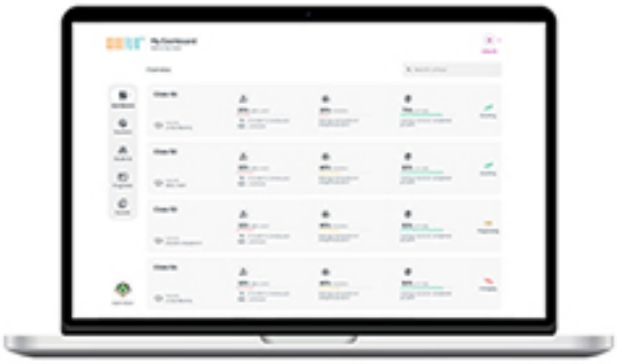
CODEFLIX™

CLASSROOM CODING MADE EASY!

What is CODEFLIX?

Codeflix is Australia's leading AI-powered online platform, designed to support educators in the delivery of the Digital Technologies curriculum in the classroom.



Teach with confidence, no coding experience required!

Codeflix features hundreds of ready-to-teach video tutorials in five of the world's most popular coding languages, housed in a cloud-hosted next-gen learning platform. Students watch videos and code along with them, in a single-screen environment, that deploys seamlessly on laptops and tablets alike.

REQUEST A DEMONSTRATION TODAY!

juniorengineers.com.au/codeflix-schools
1300 089 344
partnerships@juniorengineers.com.au

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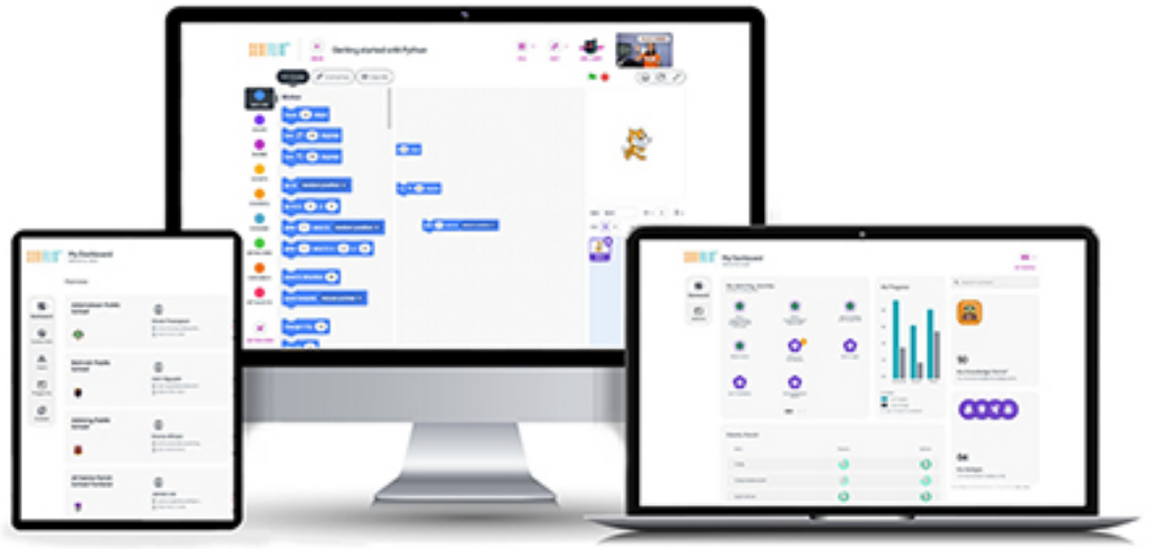
Proudly brought to you by Junior Engineers

Easy-to-use Learning Environment

Codeflix delivers a seamless learning environment, designed to maximise hands-on learning and engagement for students.

- Device neutral - Works on laptops and ipads alike
- Seamless single-screen switch between video, coding environment, learning resources and coding assistant
- Check code and ask for help at the click of a button
- Student grading and coding aptitude automatically feeds to dashboard reports



A safe, secure and accssible platform

Codeflix delivers an all-in-one platform, designed with student security top-of-mind. The platform includes:

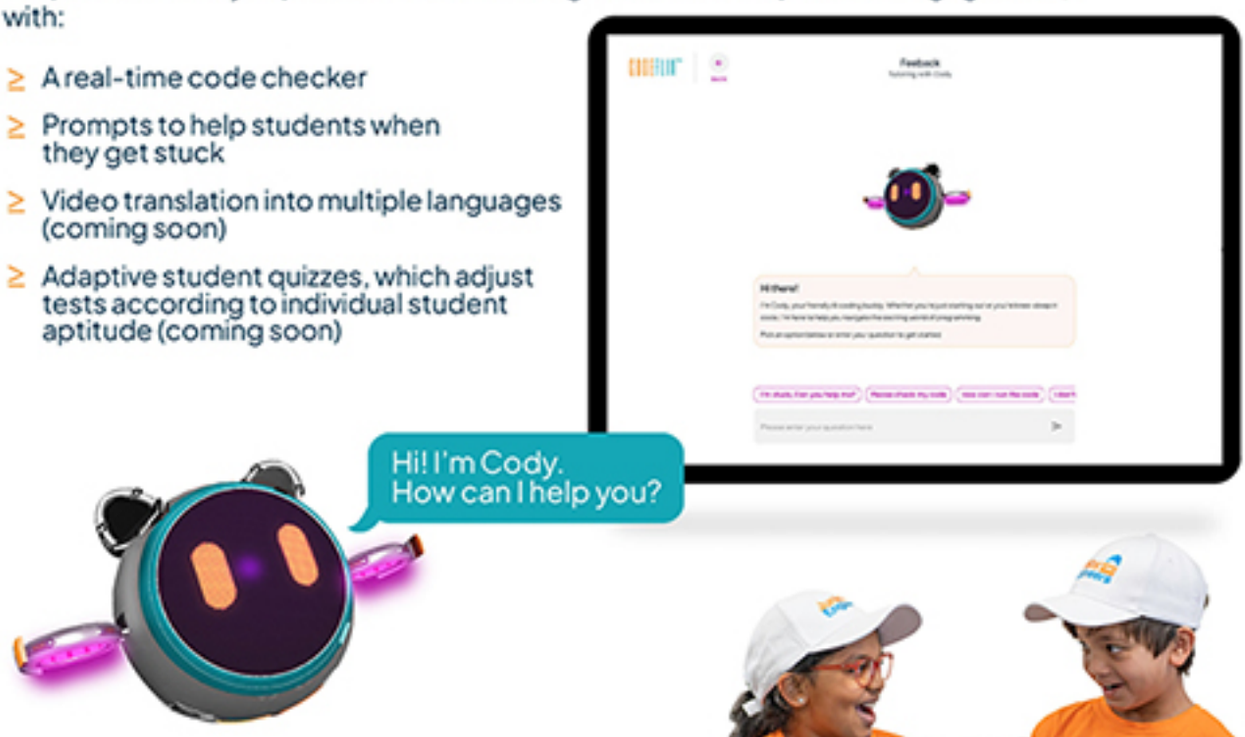
- An in-built coding environment, no downloads required
- Cloud-hosted, and available 24/7
- Security of student data and anonymity, all data housed in Australia

Next-Gen coding assistant

Introducing Cody!

Cody is our state-of-the art AI technology, which delivers live student support built into the platform. Cody improves student learning outcomes and platform engagement, with:

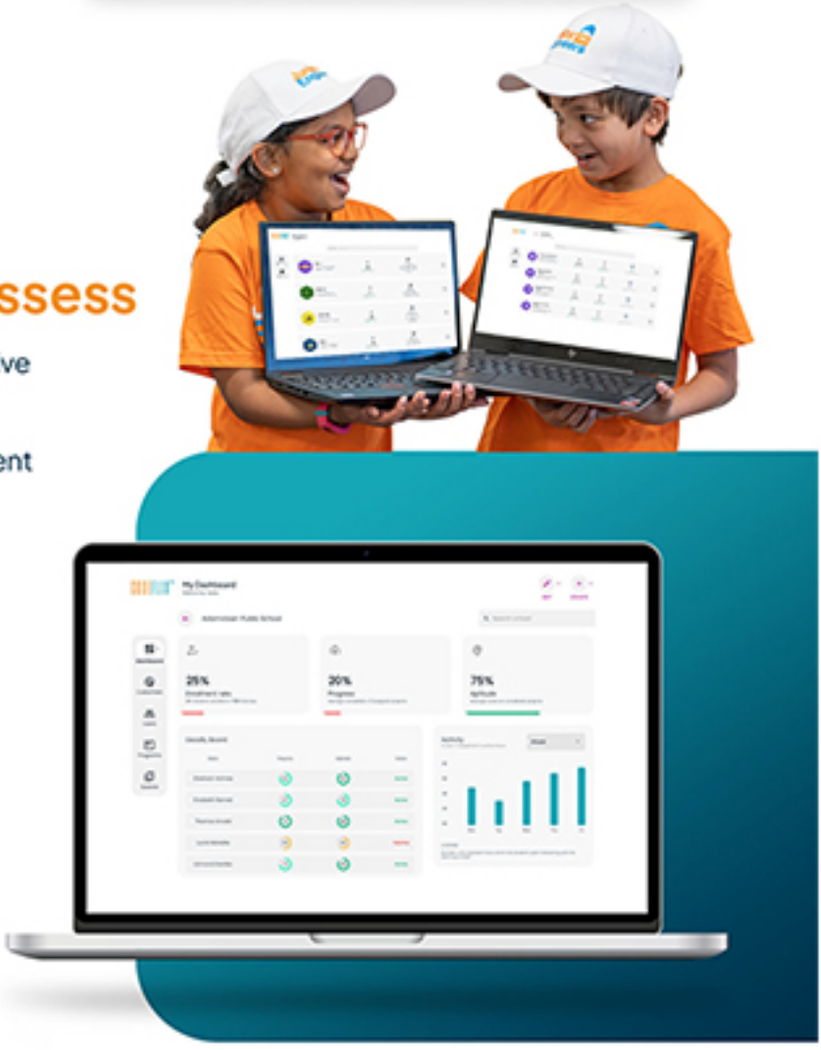
- A real-time code checker
- Prompts to help students when they get stuck
- Video translation into multiple languages (coming soon)
- Adaptive student quizzes, which adjust tests according to individual student aptitude (coming soon)



Deliver, Track and Assess

Set your educators up with comprehensive tools to teach, track and assess student learning. Our intuitive dashboard and reporting system makes managing student cohorts a breeze. Codeflix allows administrators to:

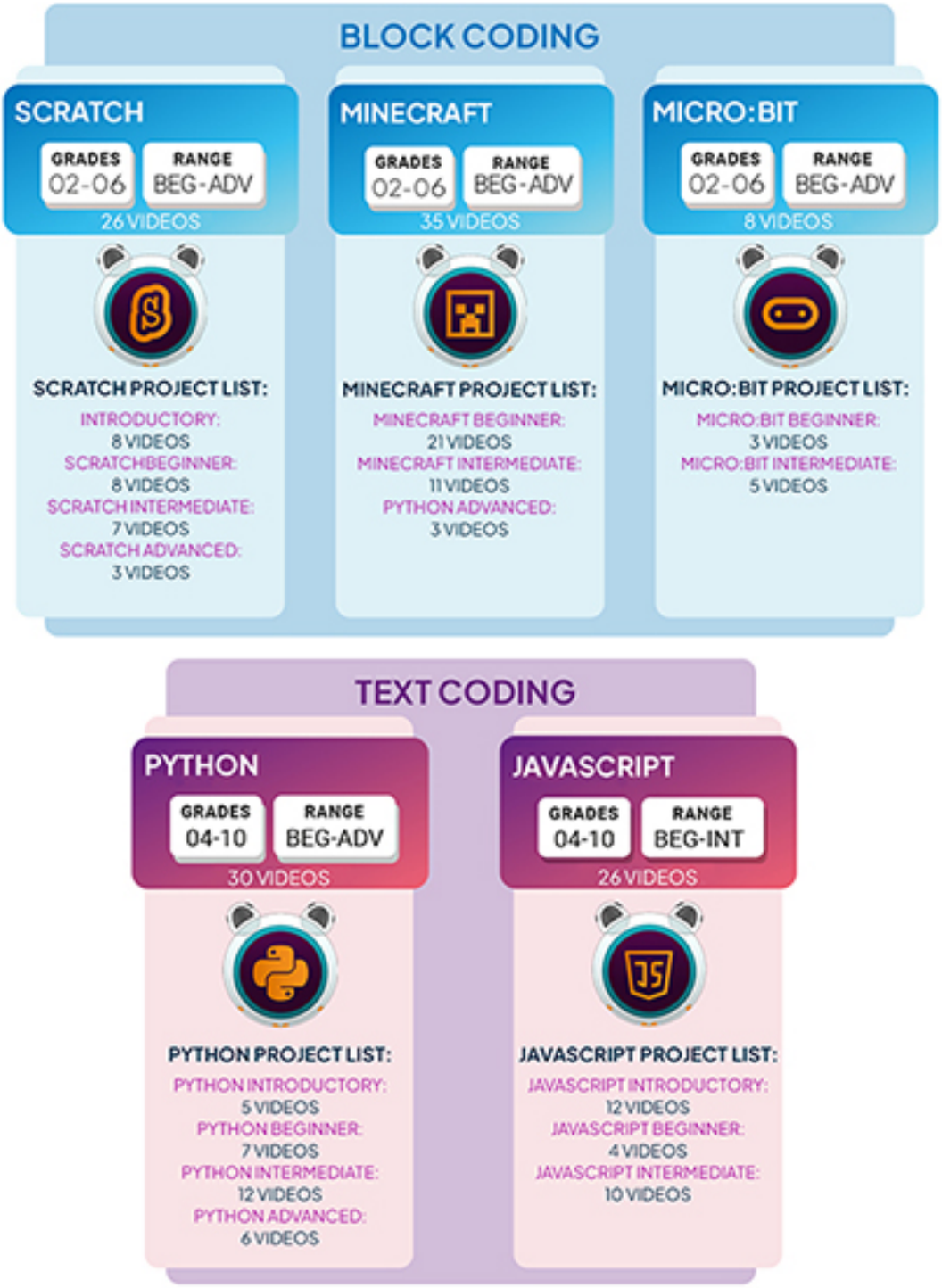
- Use existing courses, or create your own class curriculum from over 100 digital projects
- Customise individual student learning pathways, providing easy extension activities from ready-graded coding libraries
- Allocate cohorts, view and track their understanding, activity, and aptitude
- Download progress and achievement reporting at a glance
- Automated grading and comprehensive reporting



Digital Technologies Curriculum Alignment

Codeflix provides foundational coding skills for students in primary and secondary school. Learning pathways are customized to class capabilities and knowledge levels. Like any language, coding requires consistent practice to master. Codeflix uses engaging digital projects that gradually increase in difficulty, helping students build confidence and proficiency through a wide range of coding languages and platforms.

CODEFLIX CURRICULUM



CURRICULUM YR 1–2

Students learn introductory computational thinking by using and describing algorithms that include sequences of instructions and decisions, and by using digital systems to produce simple solutions. They have opportunities to experience and develop their skills in using different components like a mouse, touchpad and keyboard.

ACT9TDI2K01
Students identify and explore digital systems and their components for a purpose

ACT9TDI2P01
Students investigate simple problems for known users that can be solved with digital systems

ACT9TDI2P02
Students follow and describe algorithms involving a sequence of steps, branching (decisions) and iteration (repetition).

ACT9TDI2P04
Students use the basic features of common digital tools to create, locate and communicate content.

CURRICULUM YR 3–4

A focus on computational thinking, simple digital solutions and following and implementing simple algorithms.

ACT9TDI6P02
Students follow and describe algorithms involving multiple alternatives (branching) and iteration (repetition)

ACT9TDI6P05
Students implement simple algorithms as visual programs involving control structures, variables and input

CURRICULUM YR 5–6

A focus on expanding introductory to intermediate programming skills, problem-solving, and digital project management.

ACT9TDI6P02
Students follow and describe algorithms involving multiple alternatives (branching) and iteration (repetition)

ACT9TDI6P05
Students implement simple algorithms as visual programs involving control structures, variables and input

CURRICULUM YR 7–8

A focus on the design and development of algorithms involving complex branching and iteration; students implement their code as visual programs including variables, using multiple digital systems which process and transmit data.

ACT9TDI8P05
Students design algorithms with nested control structures and represent them using flowcharts and pseudocode

ACT9TDI8P06
Students trace algorithms to predict their output for given inputs and identify any errors

ACT9TDI8P09
Student Implement, modify and debug programs with control structures (eg loops and conditionals) and functions

CURRICULUM YR 9–10

A focus on development and modification of innovative digital solutions, including the design and validation of algorithms in object-oriented programming languages.

ACT9TDI8P05
Students design algorithms with nested control structures and represent them using flowcharts and pseudocode

ACT9TDI8P06
Students trace algorithms to predict their output for given inputs and identify any errors

ACT9TDI8P09
Student Implement, modify and debug programs with control structures (eg loops and conditionals) and functions