



CoderZ Adventure with LEGO® Education Spike™ Prime

A fun intro for young STEM learners

In this beginner's course, students learn the basics of computer science while performing simple math and geometry using loops, sensors, and more. They'll navigate a virtual robot through exciting adventures and a total of 90+ missions for exploration, discovery and practice!



Suggested for
Grade 4-6



30 hours of curriculum and practice

No background
experience
required

Easy web based
environment

Encourages peer
collaboration

Encourages early
STEM learning

STUDENT OUTCOMES:

- + Understanding of the fundamentals of robotics and coding
- + Practicing interactive experimentation to discover concepts
- + Developing critical thinking to debug programs
- + Exploring how hardware and software interact
- + Developing project design and planning skills and inspiring creativity
- + Developing collaboration skills

CSTA and NGSS aligned

TEACHING RESOURCES:

- All lessons include guided walkthroughs with clear learning objectives and reflective questions for formative assessments.
- + Teachers' guide
- + Instructional videos
- + Suggested solutions (for teachers)
- + Off-line activities
- + Knowledge base center
- + Student progression heatmap
- + Quizzes for formative assessment

Learn More

