Raspberry Pi   {code club}   **CoderDojo**

Outline for a 60- to 90-minute online club session

Time	Activity	Description	Sample activities
Starting your session			
5-15 mins	**Set up time**	Allow young people and parents time to join the call and get set up.	Discuss the rules and expectations for how to work during the session, and mechanisms for getting help and asking questions. Get everyone to practise using the tool controls, for example mute, chat, and raise hand.
5 mins	**Ice-breaker**	Help warm up the group with a short activity.	You could: • Ask everyone to introduce themselves and share what they'll be working on • Play a **Kahoot!** quiz • Ask the club leader to clap a pattern for attendees to try to copy
2–5 mins	**Review the session objectives**	Discuss what you will be working on during the session.	Go over the project. You could share a link to a YouTube video to introduce what you'll be learning.
Run your activity			
20–50 mins	**Work on your code**	Demonstrate the end result of the activity and how to start your project, before encouraging young people to develop the rest themselves. Alternatively, some clubs prefer a 'code-along' style activity, working through each step together.	You can find lots of ideas for coding activities on the **Raspberry Pi projects site**, where you can filter projects based on their coding language, level of difficulty, and theme. Scratch is a graphical drag-and-drop coding language, and is the best place to start for beginners. Each Raspberry Pi project provides step-by-step instructions to complete a coding activity. For more advanced or fast-paced learners, there are optional challenges to

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			Run your activity

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		If you have a large group, you may decide to break out into many smaller groups for different topic areas.	further adapt their code and test what they've learnt. Tools that allow you to set up breakout spaces for different groups include **BigBlueButton** and **Zoom**. You can also set up separate meetings for different groups in your club and share these links with young people and parents in advance, so they can join after you have introduced the session.
10 mins	**Finish up your code**	Give your attendees a 10-minute warning to finish what they're working on and prepare to share with the group (if they wish).	Ask learners who finish early to think about what they have learnt during the session.

Showcase work and wrap-up

Time	Activity	Description	Sample activities
5–10 mins	**Showcase**	Ask for volunteers to share what they have worked on during the club session.	If you're showcasing work during the session, ask your attendees to share their screens, or drop a link to their project in the chat. Ask attendees questions, such as: • What did you make? • How does it work? • Did you face any problems and how did you solve them? • What would you do next if you had more time? Alternatively, you can collect projects into a **Scratch Studio** or **Flipgrid**, and share these with the group after the session.
2–5 mins	**Review and plans for next week**	Encourage young people to share what they have learnt during the session and remind the group of when you will next meet.	You might use this time to set a task for young people to work on before the next session. You could ask them to: • Further customise their project • Make a project for **Digital Making at Home**

Feedback: Send a short survey to parents to ask how they found the session and how it could be improved. You could use Google Forms or a poll in your video conferencing tool.

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