



# Coding Quest

THE LEARNING PARTNERSHIP

## Learning Through Inquiry, Coding and Gaming

The Coding Quest program is designed to enrich student learning by adding coding and game creation to reflect changing technology and learning skills necessary to foster the next generation of innovators and skilled workers.

Based on provincial curriculum and using a critical inquiry process, students in Grades 4 to 6 learn fundamental coding skills and create a video game.

The Coding Quest program is focused on STEM education and core global competencies such as computational thinking, critical thinking, creativity, collaboration and communication.

The program is delivered in the classroom by teachers, with no previous technical knowledge required, to reach a variety of curriculum including science, technology, engineering, mathematics, language arts, visual arts, social studies and many more.

Coding Quest culminates in an arcade where students showcase their video games.

## Register

[thelearningpartnership.ca/coding-quest](http://thelearningpartnership.ca/coding-quest)



## How It Works

- Designed by educators for educators, Coding Quest can be integrated into any subject
- Flexible curriculum framework tailored to teachers' preferences and levels of expertise
- In-service training and ongoing support provided for teachers
- Curriculum-linked resources and step-by-step lesson plans are available online for teaching both coding and the curriculum

## Benefits for Students

- Provides a highly engaging and immersive learning experience
- Strengthens core global competencies and computational thinking, including project management, creative problem solving, critical thinking, coding and collaboration
- Develops creative and entrepreneurial thinking
- Provides students with the opportunity to showcase learning at an arcade

## Opportunities for Teachers

- Aligns with provincial curriculum
- Engages students through technology
- Provides opportunity for cross-curricular learning
- Integrates learning in science, mathematics, technology, language, visual arts and social studies
- Creates a collaborative learning environment through teamwork and problem solving