

CoderDojo Richmond

27
Jun

⌚ 11am to 1pm

📍 Whittaker Ellis Suite, Richmond Reference Library, Old Town Hall, Whittaker Avenue. [View map](#)

Free event open to children aged 6 and over accompanied by a parent or guardian.

The Old Town Hall does not have its own car park but there is limited on-street meter parking available in Whittaker Avenue. There is easy access by public transport.

We can provide laptops but if you can bring your own please do. This will free up a laptop for those that need it.

Scratch

An ideal way to get started with coding and have amazing fun building video games and animations, with all the help you need. If you have done some Scratch before, we've a great choice of projects to make; or develop your own game concept with the help of our wizard mentors. Bring a laptop or book club machine.

HTML

Learn to use HTML to structure the content of a webpage. Then change the layout of the page using CSS. For interactivity, we will use javascript to program how different elements of a page respond to user-interaction. Your own laptop, connected to the wifi at Richmond Reference Library, will offer the best experience in this session. We will make use of an online space so you can continue working on projects at home.

Python

Python is a widely used, general purpose, text-based programming language. Python is commonly used as a first text-based language because it's very readable and you can get things done with less code than many other languages. Python has support for turtle graphics and other modules that make coding more fun and colourful.

Python is used for real projects in industry so it's a useful language to learn.

Microbits

Learn the basics of coding and physical computing in this exciting demonstration and hands-on workshop!

The BBC Micro:bit is a tiny programmable computer which has been stripped down to the basics. During this workshop you will learn what a Micro:bit is and what it is used for, and you will get a chance to create your own games and animations. There are also Micro:bit kits to use where you can explore basic robotics.

Micro:bits and kits will be provided.

User accounts

At the CoderDojo, we use a number of online resources that allow you to save your work so that you can continue working on it at home or next time at the CoderDojo.

If you are using Scratch, sign up for a Scratch account here: <https://scratch.mit.edu/>

If you are using HTML or Python, we use a website called Trinket and you can sign up so you can save your trinkets here: <https://trinket.io/sign-up>

Remember to bring your Scratch and/or Trinket user name and password when you come to the CoderDojo

Terms of participation: A parent or carer must accompany their child/children throughout the session and take responsibility for them and for their belongings while on the Library premises.

If you book places but are unable to attend, kindly let us know so we can re-allocate the places to those on our waiting list. We reserve the right to refuse bookings in future by families who repeatedly book tickets, cannot attend and do not let us know.

Lastly, we always need volunteers who have computer coding knowledge, so if you feel that you might be able to be a volunteer Mentor please email us at libraryvolunteer@richmond.gov.uk with details about your coding skills and availability.

Organiser and contact details

Organiser

Richmond upon Thames Libraries

Email address

Costs

Costs

Free

Event repeats

Repeats

This event repeats on the following dates:

- 27 Jun
- 25 Jul
- 22 Aug
- 26 Sep
- 24 Oct
- 28 Nov
- 26 Dec
- 23 Jan

Accessibility

Accessible building

Yes

Accessible toilets

Yes

Parking facilities

N/A

Dietary needs catered for

N/A

Staff have specialist training

Yes

We can remind you about this event

Please create an account or login to set up reminders for this event.

Location map