Scratch and Scratch Jr

With Scratch (ages 8-100) and Scratch Jr (ages 4-7), you can program your own interactive stories, games, and animations! In the process, students learn to solve problems, design projects, and express themselves creatively on the computer.

Lightbot and Lightbot Jr

In Lightbot and Lightbot Jr, students age 4 and up, must program a robot with commands to solve puzzles using logic! Lightbot is great fun and introduces some complex principles of programming for all ages!

Hopscotch

You can make your own version of popular games like Geometry Dash, create awesome art or build something brand new. Hopscotch is easy to use! It’s a powerful language for ages 8 and up. Explore computer science fundamentals like variables, conditionals, loops, and more!

KIBO

KIBO is a robot kit specifically designed for young children aged 4-7 years old. KIBO lets children make almost anything – a character from a story, a carousel, a dancer, a race helicopter – anything that they can think of. The child codes using the wooden KIBO blocks.

ComputerCraftEDU

It is a new way to learn computational thinking inside Minecraft. Players will start with a tile-based interface to learn the fundamentals of programming in a fun, accessible environment. Ages 5 and up!

Raspberry Pi

The Raspberry Pi is a low-cost, credit-card sized computer! It is a capable little device that enables people of all ages to explore computing, and to learn how to program in languages like Scratch and Python. Ages 4 to 104.

Cubelets

Inspire a love of learning through robotics. With the Cubelets, you can create simple mobile and reactive Cubelet robots that provide intuitions about the behavior of complex systems. No wrong way to build! Ages 4 to 104.

Tynker

Tynker’s online courses and iPad app provide a complete learning system with interactive exercises, guided tutorials, fun creativity tools, puzzles and more to make programming fun. Ages 4 to 104.

Kodable

Kodable makes learning to code fun for students. They must drag and drop commands to program their fuzzy character to get through a maze. Ages 5 to 104.

Tickle

Learn to program Arduino, drones, Star Wars BB-8 Droid, robots, connected toys, and smart home devices, all wirelessly. Tickle is easy to learn, fun to use, and 1000x more powerful! Ages 5 to 104.