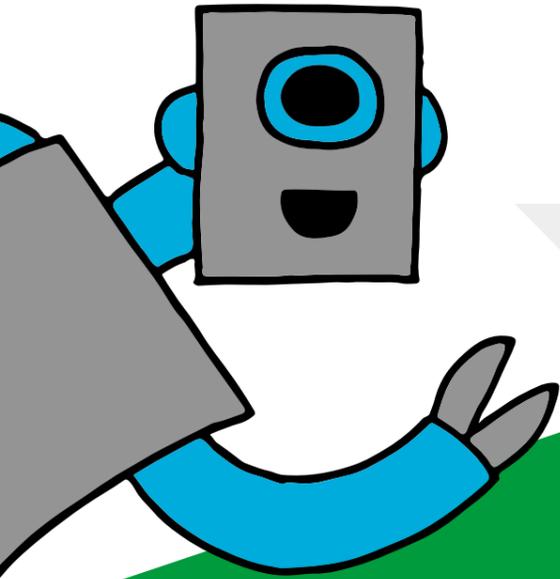


First session guidelines

Running your first Code Club session is simple - just take it step by step and follow these guidelines to make things run smoothly



Getting ready

- Prepare software and hardware - make sure you do a test run to check everything is working before you start.
- Ready resources so that they are printed, downloaded, or can be quickly accessed online.
- Run through the project you have chosen for the club members yourself.

Top tip

Start off with a clear introduction, but don't spend longer than 10 minutes - the club members will be keen to get coding!

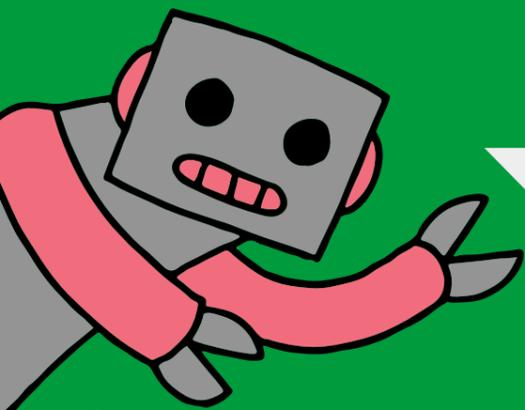
Top tip

Think about whether you would like to set some simple club rules for everyone to follow. You can ask the club members for what they think should be on the list.

Starting off

- Introduce yourself and the other adults running the club.
- Ask the club members' names - you can use name badges to help you learn them.
- Explain what you'll be doing at Code Club and give some examples of cool things you can make with code.
- Explain how the Code Club projects work and show an example of the completed project so the club members know what they are aiming for.
- Briefly run through how the software works.

Then start the project!

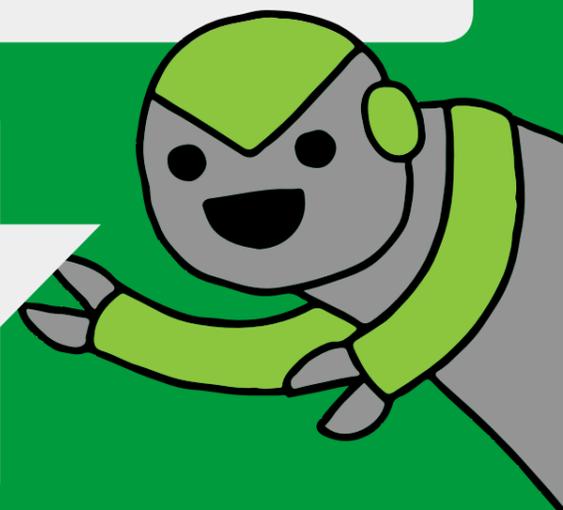


During the session

You'll probably see lots of hands up around the room! Encourage the club members to check the project instructions and work together to solve problems before they ask you.

Finishing up

- Five minutes to go! Give the club members a warning before the end of the session so they know they will need to pack up soon.
- Remind them how and where to save their projects.
- Explain what will be happening next time.
- Give everyone a round of applause to say 'well done' on a great first session!



Need help or advice? Drop us a line at support@codeclub.org