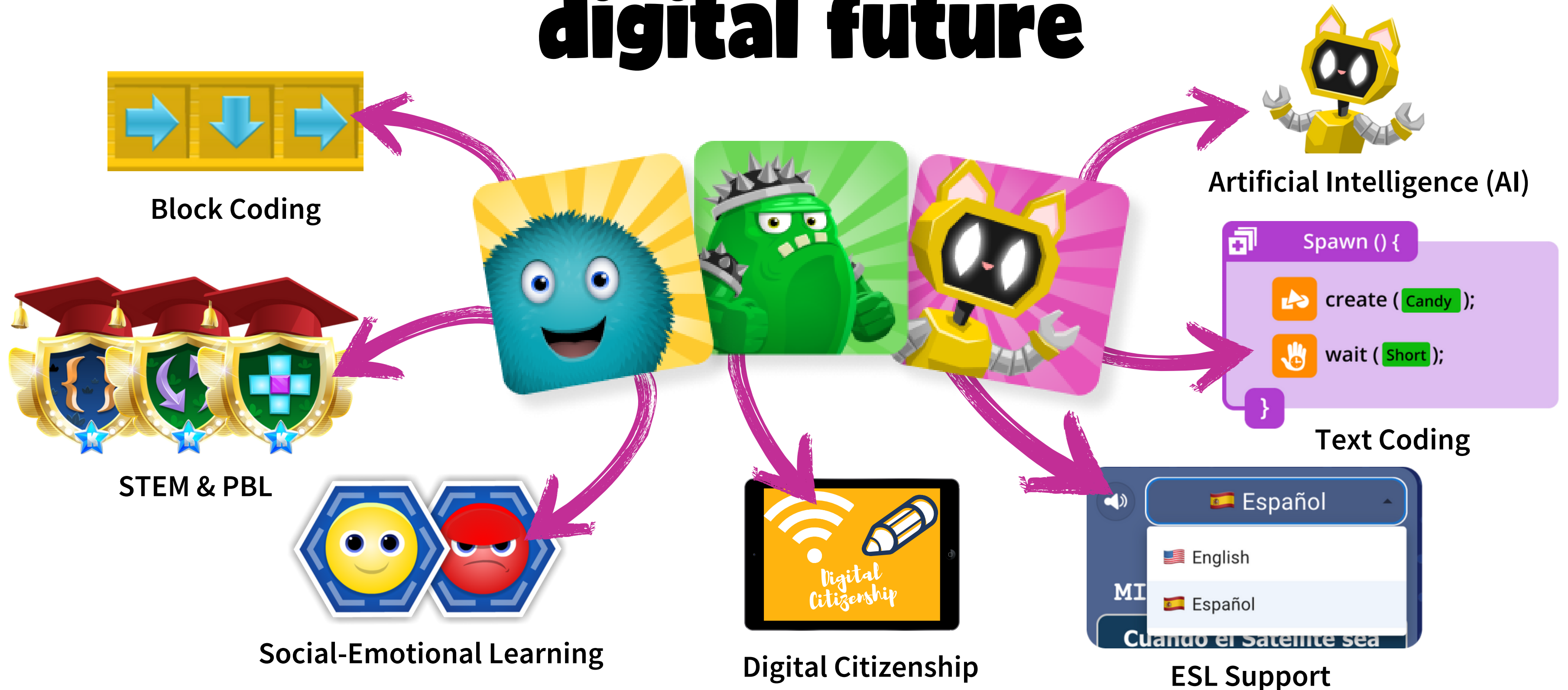


Professional Development



Used in over 70% of US Elementary Schools

Kodable prepares students for their digital future



Kodable promotes development that extends beyond the classroom



Problem Solving



Grit



Resilience



Collaboration



Communication



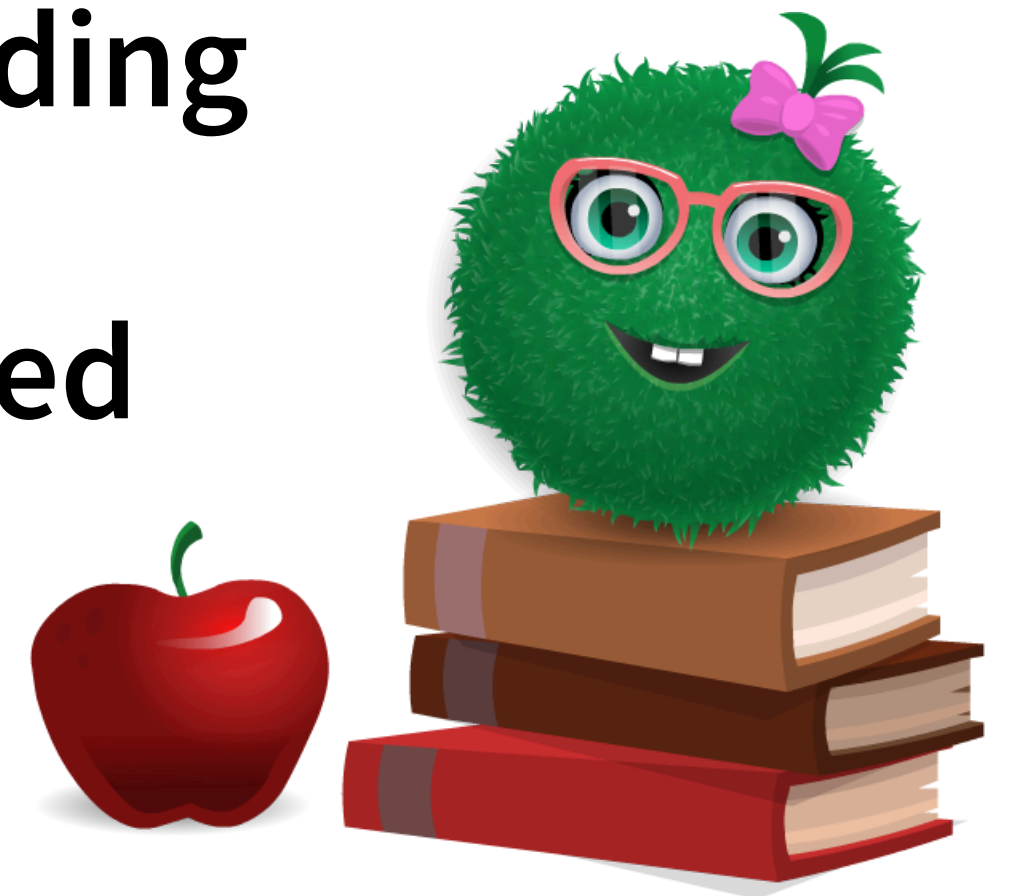
Creativity

Kodable by the numbers...

#1 STEM Coding App for **70%** of US Elementary Schools

Inspiring **40M+** Kids To Start Coding

300M+ Coding Creations Shared



Grade Based Learning Progression

Kodable Education's suite of learning apps grows with your students to meet their needs



Kodable[™]
BASICS

K-2



Kodable[™]
CREATOR

3-5



BUG WORLD
by **Kodable**[™]

K-5

Complete K-5 STEM Coding Curriculum



Self-Guided
Coding Lessons



Unlimited
Practice Levels



Game Design
Courses



Endless
Creative Play



At-Home App
for More Practice






Scaffolded Courses & Lessons



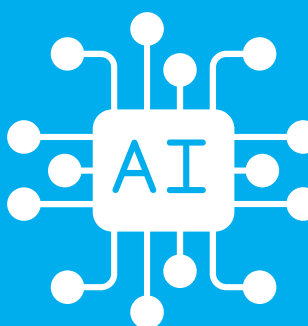
Pre-reader
friendly



Science &
STEM courses



SEL course





















AI courses



Game design
courses

Easily Track Student Progress

See and celebrate student progress across all Kodable apps on your teacher dashboard

	 Kodable Basics	 Cloudbaven	 Smeeborg
		Beginner Intermediate Advanced Mastery	Beginner Intermediate Advanced Mastery
Apple Last seen 12/5/2024			
Tyler Last seen 10/22/2024			
Blue Fuzz Last seen 12/6/2024			
Sprinkles Last seen 10/22/2024			
David Last seen 10/21/2024			

Powerful tools for Educators

The screenshot displays two course cards. The top card is for 'Clouhaven' (Sequencing), featuring a 'Download Report' button, a progress bar, and an 'Add Class' button. Below the course title is a description: 'Clouhaven is the ideal starting place for learning sequencing. Students will master putting code in the correct order to solve challenges.' It lists 'Assigned Lessons' with buttons for 'Beginner', 'Intermediate', 'Advanced', and 'Mastery'. The bottom card is for 'Smeeborg' (Sequencing and Conditions), with a description: 'In Smeeborg, students explore "If... Then..." statements, learning how to make programs respond to specific conditions.' It also lists 'Assigned Lessons' with buttons for 'Beginner', 'Intermediate', 'Advanced', and 'Mastery'. At the bottom, there are four icons representing 'Videos', 'Activities', 'Guides', and 'Annotations'.

Lesson library & Unplugged activities

Course guides & answer keys

Assignment controls

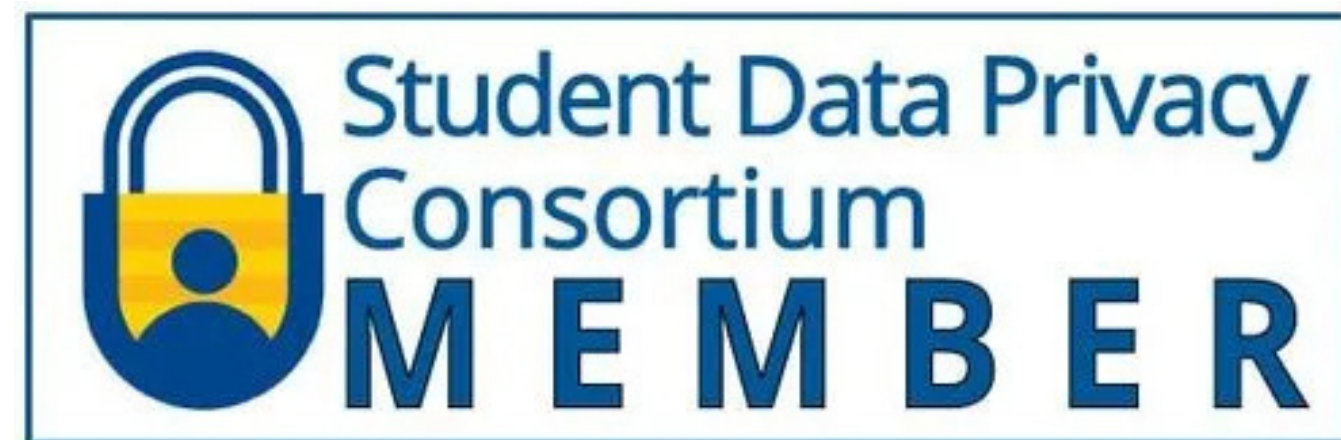
Class management tools

Co-Teachers

Detailed progress reporting

Commitment to Student Privacy & Security

Learn more about Kodable Education's privacy policies
on our website at Kodable.com/privacy.



✓ CSTA Standards Aligned

Level 1A: Grades K-2 (Ages 5-7)

Level 1B: Grades 3-5 (Ages 8-11)

Kodable **BASICS**



Basics

This course will teach sequencing and simple game mechanics, building a foundation for more advanced coding skills.

Comp

Students



Kodable **CREATOR**

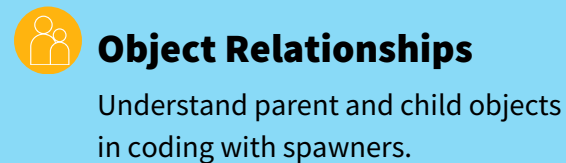
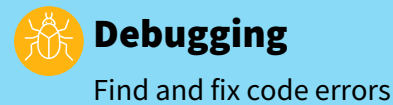
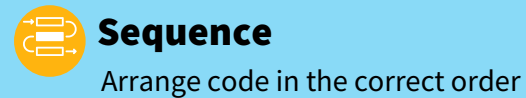


High Flyer

A flying navigation game introducing students to Kodable Creator's mechanics by interacting with objects to progress and learning basic controls and code manipulation.

Competencies

Students will learn:



Standards

1B-AP-09 Create programs that use variables to store and modify data.

1B-AP-12 Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.

1B-AP-15 Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.



Cloudhaven

This introductory course is designed to help students master the concept of sequencing by learning how to put code in the correct order.

Students



Run and Jump

An endless runner style game where students build on their previous code knowledge.

Students will learn:



1B-AP-09 Create programs that use variables to store and modify data.

1B-AP-11 Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.

1B-AP-12 Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.

Kodable School Plans



Premium

\$1750 / year per site

Up to 250 students

Access to all course content and lessons

Progress and usage reports

Admin account for class management

[Learn More](#)



Premium+

\$2500 / year per site

Unlimited Students

Everything included in Premium plans plus:

Access to an AI tutor

Clever secure sync

Personal account manager

[Learn More](#)

How Can I Fund Kodable At My School?

Here are some common ways Kodable may fit into your STEM or Technology budgets:

STEM-Specific Budgets

- STEM Curriculum
- Technology for STEM Programs

Curriculum Budgets

- Science Curriculum
- Supplemental Instructional Materials

Federal Funding

- ESSER Funds
- Title IV, Part A Funds
- Career and Technical Education

Technology Budgets

- Educational Technology
- Computer Science Education

Professional Development

- Teacher Training for STEM

Local Grants

- Innovative Learning Grants
- Teacher Discretionary Budget

Educators Kodable

“Teachers don’t need to know how to code, kids learn on their own.” Erica, Classroom Teacher

“Kodable is a great way to introduce elementary students to coding!” Gina, Media Specialist

“A must-have app for kindergarten STEM students.” Lisa, Classroom Teacher