



CodeTribe | CURRICULUM

MAKE WITH US

From mobile-format videos and learning to slides, markdown or audio tutorials, our versatile coding editor and super simple content tool allows you to add a lesson or assignment in under 20 seconds.

NEXT SLIDE →



PRACTICAL TRACKS

WEB DEV BASICS



Wild Foundations

Starts from absolutely zero. You'll be developing confidently with stylesheets (CSS) and HTML.

16 Lessons | Rookie

PROJECT 1 - My Landing Page

4 Lessons // Introduction to HTML

PROJECT 2 - My Web CV

6 Lessons // Stylesheets galore

PROJECT 3 - My First Biz Website

6 Lessons // CSS & a touch of JS

JAVASCRIPT



Freaky Algorithms

Get enchanted with JavaScript from the first moment. You'll learn functions, variables, arrays & will be building fun games & projects.

23 Lessons | Beginner

PROJECT 4 - JS Game: Snake

6 Lessons // Built in <canvas>

PROJECT 5 - Nuts about APIs

7 Lessons // Create a dynamic gallery

PROJECT 6 - Bounce Paddle Ball

10 Lessons // Single or double player

PYTHON

Magnificent Minefields

Feel the power with the simplest programming language ever - Build functional apps from Day 1.

23 Lessons | Beginner

MOD 1 - Jay-Z the Turtle

6 Lessons // Graphic Sequences

MOD 2 - Zig-zag my Mind

7 Lessons // Design Algorithms

MOD 3 - Web if/then story book

10 Lessons // Web with Python Functions



THEORY & DESIGN

Teacher PD

CS Pedagogy

How teaching CS is different. Apply self-experimentation & iteration methodologies.

6 Lessons | Teacher's Intro

MOD 1 - CS Pedagogy

2 Lessons // How we're differing?

MOD 2 - Peer-to-Peer Learning

2 Lessons // Learning styles & methods

MOD 3 - Artifacts Creation

2 Lessons // Stimulate Creativity

DESIGN PRINCIPLES

Plan & Scribble

Learn the basics of design, design themes, UI/UX & business plans.

9 Lessons | Beginner

DESIGN 1 - App Design

2 Lessons // Ideate, design & implement

DESIGN 2 - Game Design

4 Lessons // How sprites & canvas works

DESIGN 3 - Business Competition

3 Lessons // Build a Business Plan

PURPOSE & CREATIVITY

Why are we here?

Programming can be fun, but creating tools that help people is critical for our tech future.

3 Lessons | Improver

MOD 1 - Your Purpose

3 Lessons // Something to be proud of



OUR LEARNING IDEOLOGY

Established educational organizations and enterprises, in three categories, who seek a streamlined solution and reliable partner to expand their offering, increase capacity or reach.

IN CONTROL

Everyone wants to feel in control – Drag and Drop is great for conceptual understanding, but it creates a dependency on the specific platform on which it was created.

At CodeTribe, teens actually feel like developers; Debugging & managing files.

SERIOUS, SIMPLIFIED.

Reducing barriers and bottle-necks includes building the system for the learner as well as the teacher.

We expect self- & peer-learning & created a conservative learning curve so that no one gets left behind.

UNIQUE OUTPUT

We respect learner's time and maximize the number of sessions to accelerate subject expertise.

Imagine if almost every single character typed from session 1 till 25 contributes toward a singular, impressive project.



THE CREATOR ECONOMY

Ready to create your lessons, slides and courses?

Yes, it's as simple as writing or modifying the course you wish to implement and pasting text and graphics into the slides.

3 formats with varying advantages.

HTML Slides

These take the longest to create but here you can use templates, style sheets and emojis to craft any type slide.

CK Editor

Using this simple and intuitive editor you won't get stuck in the styling "analysis paralysis" just publish slides.

Pronto!

Markdown

The leader in simple, editable instruction, markdown allows for simple editing and only the most basic hierarchical styling. Type, Ctrl+B,

Publish!



GET IN TOUCH

If you are looking for a demo to your client-base or a pilot for “Proof of Concept”, let us know your timeline and key requirements.

Let's do great things!

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