
Coding Galaxy

Quick Start Guide

FOR TEACHERS



VERSION 1.0

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What is Coding Galaxy?

Coding Galaxy is a platform for learning computational thinking, designed for students aged 5 or above.

The complete teaching package includes learning software, unplugged activities, teaching plans and tools, and AI-powered analytics for assessing student mastery of learnt concepts.

The course content is designed and written by experienced teachers and educational technology specialists, integrating learning design and curriculum from across the globe, including Europe, America and Asia. Through over 200 missions and a variety of learning activities, the course develops students with problem-solving, critical thinking, communication and leadership skills.

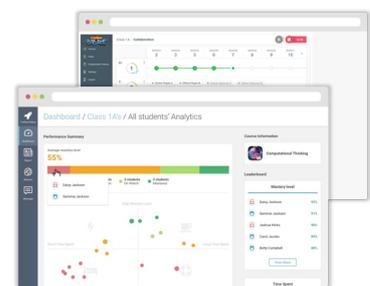
With the comprehensive teaching package, the teacher will deliver quality lessons of these skills and knowledge of the 21st century with ease, fostering the next generation of talents.



**UNPLUGGED LEARNING
ACTIVITIES**



LEARNING APP



LEARNING ANALYTICS

How does Coding Galaxy help teachers and learners?

The Coding Galaxy courses are designed to target the key issues and difficulties in computational thinking education. In a step-by-step manner, Coding Galaxy presents learners the way of thinking distilled from programming in the form of knowledge, examples, activities and games, and challenges learners to apply the concepts to solve real-life problems as well as game puzzles.

In addition to knowledge and skills, the courses aim to foster positive learning attitudes, encouraging learners to communicate with each other, express ideas using digital technologies and raise questions and doubts in the process of finding solutions.

❖ **Diverse learning experience**

Apart from developing computational thinking, the variety of activities, including the Coding Galaxy app, unplugged classroom and group learning activities, ensure broad cognitive development: creativity, critical thinking, communication and collaboration skills.

❖ **Self-motivated digital learning environment**

The Coding Galaxy app provides learners with a scenario-based gamified learning experience with motivational rewards. The block-based coding interface and helpful instructions allow learners to progress at their own pace. Teachers are provided with learning analytics reports to monitor their progress.

❖ **Bringing learning into everyday life**

Coding Galaxy connects computational thinking with examples in everyday life and applications in different subjects such as languages and mathematics to make concepts easier for learners to visualize and understand. At the same time, learners are encouraged to apply knowledge and skills that they have learned in classroom to real-life situations.

Set up your Teacher Account

For Explorer Program Users

1. Go to codinggalaxy.com/explorer-program and sign up for the 14 days free trial program with your email address.
2. Coding Galaxy will send you a verification email, you must verify your account before continuing.
3. Login to [Teacher Dashboard](#) with your email and password.
4. Now you can follow the tutorials and start your lessons. You can also login to [Coding Galaxy app](#) to review all missions.

For Coding Galaxy Classroom Edition

1. Go to codinggalaxy.com/pricing and purchase any of the level within Coding Galaxy Classroom Edition with your email address.
2. Coding Galaxy will send you a verification email, you must verify your account before continuing.
3. Login to Teacher Dashboard with your email and password.
4. Now you can follow the tutorials and start your lessons. You can also login to Coding Galaxy app to review all missions.

For School-based Users

Coding Galaxy provides school management tool for school-based users. If our school has joined Coding Galaxy, please contact your school admin to create a teacher account and set up your classroom.

Set up classrooms and students accounts

For Explorer Program Users

1. Your classroom is preset with 2 student accounts, you can find their account information in the welcome page. Everything you need for the Explorer Lessons are in the Teacher Dashboard. You only need to download the teaching materials you need for your lesson.
2. Students are free to login to Coding Galaxy app and experience 20 self-learning missions with the student accounts during the trial period.

For Coding Galaxy Classroom Edition Users

1. Go to codinggalaxy.com/pricing and purchase any of the level within Coding Galaxy Classroom Edition with your email address.
2. Coding Galaxy will send you a verification email, you must verify your account before continuing.
3. Login to [Teacher Dashboard](#) with your email and password. Everything you need for the Explorer Lessons are in the Teacher Dashboard. You only need to download the teaching materials you need for your lesson.
4. You can add students to your classroom by creating the username and password in the Teacher Dashboard.

For School-based Users

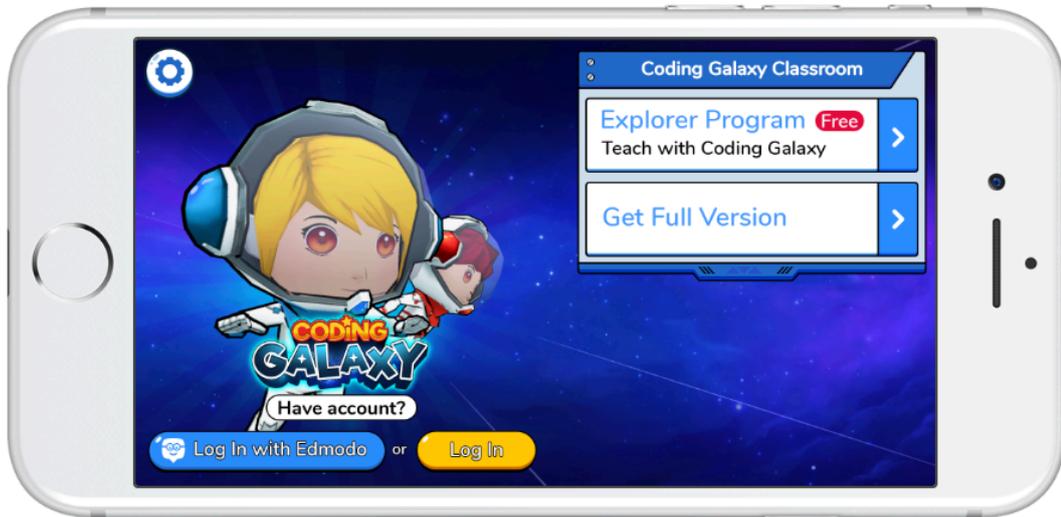
School admin will help you to set up students' accounts and your classroom. If not, please contact your school admin for more details.

Login to Coding Galaxy App

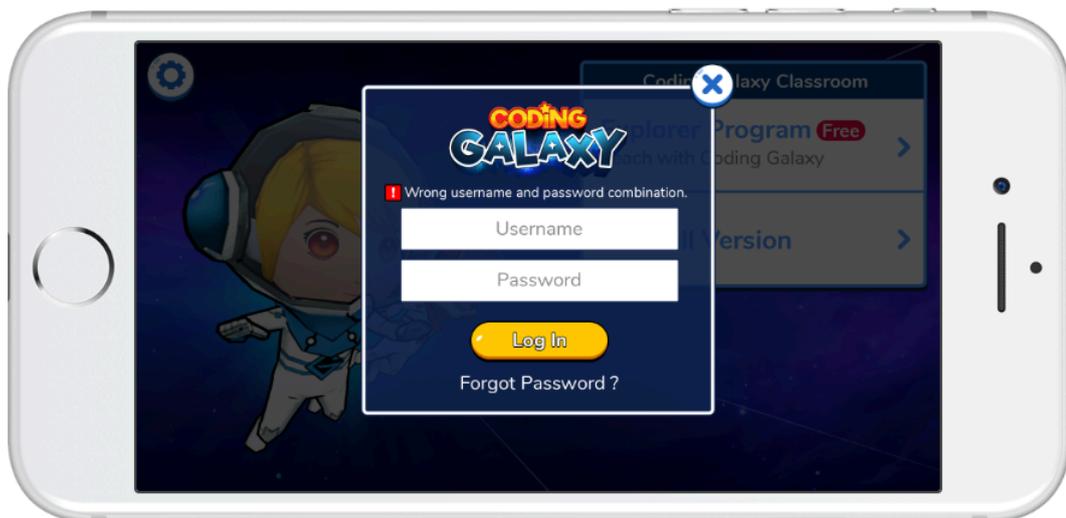


Download the app from [App Store](#) and [Google Play](#). With the teacher accounts and student accounts, you can login to Coding Galaxy App and access the learning missions.

1. Tap **Log In** and fill in the username and password.



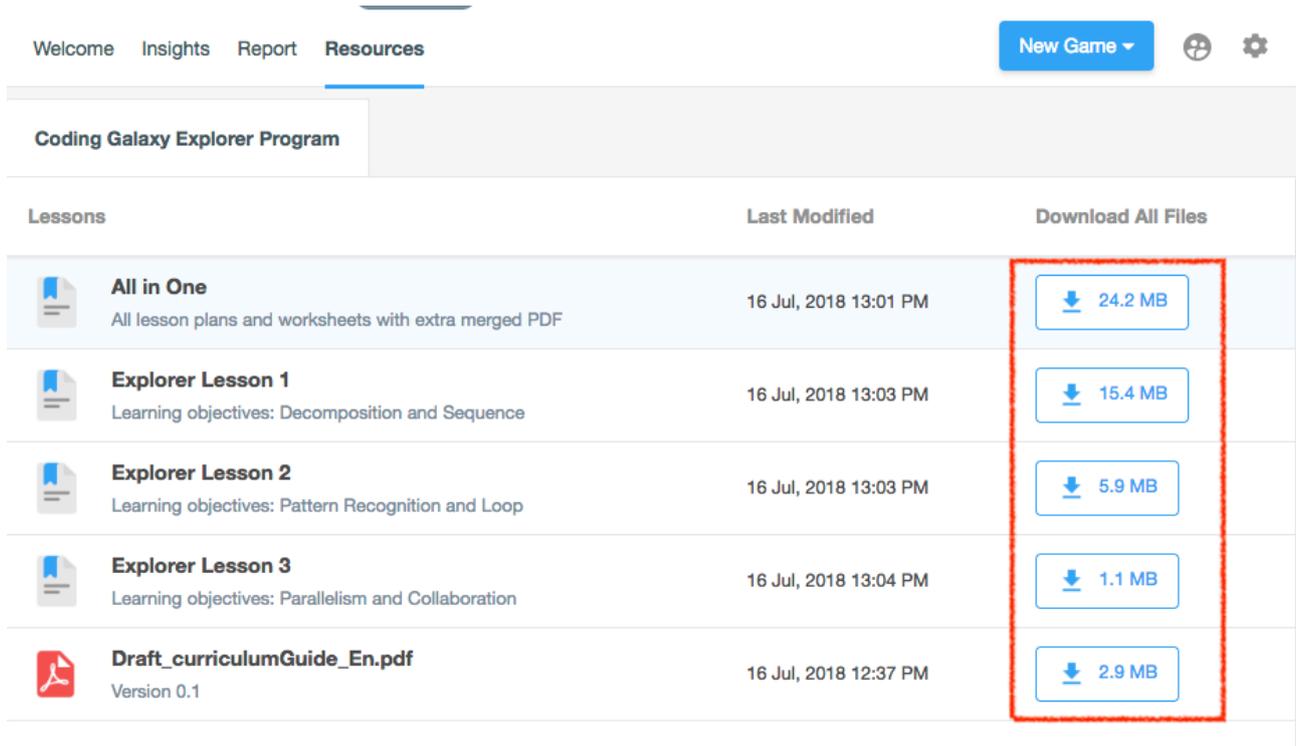
2. Fill in the username and password and tap **Log In**.



Download your Teaching Materials

You can download all teaching materials in the Teacher Dashboard.

1. Click **Resources** in the Teacher Dashboard
2. All related teaching materials are listed here.
3. Click to download the materials you need for your lessons.



The screenshot shows the 'Resources' section of a Teacher Dashboard. At the top, there are navigation links for 'Welcome', 'Insights', 'Report', and 'Resources'. A 'New Game' button and two icons are also visible. Below the navigation is a breadcrumb for 'Coding Galaxy Explorer Program'. The main content is a table with three columns: 'Lessons', 'Last Modified', and 'Download All Files'. The table lists five items, each with a document icon, a title, a description, a 'Last Modified' timestamp, and a download button with a file size. A red dashed box highlights the download buttons for the first four items.

Lessons	Last Modified	Download All Files
 All in One All lesson plans and worksheets with extra merged PDF	16 Jul, 2018 13:01 PM	 24.2 MB
 Explorer Lesson 1 Learning objectives: Decomposition and Sequence	16 Jul, 2018 13:03 PM	 15.4 MB
 Explorer Lesson 2 Learning objectives: Pattern Recognition and Loop	16 Jul, 2018 13:03 PM	 5.9 MB
 Explorer Lesson 3 Learning objectives: Parallelism and Collaboration	16 Jul, 2018 13:04 PM	 1.1 MB
 Draft_curriculumGuide_En.pdf Version 0.1	16 Jul, 2018 12:37 PM	 2.9 MB

Start a Collaborative Mission in Class

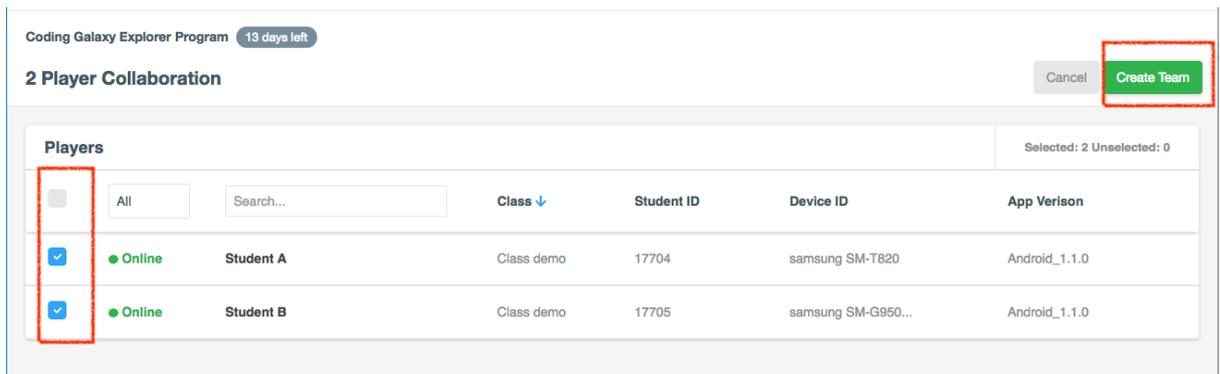
It's just a few steps to invite your students to start a collaborative mission in the Teacher Dashboard.

Steps

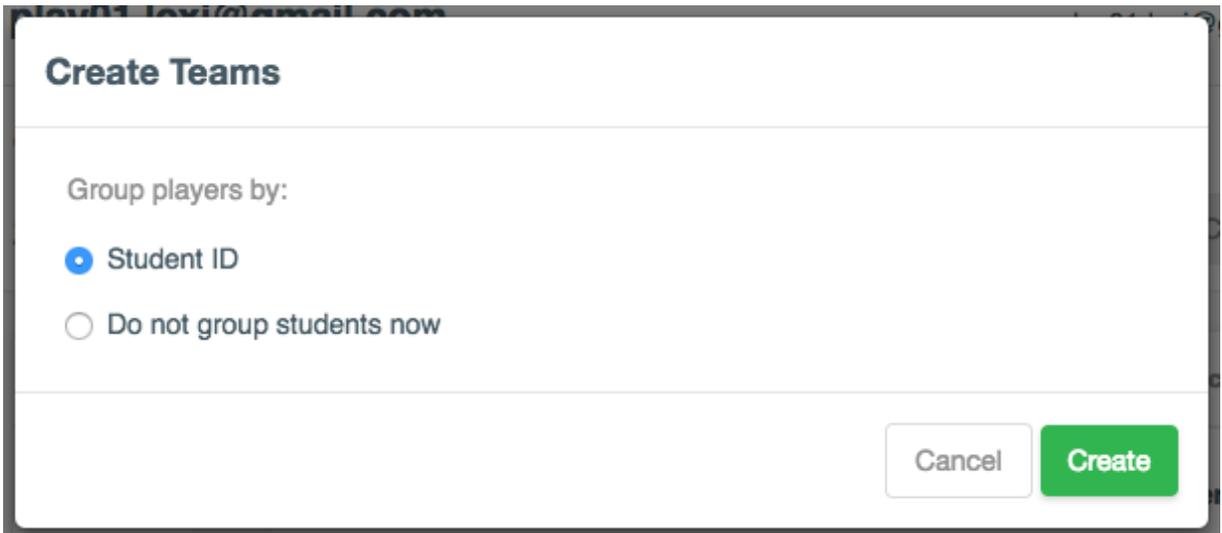
1. Click **New Game** in the top right corner in your classroom.



2. Choose either 2-player Collaboration or 4-player Collaboration.
3. Select the students to join the collaboration mission, then click **Create Team**.



- You can choose either group students by student ID or group students later, then click **Create**.



Create Teams

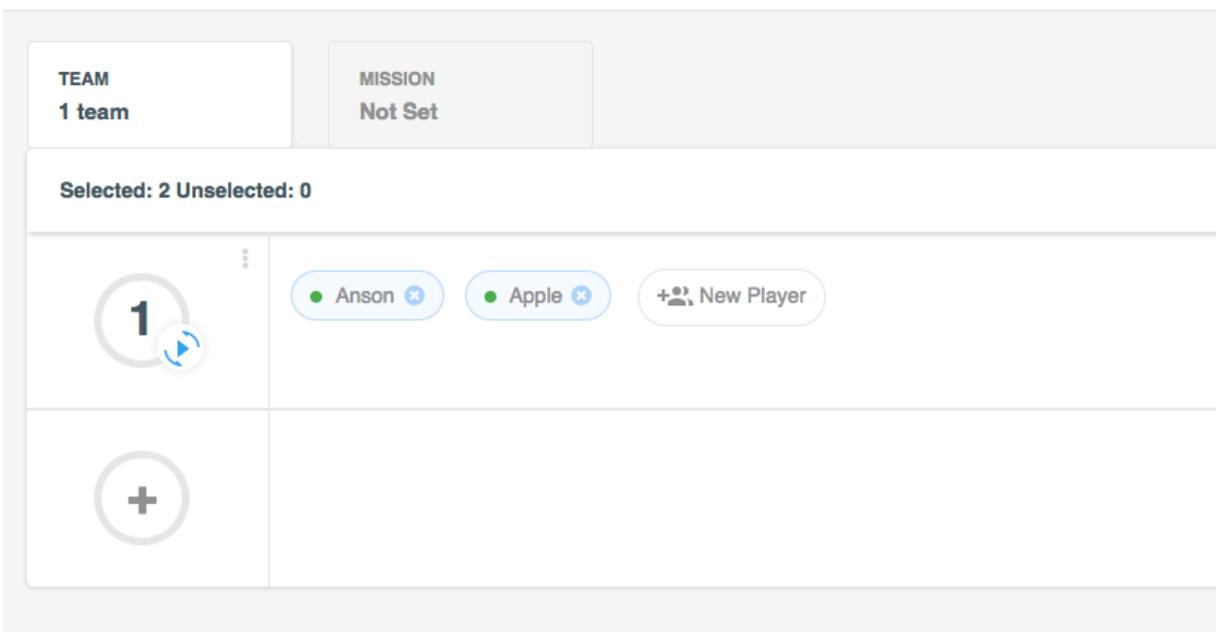
Group players by:

Student ID

Do not group students now

Cancel Create

- If students are grouped by student ID, they will be grouped by the sequences of student ID. Student ID is generated by system.



TEAM
1 team

MISSION
Not Set

Selected: 2 Unselected: 0

1

Anson

Apple

+ New Player

+

- One step before you start, you need to select missions for students. Missions are defined by level of difficulties, you can select multiple missions for the in-class

activity.

Course demo - 2 Player Collaboration Start Over Start Now

TEAM	MISSION
1 team	2 missions

<input type="checkbox"/>	#	Difficulty	Class Completion
<input checked="" type="checkbox"/>	Mission 1	Easy	0%
<input checked="" type="checkbox"/>	Mission 2	Easy	0%
<input type="checkbox"/>	Mission 3	Intermediate	0%
<input type="checkbox"/>	Mission 4	Intermediate	0%
<input type="checkbox"/>	Mission 5	Hard	0%

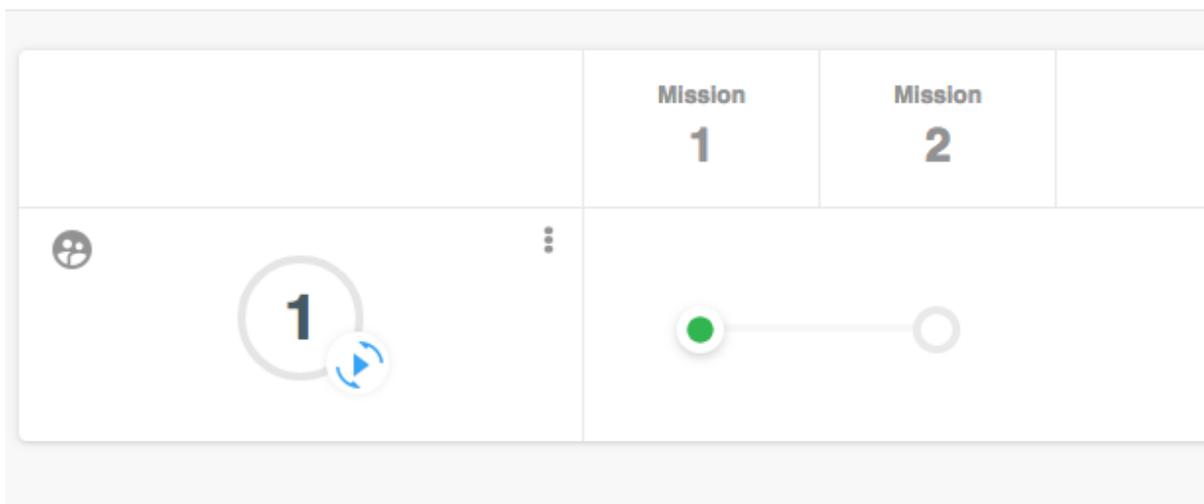
(Teacher Dashboard → Coding Galaxy → New Game → TEAM/MISSION)

- Now you can click **Start Now** to start your in-class collaborative activity. Make sure all students are login to the app and online before it starts. You can click **Start Over** if you need to add more students to the missions.

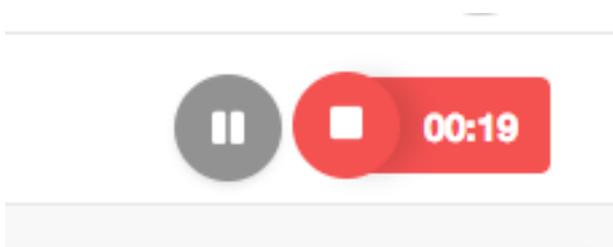
Start Over Start Now

8. While students start the collaborative missions, you can see their progress in the Teacher Dashboard. Once all teams are completed, Report of the current activity will be show in the Teacher Dashboard.

Prometheus Coding Class - 2 Player Collaboration



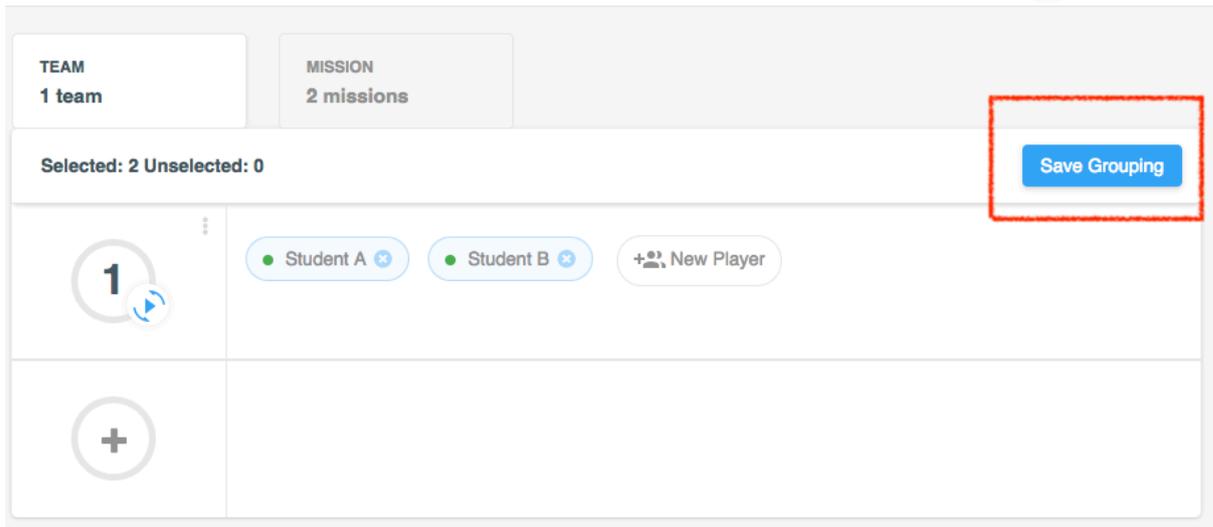
9. Or you can **Pause** or **End** the missions anytime if you need your class attention on your top right corner. There is a timer to count how much time in the collaborative missions.



Tips and Tricks

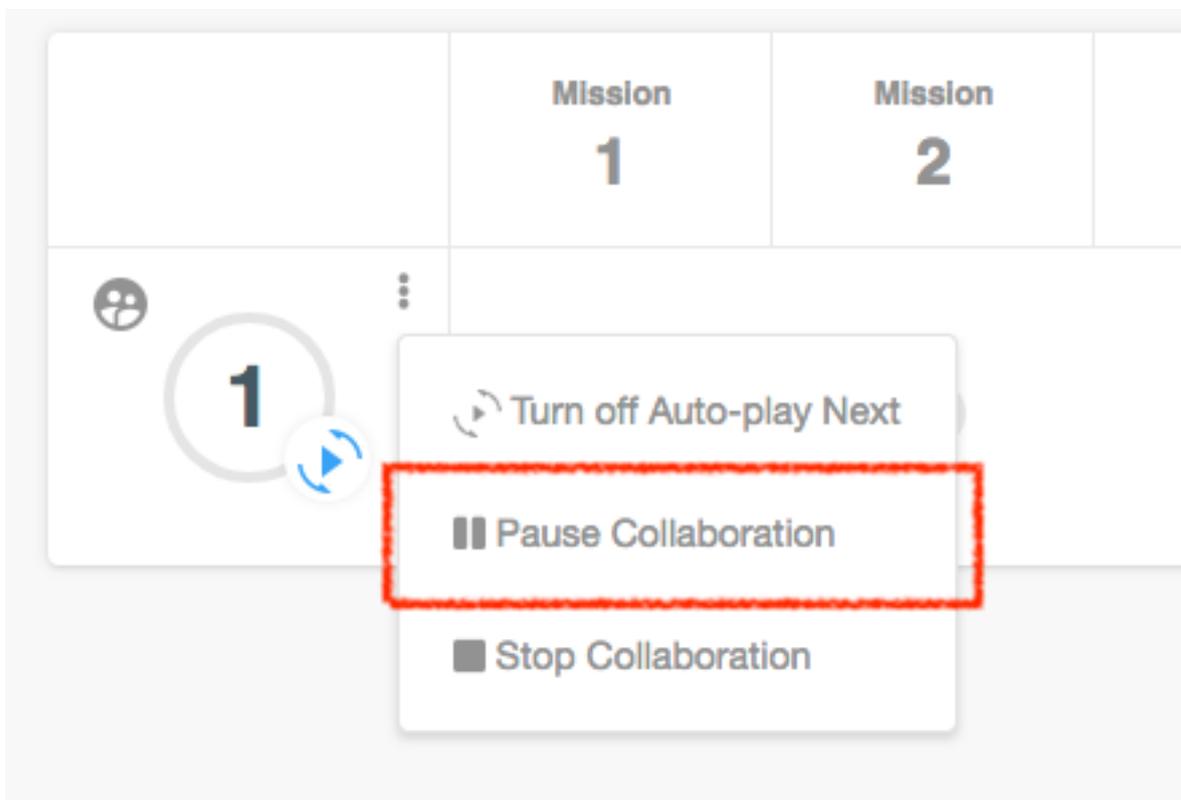
1. Save Grouping

If you want to reuse the current student grouping for next lessons, you can click **Save Grouping** on the left side of the Teacher Dashboard before you start the missions.



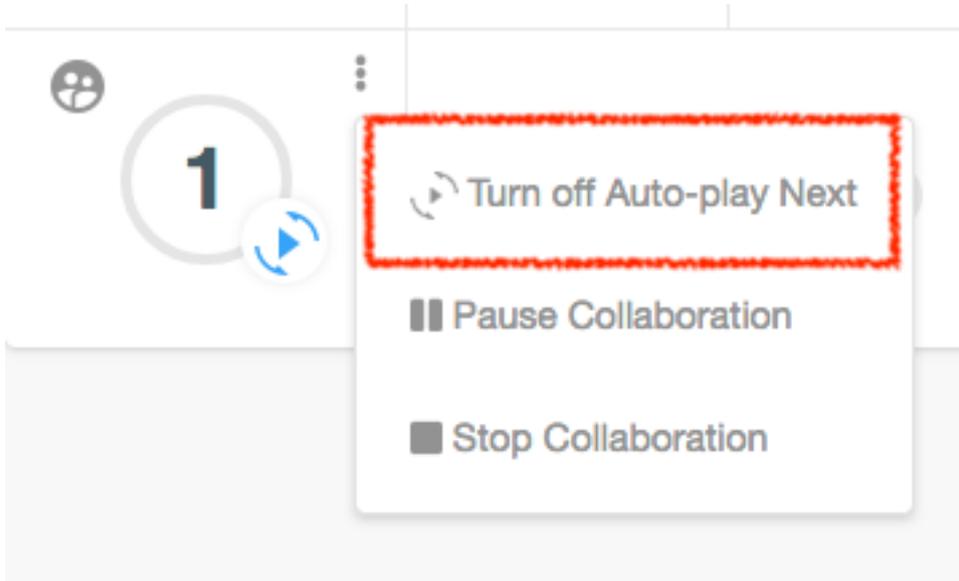
2. Pause/End Group Individually

In case some of the groups have special needs or requirement, you can pause/end the collaboration of the group individually.



3. Auto-play Next

If there is more than 1 mission in the activity, it will go to the next mission automatically once the currently is completed. You can click Turn off Auto-play Next and change it to go to next mission manually.



Student Reports

Self-learning

Teacher can see all students' learning progress at a glance. Each student's learning progress in Coding Galaxy app are shown in self-learning reports, including mission results, time spent, and the number of attempts of each mission and their solutions.

Coding Galaxy / Explorer Program / Report

< Self-Learning Report

35 mins TOTAL TIME 59 STARS

Student A
Class demo / 17643
Last online : an hour ago

Sequences

- Mission 1 ★★★★★
- Mission 2 ★★★★★
- Mission 3 ★★★★★
- Mission 4 ★★★★★
- Mission 5 ★★★★★
- Mission 6 ★★★★★
- Mission 7 ★★★★★
- Mission 8 ★★★★★
- Mission 9 ★★★★★
- Mission 10 ★★★★★

Loops

- Mission 1 ★★★★★
- Mission 2 ★★★★★

Sequences	Best Rating	Trials	Solution Time Ⓞ
Mission 1	★★★★	2	11 sec

#	Date	Time	Rating	Crystals
1	Jul 13, 2018 3:38 PM	0'11	★★★	0
<div style="border: 1px solid #ccc; padding: 5px;"><p>1 <input type="button" value="FORWARD"/></p><p>2 <input type="button" value="FORWARD"/></p><p>3 <input type="button" value="TURN LEFT"/></p><p>4 <input type="button" value="FORWARD"/></p></div>				
2	Jul 16, 2018 10:51 AM	0'09	★★★	0

[View Solution ▶](#)

Collaboration

Teacher can review the collaborative mission result in class immediately with the Teacher Dashboard. All records of collaborative missions in class can be displayed here, you can check the result right after the class activities is completed.

Coding Galaxy / Prometheus Coding Class / Collaboration

< Collaboration | May 8, 2018 5:18 PM

Collaboration Mode 2-player	Team Completed 50% 6/12	Collaboration Duration 05:52	Players 24
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Teams

1	100% ⌚ 02:53	Michael Tony	
✓	⌚ 01:29	Easy	#1: Completed Mission
✓	⌚ 00:38	Easy	#2: Completed Mission
✓	⌚ 00:46	Intermediate	#3: Completed Mission
2	100% ⌚ 03:12	Janet Tim	
3	100% ⌚ 03:13	Anson Man	

Any question? We're here to help!

If you have any issues or questions, feel free to contact us at support@codinggalaxy.com