Kodable

V 11.3.10

Target Audience: Kids ages 4 - 10

Software Type(s): Coding Software

Curriculum & Environments: This would be a great app to utilize when trying to teach students about STEM and coding.

Cost: Parent Plan - $29.99, Kodable Monthly Plan - $6.99, Kodable Yearly Plan - $69.99

About the Software:

This application is used in over 50% of US Elementary Schools to teach students all they need to know about coding from ground zero. It features a story line and unique fuzz ball characters. The app allows students to play age appropriate games and create their own using code. As they are playing the games with their customizable fuzz ball character and they are making code, the code lights up as it is being ran. This allows for the child to better understand what is making their fuzz ball move and that the code that they created actually holds meaning. If the student does something correctly they are celebrated by a happy fuzzball, if they were to mess up they would be greeted by an 'oops' and a flashing red area where they messed up.

Impressions and Classroom Usage:

Whenever we downloaded this application, we made sure to try out different age levels to see how they varied. The same games that were offered for the 4 year old were the same games that were offered for the 9 year old, but not vice versa. Even the games for the 4 year old were hard to understand. Students would definitely need some guidance when selecting levels and completing some tasks. There were barely any instructions or appropriate explanations for the ages that we selected.
In comparison to the other coding programs that we tried out, this one came in last place. It was just hard to understand and it cost so much more money than the free Swift Playground. It is a lot slower paced than Playground and it is not as straightforward when it comes to the instructions.