

Section 2

Chapter 6 - Educational Videogames: An overview

Exemplary case 4

Title: **Kodable**

Description:

[Kodable](#) introduces children, aged 4-11 years old, to the logical steps and concepts needed in computer programming. This algorithmic literacy builds an appetite and background for later computer-programming learning.

The coding procedure takes place in a game-like colourful environment that imitates outer space. Students advance through the game and learn about sequencing, loops, conditions, functions, variables and get into object-oriented programming concepts like properties and classes. Students can play at their own pace, replaying levels if necessary.

Teachers do not need to have prior coding knowledge. They can benefit from the included videos that introduce the concepts, the step-by-step lesson plans, the included vocabulary and activities in order to teach the algorithmic and coding concepts before students explore them through the games. Moreover, the included management tools allow to track students' progress.

Kodable is freely available for iPad but offers identical versions on the web, as well as downloadable offline offerings.