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Code Kingdoms
Dashboard Guide

for kids, with kids, by kids.

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Resources overview

We have produced a number of resources designed to help people use Code Kingdoms. There are introductory guides to all parts of the product and classroom materials to help teach lessons around Code Kingdoms.

Code Kingdoms Learning: What, where, when and how

A summary of the Code Kingdoms approach to learning.

Teacher Guide

An overview for teachers. Describes the Code Kingdoms learning ethos and details the different parts of the product.

Dashboard Guide

A beginner's guide to using our group management tool. Describes everything from registering for an account to assessing the progress of your kids.

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Sandbox guide

A guide to using our unstructured creation environment. Learn everything from using the menus to making great puzzles.

Unit 1: Introducing Code Kingdoms

An introductory unit of six 'off-the-shelf' lesson plans. Targeted at KS2 kids.

Unit 2: Learning a language

Six 'off-the-shelf' lesson plans designed to teach kids the basic of JavaScript

Puzzle Packs

A guide to building specific puzzles in Creative mode. Step-by-step instructions from start to finish. Four puzzles per pack.

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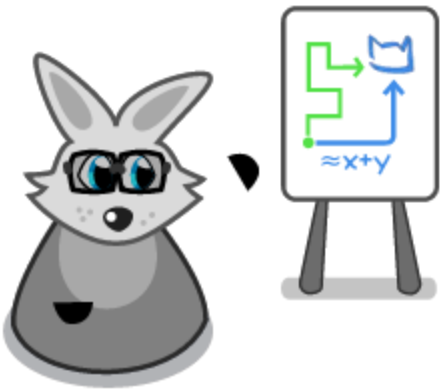
Contents



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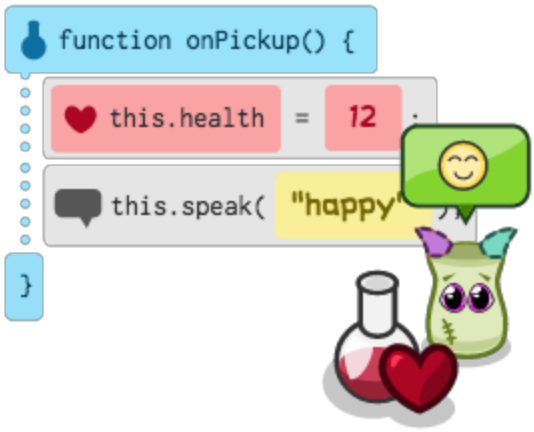
About this guide

This guide is for teachers and volunteers and explains how to use the dashboard to manage groups of kids as they work through Code Kingdoms puzzles. The dashboard can be accessed at dashboard.codekingdoms.com.

What is Code Kingdoms?

Code Kingdoms teaches programming and computational thinking in a way that's fun for kids. They build and protect their lands with puzzles coded in real JavaScript.



How does it work?

Play to learn Computational Thinking

As kids explore new lands they will learn programming concepts from the ground up. As they code, solve and build puzzles, they'll develop new coding and problem-solving skills that allow them to progress in the game.

Build your own kingdom

Get creative. Programming is fun and allows kids to design your own puzzles with real JavaScript code. As they progress they'll advance from drag and drop to real text-based code and grow a mightier kingdom.

Share & challenge your friends

Kids can collaborate to design their kingdom and show off their creations. Some of their best puzzle ideas come from working with others and problem-solving together.

What is the dashboard?

We have designed the Code Kingdoms Dashboard to make managing users, setting classroom activities and assessing progress easier for group leaders. It can be used by teachers, Code Club volunteers or anyone leading a group in an educational setting.

What are the benefits?

Code Kingdoms was built in consultation with many teachers and students throughout the UK. The dashboard was built in response to feedback from group leaders during our beta-testing period. The key benefits of using the dashboard are the ability to:

- Manage user accounts and reset student passwords
- Create groups for all your cohorts
- Plan your Code Kingdoms activities and push them to your groups at the click of a button
- Manage the classroom with tools including 'lock all user screens'
- Track progress of activities during a lesson
- Assess progress of individuals against National Curriculum criteria

How do I get started?

Registration

CK School, which incorporates the dashboard and browser-based version of the game, is free for use by schools, Code Clubs and other established extracurricular courses. Registration is completed in a few easy steps at dashboard.codekingdoms.com - the process is slightly different depending on which institution you are connected with, please see below.

1. Teachers / Schools
    a. When you select register please ensure you use your school email address. These email addresses usually contain the school's name in the domain and allows us to easily verify that Code Kingdoms is being used by an educational institution. This means you can use CK School.

2. Code Club volunteers
    a. Please register with your preferred email address. We'll use this to keep in touch about specific things we're doing with Code Club.

3. Other group leaders
    a. Please register for an account and drop us an email explaining the context of your course / institution and we will verify your use of the Code Kingdoms browser version team@codekingdoms.com

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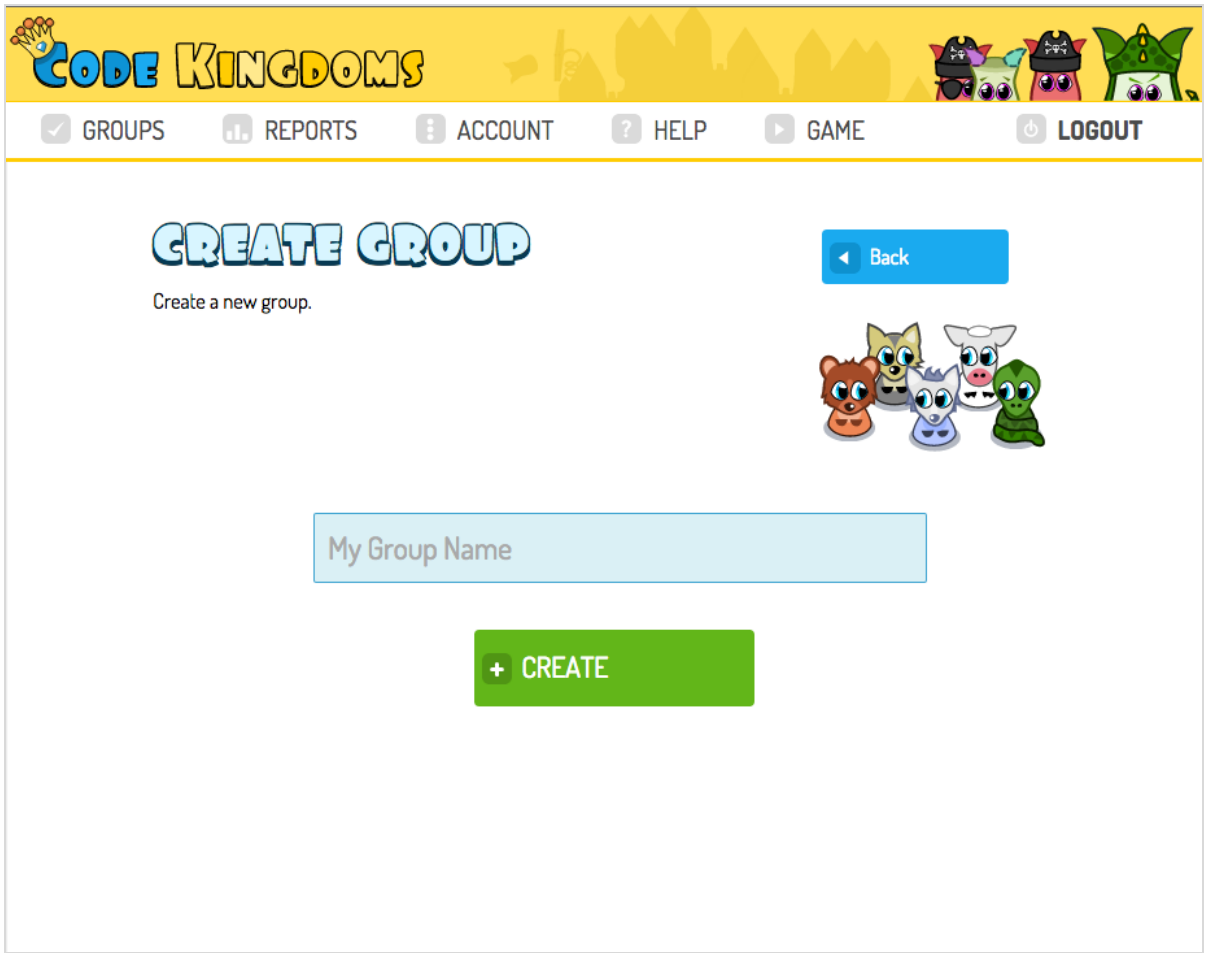
From registration to starting a lesson

1. Create a group
2. Allow kids to register for a game account at school.codekingdoms.com
3. Share the group code with kids so they can enter it during the signup process
4. Start a lesson by choosing some puzzles, adventures or sandbox mode

Creating a group

1. Once you have registered and logged in, the first thing you will need to do is to create a group. You can create as many groups as you like, we tend to create one per class / Code Club.

2. When created, the group will have a unique group code associated with it. This code can be shared with kids so they can easily join the group.



Allowing members to join your group

1. **Individuals need to register for their own game account at school.codekingdoms.com before they can join a group.**

2. Once everyone has created their own game account they can be added to your group using the unique eight digit group code that is generated.

3. The steps they need to take are listed below:
    a. Visit school.codekingdoms.com
    b. Choose a character, their age, gender and a username
    c. On the "add a group" page they need to enter the group's unique code e.g. 1234/5678
    d. Once successfully added each member will appear in the group

    An example of a group code kids need to type to join a group:

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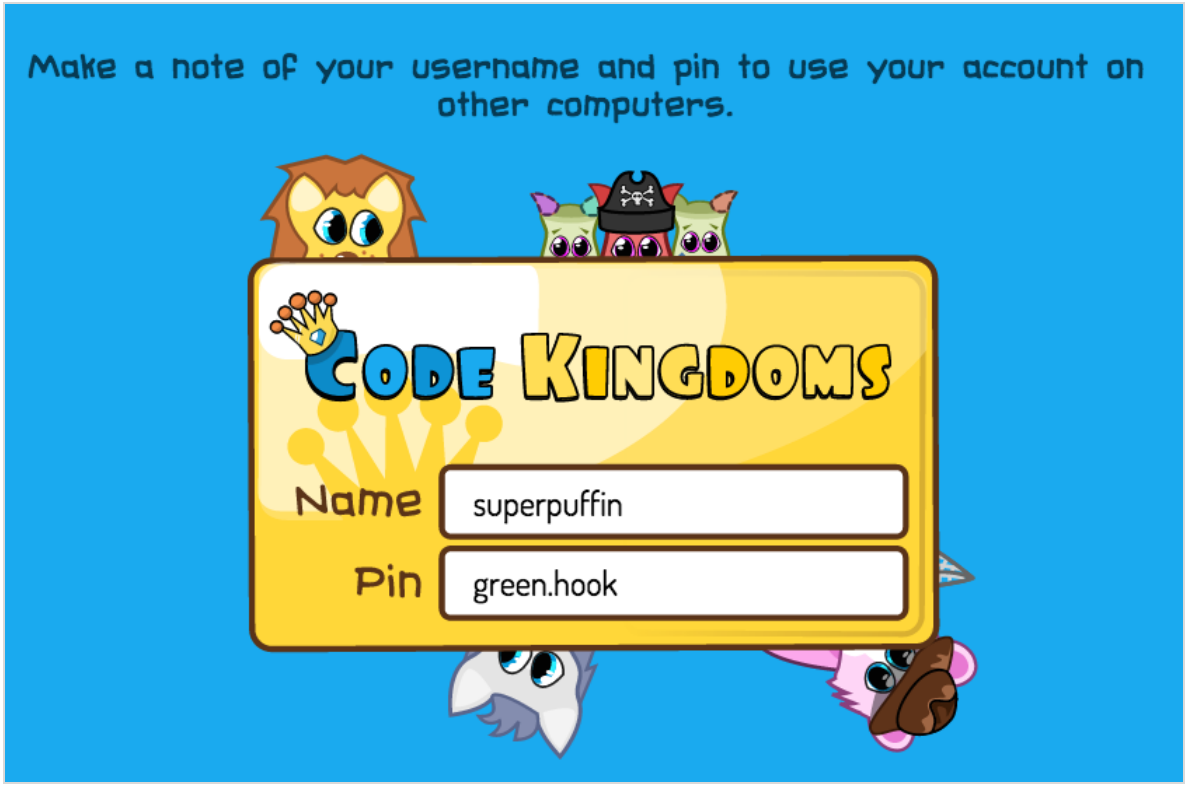
Usernames and Pins

Encourage your kids to write down their usernames and pins so they can continue playing CK Home out of school. It will be displayed to them at the end of the registration process, an example is shown below.

If you would like some Code Cards sent to your school for kids to record this information, please contact team@codekingdoms.com. Alternatively, there is a page at the end of this guide that allows you to print your own.



Managing members

1. Logout student - log out an individual student using the power /standby icon next to their username. You can do this for all students using the red "Logout students" button.

2. Reset a password - to reset a member's password click on the key icon next to their username in the groups view.

3. Removing users - you can remove users by clicking on the cross next to their username. They can be re-added later if you wish.

4. Tag - You may want to identify your members by more than their username alone, so the Tag column can be used to add information that allows you to recognise them.

Setting a lesson

On the Add Exercises screen you have three choices:

Adventures

Use code and computational thinking to solve mini puzzles.
Target: 6-8 years or Code Kingdoms beginners

Creative

Code real JavaScript puzzles with step-by-step instructions to complete
Target: 8-12 years

Sandbox

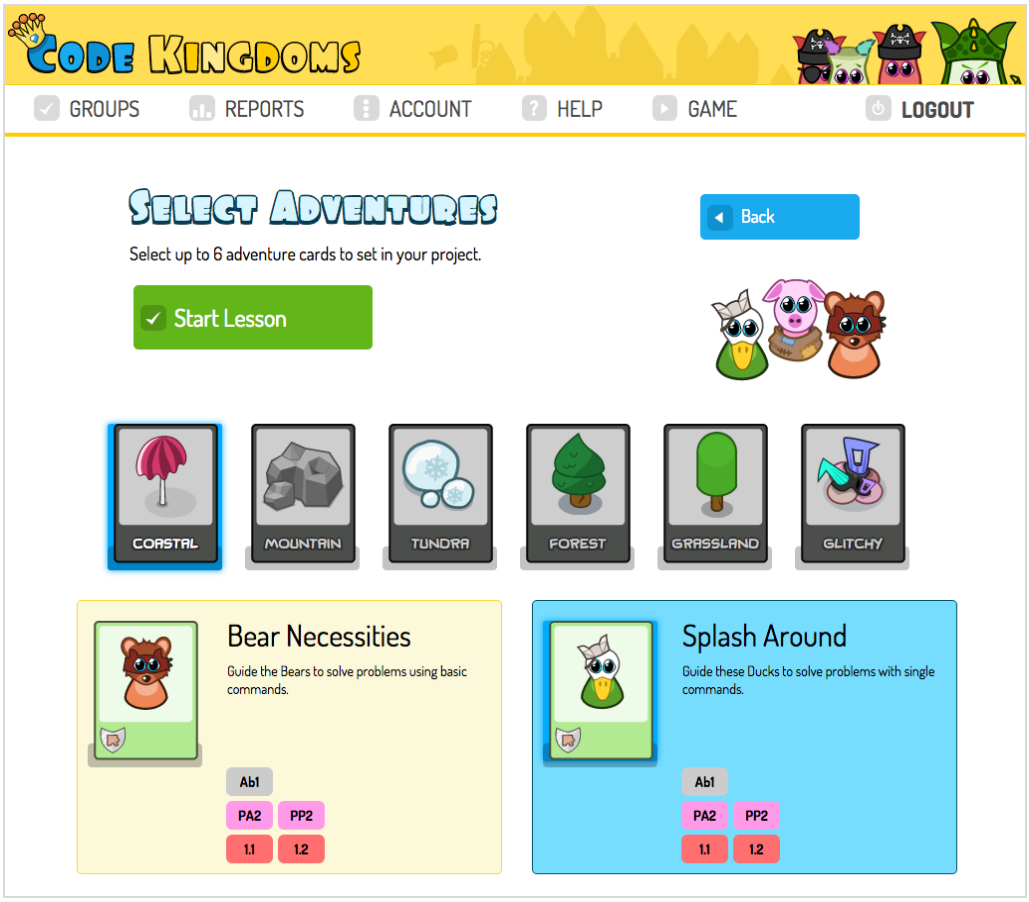
An open world with the freedom to choose the puzzles you want to create
Target: 9-13 years

Set Adventures

1. Setting an Adventure will give group members three mini puzzles to solve at a time. These Adventures require computational thinking to complete and are particularly suitable for younger audiences or as an introduction to Code Kingdoms.

2. Each Adventure contains mini puzzles grouped by learning theme, so they reinforce each other as they are completed.

3. The Adventures you want to include can be selected by clicking on the Adventure cards. Once selected they will highlight blue.



Select Puzzles

1. This feature can be used prior to a session to plan the puzzles your members will complete during the session. First you need to choose the biome that the puzzle will be created in.

2. The puzzles you want to include can be selected by clicking on the puzzle cards. Once selected they will highlight blue.

3. When you are happy with the puzzles selected, clicking "Start Lesson" will push the puzzles to your group members. They will be completed in the order they appear on the "Select Puzzles" screen.

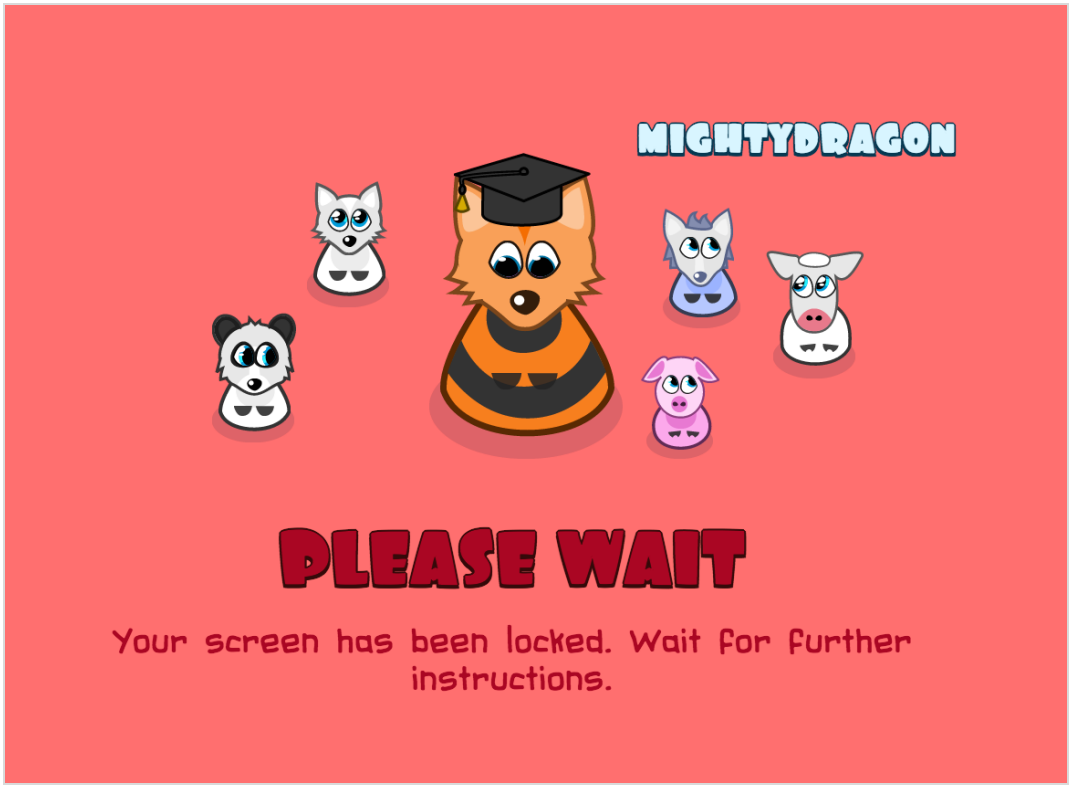
Monitoring progress & Saving Lessons

You can view live lesson progress once you have started the lesson. As members complete activities the dots next to their names will turn green.

If your members don't complete all the activities, the lesson can be saved and revisited at a later date using the "Save lesson" button. You just need to name the lesson.

Locking screens

The “Lock” button can be used to get the attention of your group members and prevent them being distracted by continuing to play Code Kingdoms. Clicking “Unlock” will enable them to pick up where they left off.

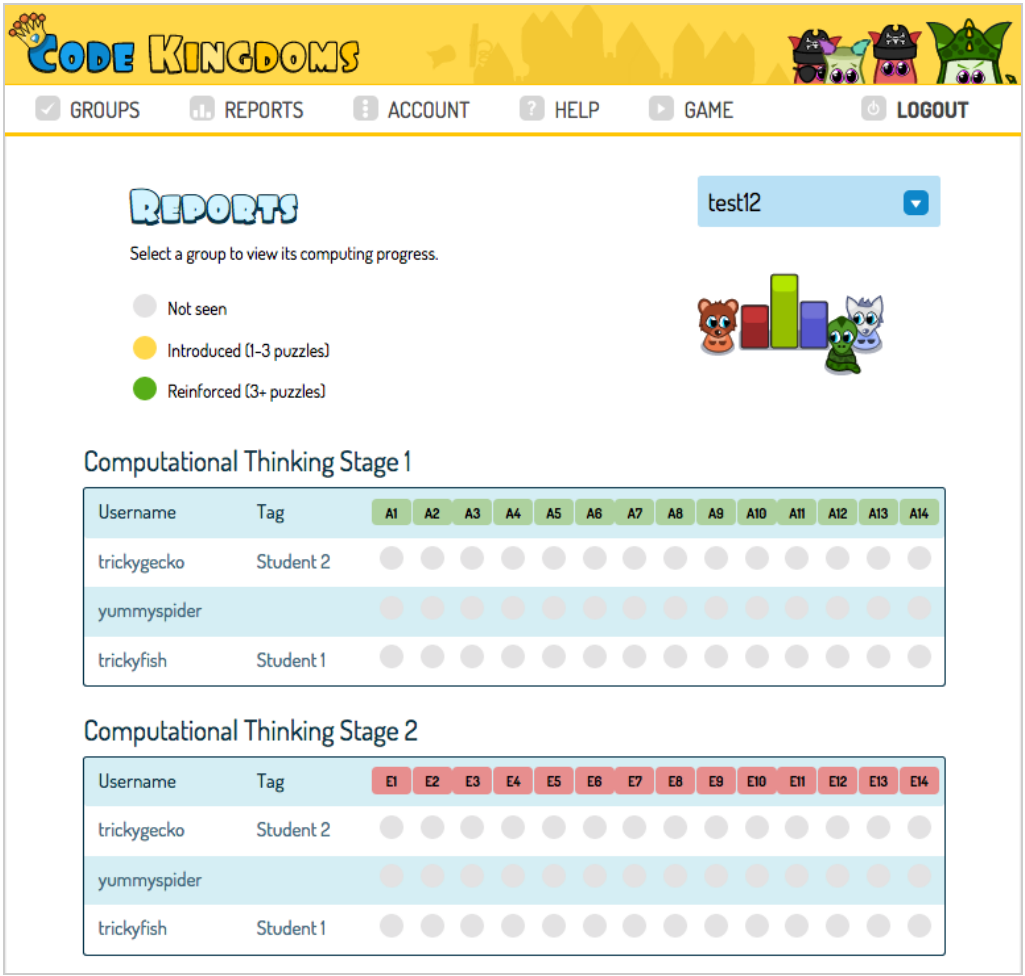


Assessment

The Reports tab allows you to view the headline progress of all group members' as well as individual progress against national standards. Click on an individual's name to get a more detailed report of activities completed and learning outcomes met.

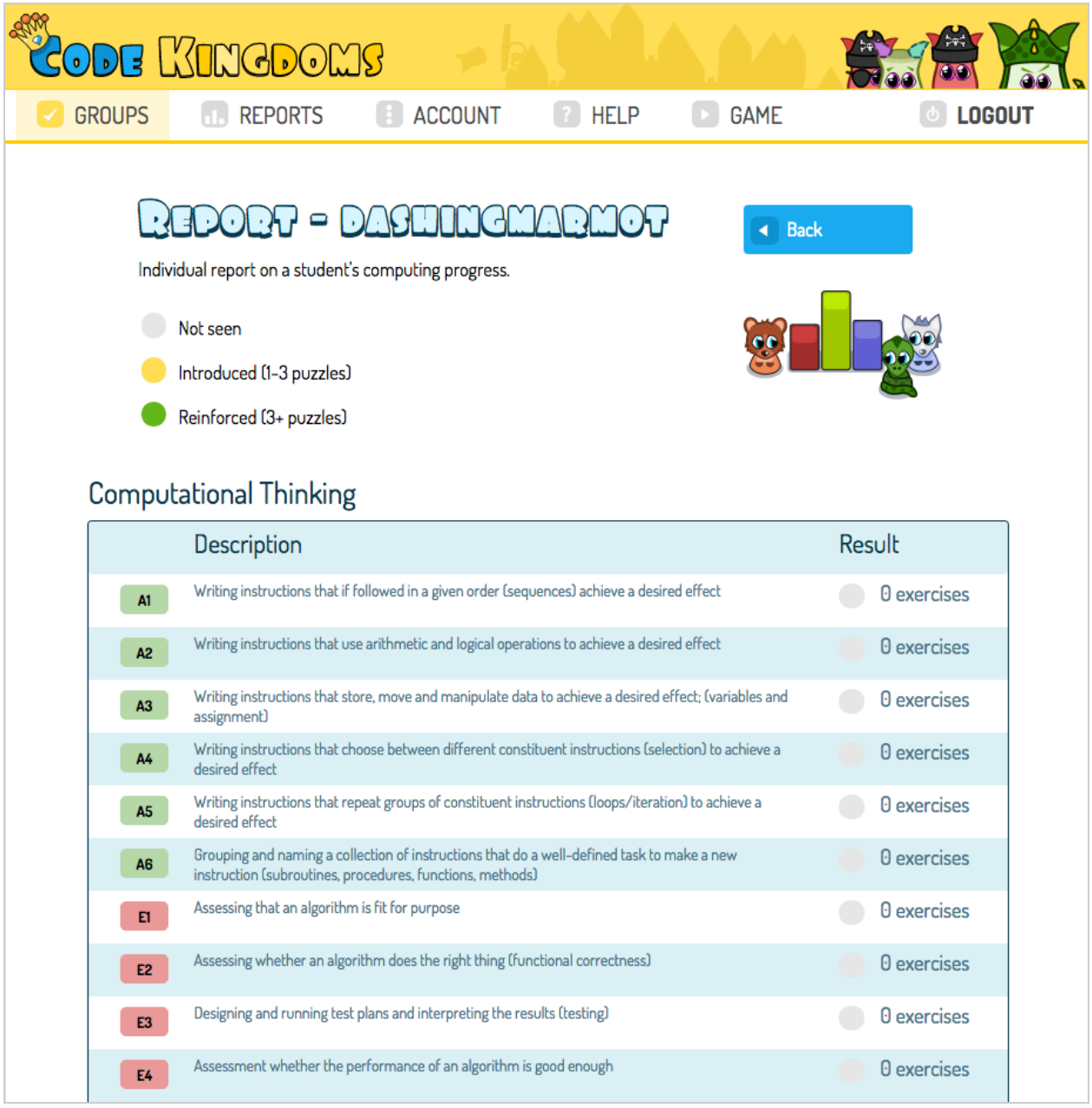
Group Progress

The group view allows you to see members' progress towards skills in JavaScript, Computational Thinking and Computing. The level of competence in each area is denoted by the coloured key. You can view all learning outcomes associated with the coloured codes in the REPORTS tab.



Individual Progress

Review individual progress by clicking on a member's name in the overall report view. This will display all the learning outcomes in full as well as how many exercises they have completed for each.



Frequently Asked Questions

What are the codes on the puzzle cards for?

They denote the skills and concepts that are developed when that puzzle is completed. If you hover your mouse over the code it will give the description of skill or concept developed. The strands of learning covered are JavaScript, Computational Thinking and Computing.

One of my group members is not receiving the puzzles I'm setting, why?

It is likely they are not in the correct group, try asking them to add the group pin again.

How can I reset my Dashboard password?

If you are logged in:
Visit the Accounts page where you can change your password

If you are not logged in:
Your original password was emailed to the address you registered with, check your inbox for an email from us.

I can't see the option to start a new lesson, where is it?

You can only have one active lesson per group at one time. You need to finish the previous lesson before setting a new one.