



## WHAT IS THE Youth Coding League?

The Youth Coding League is an innovative and complete learning program, built for schools and community organizations, that introduces 5th-8th graders to computer science and coding with a focus on access, inclusion, and self-efficacy and requires no coding skills or experience to lead as a coach.

### What You Think a YCL Coach Might Be:

- Computer Teacher
- Background in computer programming or software development
- Tons of experience implementing technology and STEM in the classroom

### What a Successful YCL Coach Profile Actually Looks Like:

- Organized and communicative
- Lifelong learner
- Believer in the benefits of STEM
- Committed to providing access to the skillset to underserved youth
- Advocates for their students



### What You Can Expect From the Youth Coding League:

- Dedicated, self-paced training to make sure you feel empowered as the season starts
- Timely support if you have questions or run into a hiccup
- Networking with other Youth Coding League coaches
- Your feedback integrated into the program to make it better
- Scoring, gear orders, prizes, and more, handled by YCL staff— not you!
- \$250-\$750 stipend sent your way at the conclusion of the season

## Just How Much Time Are We Talking, Here?

### Getting Started

Your school has signed on for a Youth Coding League team—now what? We'll ask you to fill out an application with information about your school and sign a contract of participation that lays out what you can expect from us and what we need from you for a successful season.

**How long will this take? ~10-30 minutes**

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## Preseason Training

We'll email you a link to log in to your Youth Coding League dashboard, where you'll watch a 30-minute video that walks you through the curriculum in CS First, how to set up your roster, where to find materials for your students, the works. After you watch that video, you'll book a quick call with our Youth Coding League Coordinator Liza and she'll answer any questions you have and make sure you've got the hang of it.

**How long will this take?**

**~30 minutes - 1 hour**

After you're trained and ready to roll, you'll host a casual preseason training session to help recruit your team using a CS First activity to give your students a chance to see if the YCL is something they're interested in and ready to commit to. How you build your team is up to you, but we encourage you to make it available to all interested students.

**How long will this take? ~1.5 hours**

Now you've recruited your team and you're ready to load them in your roster! The information you load to your roster helps create the player profiles on YouthCodingLeague.com, where your coders get to track their progress and show off their hard work.

**How long will this take? ~1 hour**

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## Regular Season

Each week, your Youth Coding League team will meet for 1.5-2 hours at a time. Your coders are welcome to keep working in their own time and aren't restricted to only working during team meeting times. You'll get your coders their weekly Sprint checklists to work off of, make sure they're staying on task, answer any questions they have, and communicate with Liza if you have any questions. After those first few sprints and having gained confidence in what you're doing, take a step back and let your students grow and explore their new skills.

**How long will this take? ~1.5-2.5 hours/week for 9 weeks**

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## Postseason Competition

Your coders will group up and build a group project, and you'll upload that group information to the YCL dashboard. Coders are grouped up and working on their projects and typically need minimal guidance at this point in the season.

**How long will this take?**

**~2 hours/week for 2-3 weeks**

After your coders build out their group project, their work is entered into the virtual bracket-style competition. Think "March Madness." We'll send you and your school's leadership graphics and verbiage so you can support the coders in the postseason competition. Your coders are done with the bulk of their work, but are welcome to keep revising their project if they'd like. If you want to facilitate that additional work time, it's totally up to you!

**How long will this take?**

**~0.5-1.5 hours/week for 2-3 weeks**

## Interested in more?

We are here to help!

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