

## GENERAL QUESTIONS

### WHAT IS CODEMONKEY?

CodeMonkey is a leading and fun online learning platform where students learn to code in real programming languages. Through game-based learning, students are able to solve puzzles and build games and apps. All courses are designed for school, extra-curricular and home-use.

### WHAT GRADES IS CODEMONKEY FOR?

CodeMonkey is for all ages! We offer a full curriculum for Pre-K to secondary students.

### WHAT COMPUTER SCIENCE TOPICS ARE COVERED?

CodeMonkey covers universal coding concepts such as Objects, function calls, arguments, loops, variables, arrays, for loops, function definitions, Boolean conditions, until loops, if and if-else conditions, Boolean operators, keyboard and mouse events. CodeMonkey also teaches computational thinking as well as other 21st century skills.

### DO I NEED TO DOWNLOAD OR INSTALL ANYTHING TO PLAY? WHAT TECHNICAL REQUIREMENTS ARE NEEDED TO RUN CODEMONKEY?

CodeMonkey is completely web-based and **does not require you to install anything**. CodeMonkey works best on a device with a keyboard (example: Chromebook, laptop, etc.) and need a relatively up-to-date version Browser (either Chrome, Firefox, Explorer or Safari) as well as an active Internet connection.

### HOW DO I PLAY?

To start playing click the “play now” button on the homepage. In order to help the monkey catch the banana, you need to write lines of code as taught in the game. If you are not comfortable with typing you can use the buttons at the bottom of the screen for easy access.

## **ABOUT TEACHING**

### **WHAT PROGRAMMING LANGUAGES DOES CODEMONKEY TEACH?**

CodeMonkey covers text-based coding languages of CoffeeScript and Python.

The programming language used in Coding Adventure is called CoffeeScript. It's a language that compiles to JavaScript. The main reason we choose this language is that CoffeeScript has a friendly syntax, which resembles the way we write in English, compared to other programming languages.

The programming language covered in Coding Chatbots and Banana Tales is Python, a popular and widely used language that has easy syntax. Through learning Python, students become one step closer to gaining the confidence they need to enter the real world of programming where they will build websites, apps and games.

### **WHAT IS THE MEANING OF THE STARS?**

After every challenge you'll complete, you will get a star-rating on your solution. The stars are distributed as so: First star is given if you got all bananas. Second star is given if you used what you learned. Third star is given if your code is short and to the point. We encourage you to try and get 3 stars in all the challenges.

### **I'M STUCK, CAN I SKIP A CHALLENGE?**

No, unfortunately you can only move through the challenges you have already solved. Start the challenge by pressing "run" and seeing what the monkey does, then start looking for what needs fixing or adding.

### **WHAT KIND OF TOOLS DO YOU HAVE FOR TEACHERS?**

We provide a unique curriculum that accompanies the teaching process step-by-step, and also a teacher's dashboard where you can keep track of your students' progress in real time, as well as see the actual code they wrote.

### **HOW CAN I REMOVE/DELETE A STUDENT FROM MY CLASS?**

Each CodeMonkey account is individual and nontransferable. We do not allow deleting student accounts from your classroom.

### **WHERE CAN I FIND SOLUTIONS TO CHALLENGES?**

If you are registered to CodeMonkey as a teacher, you can see all solutions by clicking on the menu -> Teacher Resources -> Solutions.

## 常見問題

### CodeMonkey 是甚麼？

CodeMonkey 是一個有趣的網上學習平台，讓學生學習編寫真實的編程語言。透過遊戲學習讓學生能夠解決各種編程難題，並自己設計、編寫電腦遊戲和應用程式。所有課程均適用於學校電腦堂、課外活動和在家學習。

### 適合甚麼歲數的學生使用？

CodeMonkey 適合所有年紀的學生使用！我們的編程學習為學前，以至中學生而設。

### 將會學到甚麼編程知識？

CodeMonkey 涵蓋各種通用的編程概念，例如對象、函數、引數、循環、變量、數組、for 循環、函數定義、布爾條件、until 循環，if 和 if-else 條件、布爾運算符、鍵盤和鼠標操作程式碼。CodeMonkey 還教授運算數理思維以及其他 21 世紀必備技能。

### 需要下載或安裝軟件嗎？有甚麼技術要求？

CodeMonkey 是一個網頁平台，用家不需要安裝任何程式。我們建議使用配有鍵盤的設備（例如：筆記型電腦、桌上電腦等）來使用，並且需要相對最新的瀏覽器（Chrome，Firefox，Explorer 或 Safari）以及有效互聯網連接。

### 怎樣開始學習？

登入後請點擊主頁上的「play now」來開始 CodeMonkey 學習。為了幫助猴子收集香蕉，您需要按照關卡中的說明編寫程式。如果您不熟悉打字，可以使用玩面底部的按鈕輸入程式。

## 教學疑難

### 哪些星星有甚麼意義？

每當您完成關卡時，系統都會根據您的答案進行星星評分：「一顆星」代表完成挑戰；「兩顆星」代表能運用學到的概念；「三顆星」代表代碼簡潔扼要。我們鼓勵您在所有關卡中都能獲得三星。

### CodeMonkey 教授甚麼編程語言？

CodeMonkey 教授 CoffeeScript 和 Python 語言。

Coding Adventure 選用 CoffeeScript，一種可翻譯為 JavaScript 的語言。與其他編程語言相比，CoffeeScript 的語法及編寫更類似英語書寫，學生更易理解。

Coding Chatbots 及 Banana Tales 則選用 Python，一種 IT 業界最廣泛使用的語言，其語法相對簡單。通過學習 Python，幫助學生在編程界學習、深造與發展。

### 可以跳過關卡嗎？

不可以，您必須完成目前的關卡才能進入下一關。您可以按「run」來查看程式的運作，然後找出需要修正的地方。

### 提供甚麼樣的教師資源呢？

我們提供詳盡又詳細的教案讓老師逐步教授編程。另外設有教管理平台，讓您實時追蹤學生的學習進度，並看到他們每一關所編寫的程式。

### 我可以移除學生帳戶嗎？

每個 CodeMonkey 帳戶都是個人帳戶並不可轉讓的。因此您不能刪除學生帳戶。

### 我可以在哪裏找到關卡答案？

先登入您的教師帳號，在左手面的菜單揀選 Teacher Resources -> Solutions。