

Code Academy Policies

(updated February.17, 2023)

Primary Goals

- To nurture and grow the student's coding and technology skills.
- We aim to develop their:
 - Knowledge of fundamental computer science concepts, such sequencing, loops, conditionals, variables, functions, lists and more. These are basic concepts found in all programming languages. Many of the basic concepts are simple when learned in isolation, however, as projects get more complex students need to be able to apply varying combinations of these concepts. So practice is very important to problem solve the challenges of a more complex and interesting projects.
 - Growth Mindset: Learn failure is part of the process of coding. Programmers often go through the iterative process of coding, testing, failing and problem solving.
 - Problem solving: We help equip students with various strategies to problem solve.
 - Creativity: We encourage students to apply their own interests of creativity in their projects. Practice of creativity is the birthplace of innovation.
- STEAM Stations: Our STEAM stations (Science, Technology, Engineering, Arts and Math) are opportunities for students to explore other technology and digital skills. These are hands-on engaging projects that our students look forward to after their coding lesson. These topics may include:
 - Building computers and learning about basic computer hardware
 - Graphics Design
 - Creating engineering circuitry simulations and on breadboards
 - Coding on various educational technologies such as Micro:Bits, Raspberry Pi's, Arduino's and more
 - Learning about digital images and pixels where kids create their own pixelated art and gifs
 - Coding and robotics
 - Tinker with other programming languages like JavaScript, C++
 - AI and Machines Learning
 - And much more

Package

Currently, we have 2 packages:

1. 4 classes per month. You can drop into any 4 timeslots in a month. This could be 1 class per week

2. 8 classes per month. This could be 2 classes per week

Each class is 90 minutes long.

We are working on a sign-up app to sign up for timeslots. For now, you can drop in any timeslot. You can even drop in to 2 back-to-back timeslots. In this case, we would recommend bringing a snack to take a 15 minute break between timeslots.

Tuition Payments

Your enrolment starts on the day you make credit card payment and will renew on the same day every month.

Freeze Account

A parent may freeze or put a hold on their child's account for a maximum of 2 months. Once the account is off hold, monthly payments will return to the previous fee structure prior to hold. Please provide us with 30 day notice by emailing contact@discovercoding.ca.

If student freeze or puts a hold on their account longer than 2 months, their fee structure will be updated to the most currently fee structure. This means if you received any special pricing (ie. Founders fee) that will be lost.

Cancellation

A student may withdraw from the Coding Academy Program with 30 day notice. If cancelling, you must notify us by email to contact@discovercoding.ca.

Lateness, Missed Classes, and Make-Up Lessons

We encourage you to be on-time to classes, as we have processes in place to effectively support and engage students on their learning.

Missed classes for any reason is understandable. We know families are busy. This drop-in program makes it more convenient for you to plan a date and time slot that works for you

You can make up for classes at any date or timeslot on our open Coding Academy schedule.

Class Expectations

Students are expected to be on time for classes. They do not need to bring any materials. All technology and accounts are provided.

Assessments

Our instructors are regularly doing formative assessments on students every class. We track their progress and how they are doing on computer science concepts, problem solving and creative thinking.

Parents are welcomed to ask at the end of class how their students are doing and our instructors are happy to give an update.

Tips of How Family Members Can Be Encouraging

- Take an interested in the weekly assignments and projects. Ask your child what their worked on or get them to show you their current project.
- Ask your children what was something they found challenging and what strategies did they try to use to problem solve. Some challenges or bugs may take multiple days, especially if they are working on large projects. This is normal for programmers. It can be frustrating, but REALLY rewarding when they fix it. We aim to instill a healthy growth mindset that failure is normalized, and we equip them with strategies to problem solve through challenges.
- Praise the students' ongoing positive attitudes, actions, efforts, and accomplishments – big and small.

Frequently Asked Questions

- Can I drop my child off for 1 and a half classes or 120 minutes?

We discourage parents from taking their kids out half-way through the program, as kids really look forward to the STEAM stations. We do not accommodate for half classes. If you must pick your child up early, that half class will be counted as a full class.

- Can I drop my child off for 2 classes back to back?

Yes, you can! However, we do recommend sending your child with a snack and water bottle to take a 15 minute snack break between time slots.

- My child already knows the basics of coding, can they jump to a more advanced level?

The fundamental basics of computer science are very simple to learn in isolation. Applying it in different contextual challenges and varying combinations is where the true purpose of learning to code is. To get your code to do something or make a game. This requires critical thinking on how to apply coding concepts to solve a problem. Practicing creating very simple projects, debugging other's code and building up the level of difficulty is very important to develop their coding skills.

Similarly in math learning simple addition, subtraction, multiplication and division may seem straight forward. However, it is when students are challenged to solve application problems using math gets them to critically think! This takes lots of practice. They need to be able to do it quickly and accurately to take on more complex application problems.

When students come in we do an assessment and place them in the level so they feel confident in their developmental learning. These are some considerations we do apply in our assessment:

- *What languages have they programmed in?*
- *What projects have they created?*
- *How long have they been programming?*
- *How often do they program?*

- *Where they have had programming experience from?*
 - *We may ask to see samples of their previous work to see how many lines of code they work with, concepts applied and level of independency of work*
- *My child already knows Scratch, can we move them up to Python?*

Our goal is to ensure your child develops the computer science concept knowledge, problem solving skills, critical thinking and creativity skills. We will assess how much of the concepts they know and skills they have applied. We will assess the complexity of the projects they have done. If we advance them prematurely, they risk getting frustrated and overwhelmed. Our program is designed to keep students motivated and engaged.