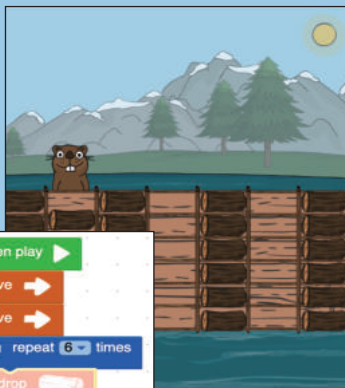# BEAVER ACHIEVER

TEACH BLOCK-BASED CODING WITH CODEMONKEY'S FRIENDLY BEAVER

Get ready for students to learn the basics of code as they help a beaver complete fun activities! Beaver Achiever comes with three different courses that provide students with the stepping stones into how coding works. In each challenge, students will drag coding blocks in order to instruct the friendly beaver.
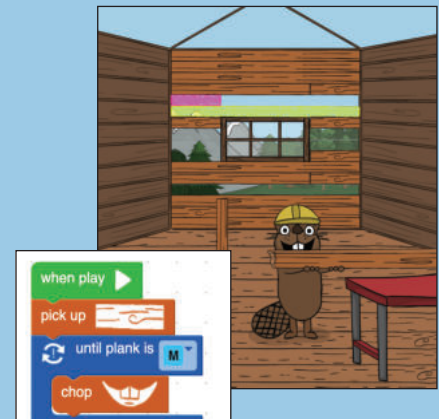
COURSE 1:
SEQUENCING & SIMPLE LOOPS

In the first course, students will use sequences and simple loops to help the beaver build a dam in the lake.

COURSE 2:
CONDITIONAL LOOPS

In the second course, students will use conditional loops to help the beaver serve smoothies to its customers.

COURSE 3:
IF/ELSE CONDITIONS

In the third course, students will use if/else conditions to help the beaver build a wall in its house.

Made with Schools in Mind

EARLY ELEMENTARY
Beaver Achiever was made with 1st and 2nd graders in mind. The minimal text throughout the course makes it the perfect solution for early readers.

BLOCK-BASED CODING
The course uses block-based coding, which simplifies the process of computer programming. Block-based coding helps students learn comptational thinking skills without any messy syntax.

NO EXPERIENCE NEEDED!
You do not need any prior coding experience to successfully roll out Beaver Achiever in your classroom. With CodeMonkey's teacher resources, you will have all the support you need.

TO BRING BEAVER ACHIEVER TO YOUR SCHOOL,
EMAIL SALES@CODEMONKEY.COM

CODEMONKEY
WWW.CODEMONKEY.COM