

# Coding Adventurers

(A2COD001C)

**Introduction** Computer literacy is an indispensable 21<sup>st</sup> century skills and imperative universal language.

## Coding Adventurers (self-learning / summer training programme)

All students from different backgrounds are encouraged to acquire skills in computing & coding. Not only for STEM enthusiasts but students who are inexperienced are also welcome. To build on students' computer literacy, students will be provided a license (expired in January 2022) to access the coding online learning platform, [CoderZ](#).

CoderZ is:

- an innovative online learning environment
- a platform to learn how to program real and virtual robots using a 3D robotics simulation by game playing approach
- various levels of difficulties (from novice, junior to pro)

Level	Novice	Junior	Pro
Recommended age range	9 – 11	9 – 14	14 – 18
Prior knowledge	Not required	CS experience	Python
Minimum self-learning hours	30	50	50

### (Summer Training Programme)

There will be an intensive 10 sessions training **Coding Adventurers – Summer training programme** (click [HERE](#) for the details) for students who are interested to have face-to-face support. Please indicate your interest & commitment at the online application form. There are only 24 spots, students will be randomly selected.

## Competition

Students who have completed minimum self learning hours may team up with peers to join the competition in the [CoderZ League](#), which is an international virtual robotics tournament.



Programme Type	Course ( <a href="#">Token-required</a> )		
Target Participants	<ul style="list-style-type: none"> <li>❖ All HKAGE student members</li> <li>❖ Capacity of <b>Coding Adventurers</b>: 1000</li> <li>❖ Capacity of <b>Coding Adventurers – Summer training programme</b>: 24</li> </ul> (Please indicate your interest in the application form)		
Medium of Instruction	Cantonese & English		
Certificate	<p>Student participants who have attended 75% of the sessions and <b>completed the minimum learning hours</b> will be awarded with a HKAGE e-certificate of Completion.</p> <p>Students who have also compete in CoderZ League will be awarded an e-certificate with a remark of <b>Merit</b> or <b>Distinction</b> ride on their performance.</p>		
Intended Learning Outcomes	<p>Having completed the programme, students should be able to:</p> <ul style="list-style-type: none"> <li>• apply coding technique and skills;</li> <li>• initiate and plan their own schedule to learn;</li> <li>• collaborate with peers to compete the CoderZ League.</li> </ul>		
Application and Selection	<p><a href="#">Online Application</a> (including reference questions for students)</p> <p>Please submit confirmation slip to confirm enrolment. Late submission will be considered as withdrawal.</p>		
Application Deadline	22 Jul 2021, Thursday (12:00 noon)	Application Result Release Date	23 Jul 2021, Friday
If student members withdraw their application after the application deadline, the token will not be reimbursed.			

**Schedule**

Session	Date	Time	Venue
1	29 Jul 2021 (Thursday)	5:30 p.m. – 6:30 p.m.	Zoom meeting
2	24 Aug 2021 (Tuesday)	3:00 p.m. – 5:00 p.m.	Room 105, HKAGE
3	9 Oct 2021 (Saturday)	9:30 a.m. – 11:30 a.m.	Room 105. HKAGE
4	2 Dec 2021 (Thursday)	5:30 p.m. – 7:30 p.m.	Zoom meeting

The Programme sessions may be cancelled or rescheduled and the delivery mode may change according to the development of coronavirus epidemic and EDB guidance.

If the Education Bureau announces that all whole-day school classes will be cancelled due to inclement weather, the programme will be cancelled or rescheduled.

For updated arrangements of inclement weather and coronavirus epidemic, please pay close attention to email notification and announcement in HKAGE website.

**Enquiry**

For enquiries, please contact Ms Venus Wong at 3940 0101 (after language selection, press “6”) or via email: [ale@hkage.org.hk](mailto:ale@hkage.org.hk)

**Contact  
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