

Running your first Code Club session



Before

Prepare yourself to facilitate the session:

- Review this two-page [Introduction to Scratch](#) resource for an overview of the skills your learners will explore when learning to code. This [article](#) also provides further insight.
- Go through this starter [Space talk project](#) before your first session. Click on '[Print Space talk](#)' for step-by-step instructions.

Top tip:

For learners to save and share their work, they need to be logged into a Scratch account.

You can set up a [teacher account](#) that can be used to [create Scratch accounts](#) for every Code Club member. This should be separate from the account they use in class at school.

You will need [parental permission](#) for children under 13 years old. Our [parent letter](#) can be used for this. More details can be found in the [Scratch Teacher Account FAQ](#).

Prepare for the session:

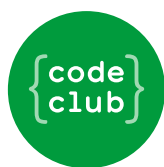
- [Log into your Code Club](#) account, go to Your Dashboard, scroll down a little, and click on [resources](#). If you have forgotten your password, click the star below.
- For learners who struggle to work between two windows, print the project instructions for the [Space talk project](#).
- Print copies of the [I spy](#) or [Create and colour](#) activity.
- Print a copy of the [Space talk certificate](#).
- Prepare pencils/colour pencils.

Just before the session:

- Ensure each club member can log into their Code Club Scratch account
- Set each device to show the [Space talk project](#) page
- Place printouts and stationery at each child's workspace

Click here

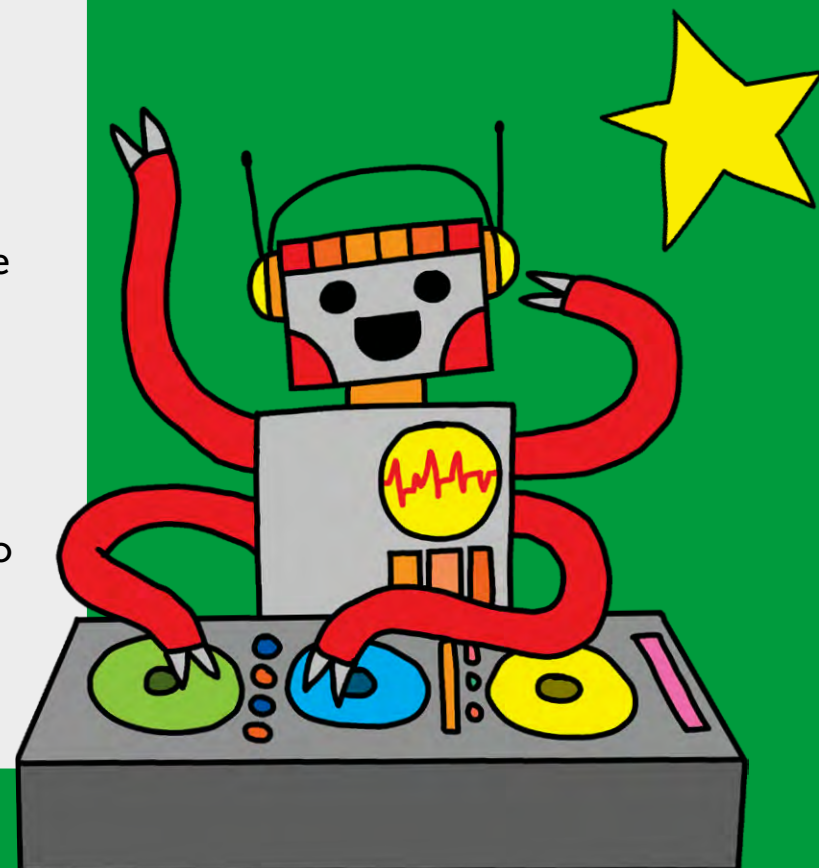
to reset your password on the Code Club website



During

First 15 mins

- While children are settling down, they can engage in an [I spy](#) or [Create and colour](#) activity.
- Introduce yourself and/or volunteers. Ask the children to introduce themselves and share their expectations of Code Club.
- Introduce Code Club and give some examples of cool things you will be making with code (games, apps, websites). Emphasise the FUN!
- Together, discuss a few Code Club rules that will enable children to engage, enjoy, collaborate, and code.
- For motivation, share a copy of the [Space talk certificate](#).



Next 10 mins

- Demonstrate the first two or three stages of the [Space talk project](#). Refer your learners to the printouts (if needed) or show them how to switch between tabs.

Next 20 mins

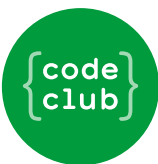
- Let the children go through the Space talk project on their own. When they need help, encourage them to ask their peers first before coming to you.
- Encourage them to save their work as they progress.

Last 15 mins

- Announce "Session coming to an end ..."
- Open the floor for "show and tell!"

**Click
here**

'Save your project'
PDF instructions

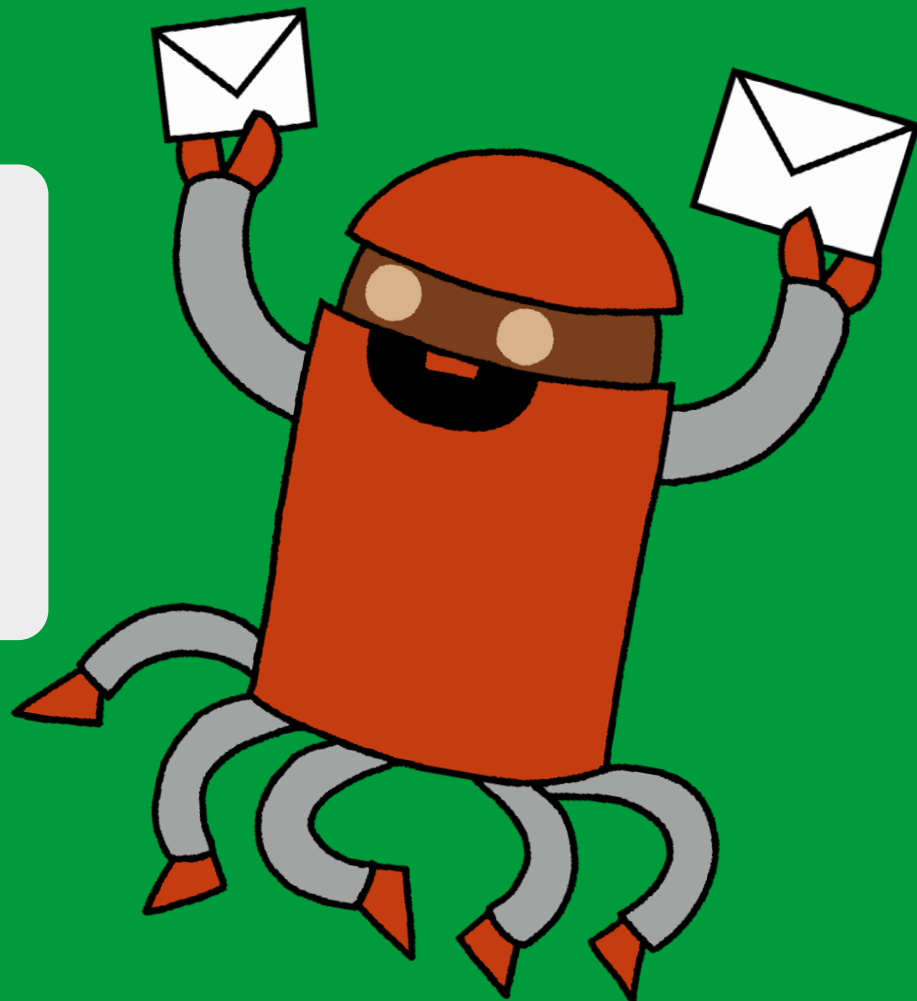


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After

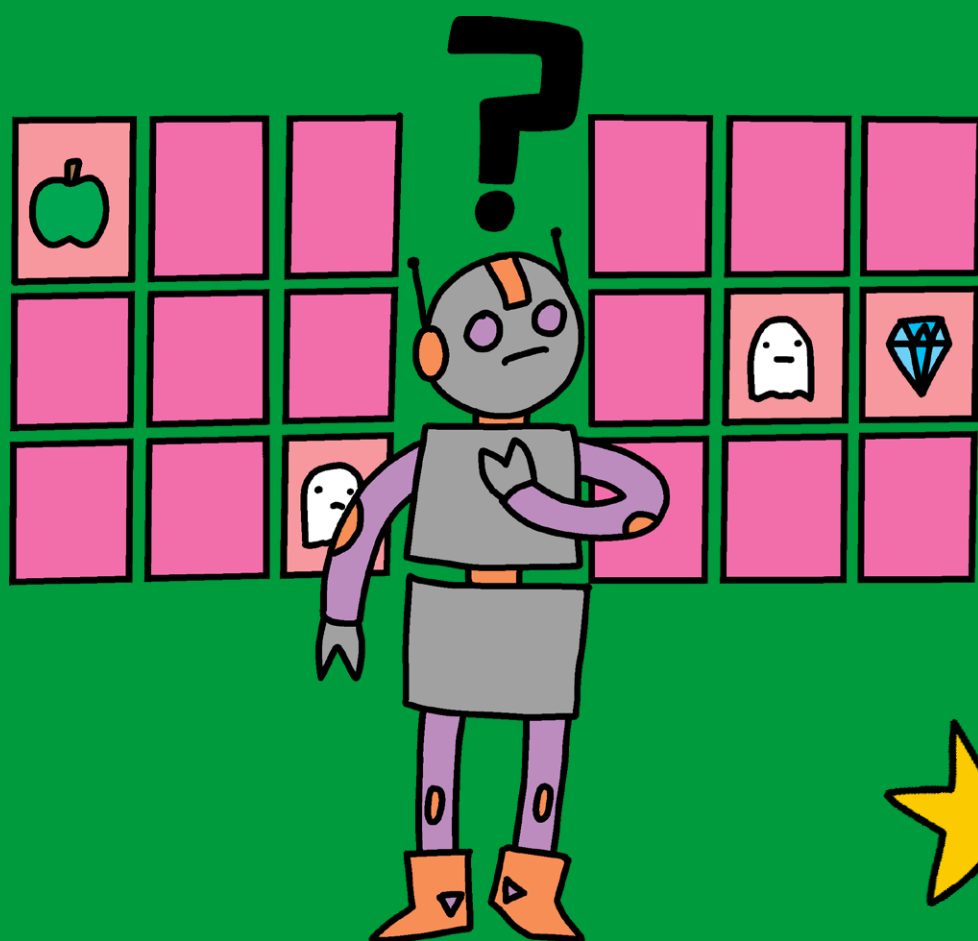
Tip 1

- Collect each child's printouts in preparation for the next session (it may take some learners a few more sessions to complete the project)
- Award the [Space talk certificate](#) when the [Space talk project](#) is completed



Tip 2

- Optional: Provide an offline activity that children can continue in their own time, such as: [Space memory game](#), [Bingo card](#), [Scratch word search](#)



Tip 3

- Keep a record of all logins and passwords
- Keep a record of what you've learnt to refer back to when planning future sessions
- Always remember to log into your account whenever you need to download, print, or access any Code Club resource



**Click
here**

to log into your
Code Club
Account