A GAME-BASED
PYTHON COURSE

www.codemonkey.com

TURN YOUR STUDENTS INTO PYTHON CODERS

In a self-paced course, students will work their way up from beginner to advanced Python coding topics. Banana Tales is intuitive and instructions are easy to follow. After students write their code, they will click on the banana to get it moving along the path. Hints and tips are included every step of the way!

AN EASY-TO-FOLLOW COURSE THAT WILL GET STUDENTS EXCITED!

If you are a middle school teacher looking to get your 7-8 graders coding, Banana Tales is perfect for you. Through fun coding challenges, the course will help students get closer to gaining the confidence they need to enter the real world of programming.

WHY BANANA TALES?

Coding courses oftentimes leave students overwhelmed. The task at hand may not be clear or is hard to follow. With Banana Tales, students go into every challenge with confidence since they know what to do - get the banana to the monkey using code.

WHAT IS PYTHON?

Python is the programming language taught in Banana Tales. It is a widely-used coding language that is intuitive and easy to use. Python's libraries of ready-made code, English-like mechanisms and various uses make it a clear choice for computer programmers.

YOUR STUDENTS WILL LEARN THESE CODING CONCEPTS:

PYTHON FUNDAMENTALS
★ Sequencing
★ Lists & Indexing
★ For Loops
★ Variables
★ If/else Conditionals
★ While Loops
★ Boolean Operators
★ Functions

ADVANCED TOPICS
★ Classes
★ Input
★ String Manipulation
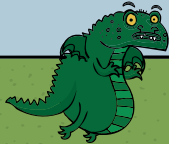★ Advanced Data Types
★ 2D Lists
★ Bubble Sort

All coding concepts are introduced and practiced in a fun, gamified environment.

BANANA TALES

TEACH PYTHON BY HELPING A BABY MONKEY

Twin baby monkeys were separated by an earthquake - leaving one of the monkeys with no way to get bananas!

Now, it is up to your students to use code to rebuild the path and feed the baby monkey.

ABOUT CODEMONKEY

CodeMonkey is a leading, fun and intuitive curriculum for kids to learn coding. Through game-based and project-based courses, students as young as 7 use text-based programming to solve puzzles and build their own games and apps. In addition to computational thinking and programming skills, CodeMonkey fosters the development of executive functioning skills, such as problem solving, planning and mathematical thinking. Through CodeMonkey, students become equipped with the tools and confidence they need to go on to build websites, games, apps and more.

Contact us for further questions and pricing:
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