

Hello teachers! Welcome to CodeCombat's Hour of Code. We're so excited that your students will be learning how to code -- all while playing a game! Here's how you can get started with your class to track their progress and let students compete on a leaderboard together:

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1. Sign up for a teacher account

Click the red Create Account button above to create your teacher account. If you already have a CodeCombat account as an individual player, you can simply Log In to your existing account.

2. Create your first class

Once you're logged into your account, go to your **Class Management Page** and click the green "Create New Class" button. This will allow you to enter a class name, such as *Mrs. Portman's Third Grade Class*, that will be easily identifiable by your students as well as yourself.

Should I select Python or JavaScript?

We recommend choosing Python if your students have not already had prior experience with any coding languages. It's a simple yet powerful language that can be used by both beginners and experts.

3. Add students to this class

Once you've created a class, click the blue "Add Students" button to invite students to join this class.

There are several ways to add students to your class - we recommend going with **Option 1** as it doesn't require students to enter any URLs or codes by hand (important for younger students who are just learning to type!).

Option 1: Invite students via email

Students will receive an email with a URL that they can click to automatically join this class. If there is a group email address that automatically sends a message to all of your students, you can enter that email address here as well.

Option 2: Send a URL to your students

Copy and paste this URL to an online class announcement board and tell students where to find it when they arrive in class. We do not recommend this option if you are writing a URL on a board for students to type in - see Option 3 for a better solution.

Option 3: Direct students to CodeCombat.com/Courses

If you will be writing a URL on a whiteboard for students to navigate to, use this method. Direct them to codecombat.com/courses (make sure they go to /courses) and have them enter your unique class code in order to join the class.

4. Help students choose appropriate username and passwords

No matter which option you chose to invite students, they will need to create an account by entering an email address as well as choosing a username and a password they can remember. This username will be your primary means of identifying each student in your class dashboard, and also needs to be unique in our system (no duplicate names allowed).

Here are some tips to get your students set up quickly:

When choosing a username:

- Use your first name, then your favorite animal
- If your first name is already being used by someone else as a username, we will automatically add numbers to the end to make it unique.

When choosing a password:

- Use the name of a favorite pet
- Use the teacher's name

What if my students don't have an email address?

No worries, students can make up a fake email address instead of entering a real one, such as student123@code.org (we'll have options in the future to skip this step) -- they won't lose out on their progress or experience as long as they remember their username and password.

5. View student progress on your class dashboard

When your students successfully join your class, you'll start to see their overall progress tracked on the **Class Management Page**. From here, you can edit class details as well as see at a glance how much progress students have made in each course.

To view more detailed progress for each student, click the blue "View/Edit" button underneath the number of students count. This will lead you to the class page for this individual class, where you'll be able to track how each individual student is doing, as well as add/remove students, and activate licenses for additional course content.

6. Tips for the first hour of content

The content for **Course 1** will take an average student about an hour to complete. If you are new to Python (or programming languages in general!), we recommend downloading the Course 1 Teacher's Guide, which explains the concepts they'll be learning in each of the levels, as well as provides solutions so that you can help guide students towards writing the correct lines of code.

When students are finished with the last level in Course 1, they'll have an Arena level awaiting them. This level is unlike the other ones in that each students' solution will be different, and their solutions can be ranked against each other (if you kept the checkbox for "Allow students to view class progress/leaderboards" checked) so they can try to find the best solution over time (this is called "iterating" in engineering!).

7. Get Courses 2-4 for FREE, for a limited time!

Along with Course 1 for Hour of Code, our CodeCombat team has been building out even more courses to supplement teacher-led programming and computer science curriculum. With Courses 2-4, students will have access to over 15 hours of additional content, covering core concepts such as If Statements, Arithmetic, Counters, Advanced While Loops, Drawing and more.

If you are interested in trying out Courses 2-4 with your class, fill out this teacher survey and we'll give you licenses for up to ??? number of students to test out the Course 2-4 content for a limited time (at least through January 31, 2016). This feedback will be immensely helpful as we continue to build and fine-tune our content, and we'd love to hear your thoughts on how we're doing.

8. Technical Specifications & Age Recommendation

We've found that CodeCombat runs best on computers or laptops with at least 2GB RAM, and a recent version of Firefox/Chrome, Safari 6+, IE9+/Edge. CodeCombat is not supported and often buggy on Windows XP and Mac OS 10.6 or older. Internet connection is also required while playing, and we don't currently offer a mobile or iPad version.

We've successfully tested CodeCombat with students as young as 8 years old, and we've found that even high schoolers grades 11-12 enjoy playing as well. The game also plays very well collaboratively - we've seen students help each other find solutions by brainstorming together and fixing each other's' code (just like engineers do in their actual jobs!).

9. Troubleshooting & FAQs

What if a student is in campaign/individual mode?

What if a student doesn't show up in my class?

Help, the game is making too much sound!

Still need additional help?

Visit our [Teacher Forums](#) to connect with fellow educators who are using CodeCombat, or contact our team at team@codecombat.com.

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