



Guidance on remote activities

Sending out projects and challenges for the young people in your club to complete at home, in their own time, can be a simple way to keep coding remotely. This option may work well for you if:

- Your time is limited.
- You don't have enough volunteers/mentors to run online sessions safely.
- You prefer not to or are unable to make use of video conferencing tools.
- Your club participants are unable to attend live video conference sessions.
- You want to complement your online or in-person sessions.

How to communicate with young people and their parents

Your communications:

- Should be **directed to the young people's parents/guardians** – not directly to young people. If you don't have the contact information of attendees' parents, ask your club venue for help.
- Can be **email updates** using your club email address or a tool like Mailchimp. If your club has a **website or blog**, think about sharing your challenges and projects there too.
- Should be **regular, consistent, and clear**. Choose a specific day of the week or month and let participants know you will send updates regularly on that day. Consider your own availability when planning when to set activities.

How to choose activities

Think about what activities will work best for your regular club participants. Aim to include a suitable range for learners with different levels of experience and interests. Make sure to choose activities for programming languages your participants have already tried, particularly if you cannot support them while they do the coding.

Project challenges

[Our projects site](#) is bursting with 200+ step-by-step project resources (with translation in 25+ human languages), covering a number of programming languages and difficulty levels. Choose a project and ask your club participants to complete it over a set period of time. You could also encourage them to make their own additions or changes to the project.

You can share:

- The web address to a project.
- Downloadable PDF versions of the projects.
- Pre-recorded project demonstrations. Platforms like YouTube can be useful to provide a visual way to help participants learn. [See Code Club volunteer Kyle's fun demonstration videos.](#)

Themed challenges

For club participants who want to create their own original projects, setting broadly themed challenges can work well. The challenge themes should be **generic** and **neutral**, so that all young people feel they can create something related to the themes, regardless of their experience, interests, or preferred programming language.

You can take inspiration for your themes from our [Digital Making at Home](#) initiative. Your participants then have the option to follow our video tutorials, or make their own original projects within the theme.

How to enable project showcasing

Encourage your club members and their parents to share completed projects, as it is very rewarding for club members to see other young people's projects and share their own. Parents should send their children's projects to you, for example Scratch or Trinket.io projects, websites, or screenshots of code. You can then collate these into a show-and-tell document/web page and send this out alongside the next batch of activities.

- Parents can email projects directly to you, or you can create a web form (e.g. a Google Form) for them to fill out.
- If your club members code in Scratch, you can [create a Scratch studio](#) and share the link for young people to add their projects. If you are an educator, you can also use a [Scratch teacher account](#) to manage your group.

[See examples of how CoderDojo Derry are showcasing](#) completed projects on their website.

Options for giving feedback and support

If you are able to provide support to young people while they complete activities, here are a few options for how to do this:

- Direct email contact with parents.
- Free classroom platforms such as ClassDojo, Edmodo, or Google Classroom.
- Drop-in video conferences ([read our safeguarding advice](#) on how to run these safely).

Community call resources for remote activities

- [Community call slides](#) and [recording](#)