



Start Using CodeCombat in 10 Minutes!

Get your class up and running with these steps.

1. Create a Teacher Account

Teacher accounts are able to create classes, invite students, monitor students' progress and assign course content once students have been enrolled.

codecombat.com/teachers/signup

Once your teacher account is setup, you'll be able to log into your [Teacher Dashboard](#).

What if I already have an account?

If you already have a CodeCombat account, you should [convert it to a Teacher Account](#) to retain access to your classes. You'll be removed from the student listing of any classrooms you may have previously joined. You will soon be able to access every level in Courses by going to the [Courses page](#), but you will no longer be tracked in the classroom. We've done this in order to simplify the class management features going forward.

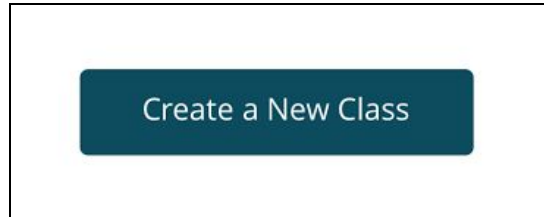
What are the technical requirements for CodeCombat?

CodeCombat runs best on computers with at least 4GB of RAM, on a modern browser such as Chrome, Safari or Firefox. Chromebooks with less RAM may have minor graphics issues in later courses.

We do not currently support iPads or Android Tablets.

2. Create a New Class

Once logged in, you'll see your new [Teacher Dashboard](#). From here, you'll be able to create classes and monitor their progress.



Click the blue “Create a New Class” button, then choose a class name that will help you and your students identify the class.

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Create New Class

Class Name

Class Description *(optional)*

Programming Language
Language cannot be changed after students have joined this class.

Average Student Programming Experience *(optional)*
This will help us understand how to pace courses better.

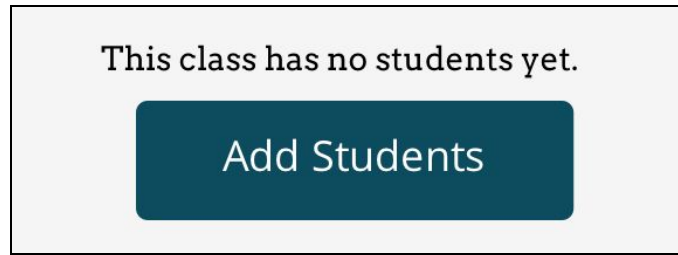
Student Age Range *(optional)*
 to

Should I choose Python or JavaScript?

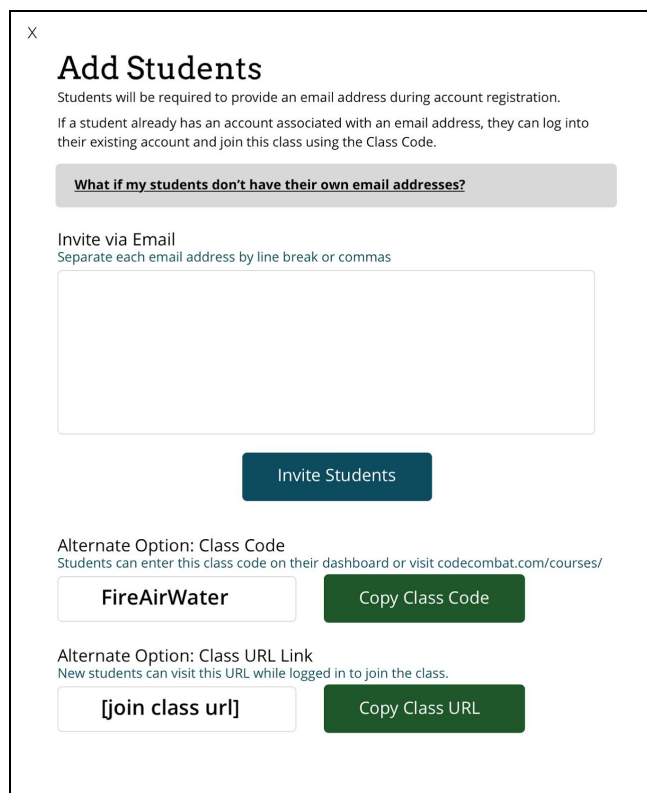
We recommend Python, because it's both beginner-friendly and currently used by major corporations (such as Google).

JavaScript will work great too. It's the language of the web; used across every website, and still beginner-friendly. However, the syntax is a little more difficult for beginners than Python.

3. Add Students



Once you've created your class, you'll see it under the list of Current Classes. Next, you'll want to invite students to join the class through one of three ways.



Option 1. Invite via Email (Recommended!)

If your students each have an email address, you can simply copy/paste those email addresses into the "Invite via Email" box, which will automatically send a link to every student so that they can join this class. This will also detect which students don't have existing CodeCombat accounts and will instruct them on how to create one, as well as

which students already have CodeCombat accounts and let them know to simply login to join the class.

If you don't have your students' email addresses handy, you can use one of the following alternate options.

Option 2. Class Code

Class codes are useful if you don't have an easy way to post a link for your students. You can tell your students to go to codecombat.com, then enter the class code when they create a new account. If a student already has an account, they should first log in, then go to codecombat.com/courses and enter the class code to join the class.

Option 3. Class URL

If you have a dedicated class webpage or a single email address for your whole class, posting the Class URL is a great solution. If a student already has an account, they should log in instead of create a new account once they visit the URL.

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Create Student Accounts

If your students don't have email addresses, you can create accounts for them and allow them to login with a unique username instead, and will automatically be added to your classroom. You will have the ability to reset their password if needed.

Never mind, switch back to email invitations.

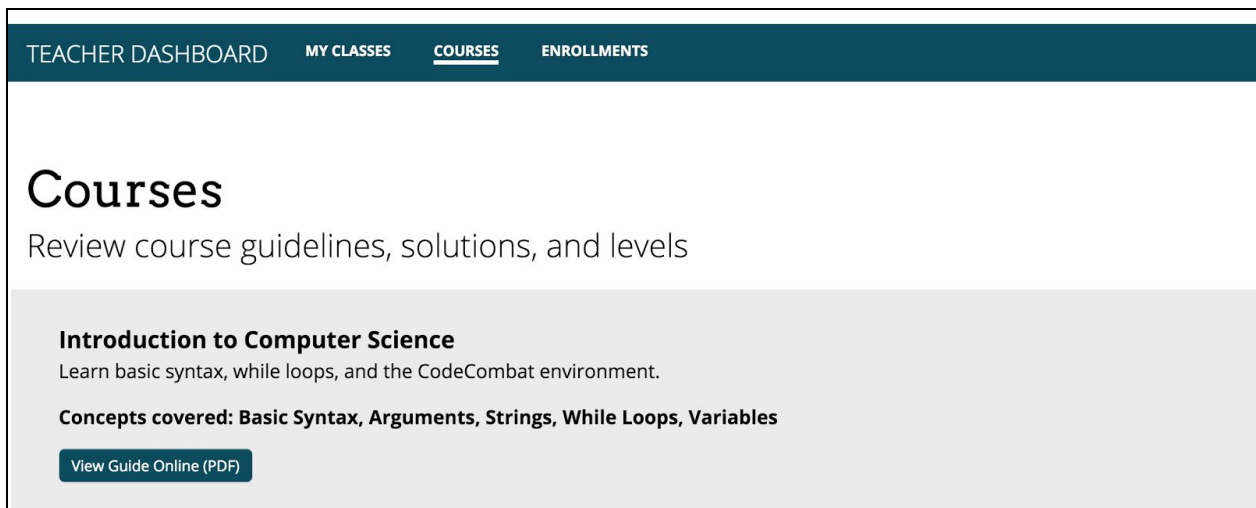
Create Accounts
Separate each student's name by line breaks or commas.

[Generate Accounts](#)

4. Trial Course: Introduction to Computer Science



All students are automatically granted access to a trial course in CodeCombat, **Introduction to Computer Science**. This is a course that introduces students to concepts such as basic syntax, variables, and while loops. Generally this course takes about 1-3 hours for a middle school class.

As a teacher, you can access solutions and guides for each course by going to **Courses** in the blue teacher navigation.

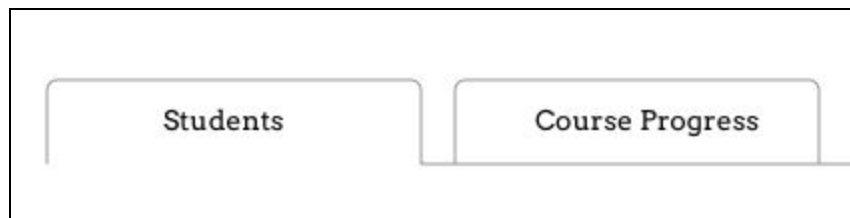


The screenshot shows the 'Courses' page in the CodeCombat Teacher Dashboard. At the top, there is a dark teal navigation bar with the following menu items: 'TEACHER DASHBOARD', 'MY CLASSES', 'COURSES' (which is underlined and highlighted), and 'ENROLLMENTS'. Below the navigation bar, the page title 'Courses' is displayed in a large, bold, black font. Underneath the title, a subtitle reads 'Review course guidelines, solutions, and levels'. The main content area features a light gray background with the following information: the course title 'Introduction to Computer Science', a brief description 'Learn basic syntax, while loops, and the CodeCombat environment.', and a list of concepts covered: 'Basic Syntax, Arguments, Strings, While Loops, Variables'. At the bottom of this section, there is a dark teal button with the text 'View Guide Online (PDF)'.

5. Tracking Progress

Kristy Student (Kristy123)
kristyemail@school.edu  Latest completed:
Course 2, Level 11: Ogre Encampment   

As students join the class, you'll see their progress appear in the [individual classroom pages](#). Each students' progress in each course from CS1 (Introduction to Computer Science) and onwards is represented by a colored circle. A yellow circle means they are working on the course's levels, a green circle means that they've completed all of the levels in the course.



If you want to see how your students are doing on an individual level, click on the "Course Progress" tab. You'll be able to view how much progress a student has made in a specific Course, as well as view their code by clicking on the progress circles.

Sort by: **Name** Progress

Kristy Student (Kristy123)
kristyemail@school.edu

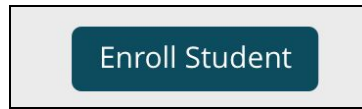
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 19 20
21 22 23 24 25

The progress view shows a row of 25 numbered circles. Circles 1 through 16 are green, indicating completion. Circle 17 is yellow, indicating the student is currently working on that level. Circles 19, 20, 21, 22, 23, 24, and 25 are grey, indicating they have not been reached.

How do I play the levels that my students are playing?

We are currently working on a feature that will allow you to play any level from any Course instantly — without having to play through every level yourself. You'll be able to find it on the [Courses page](#), in addition to the course guides, glossaries and solutions that are currently accessible there.

6. Enrolling Students



Each student must be enrolled in order to access the full curriculum. If you have enrollments available, you'll be able to click the "Enroll Student" button next to a student's name in order to grant them access to additional courses beyond the trial.

How do I get Enrollments for my students?

[Enrollments can be purchased](#) while logged in as a teacher. If you are a part of a school or district that is interested in adopting CodeCombat across multiple classrooms, we'd love to talk with you about crafting a solution that will make the most sense for your situation. Please email us at team@codecombat.com.

7. Assigning Courses



You'll be able to assign Computer Science 2-5 to students once they're enrolled. We recommend not assigning students to more than one course ahead of where they currently are. You can bulk-assign courses to multiple students at a time by selecting students using checkboxes on the left-hand side, then choosing the appropriate course from the dropdown menu.

8. That's it!

Should you need any additional help, there are great resources on our [Educator Wiki](#) and the [Teachers' forum](#). You can also email us at team@codecombat.com!