



Dojo Dictionary

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Badges

Digital badges are a way to acknowledge digital skills achieved by attendees at Dojos. They are an online representation of skills you have obtained and are awarded on Zen. They are almost like a digital Scouts badge which are awarded once someone reaches a certain level or learns a particular skill.

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BE COOL

"One Rule, Be Cool!" Helping, sharing, supporting, encouraging, cooperating and being kind are all very COOL! Bullying, lying, time wasting and general disruptive behaviour are all considered uncool!

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BELTS

CoderDojo Logo Wristbands 'Belts' are used in some regions for coding achievement. These Belts contain a memory chip whose size depends on the Belt colour. The award of Belts is managed by the Mentors to ensure that their value is maintained and respected. Find out more on Kata!


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CHAMPION

A CoderDojo Champion is an individual who volunteers to take charge of setting up, running and maintaining a Dojo. Champions do not have to have the ability to computer program, but possess the skills required to bring together technical Mentors and supporters and to arrange a Venue to run the Dojo.


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Coolest Projects

Coolest Projects is an annual event that aims to encourage, celebrate and showcase creativity among members of the CoderDojo community. It celebrates what they have achieved and created in their local Dojo and gives members the chance to show the community what they've been developing.

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Dojo

Dojo's are coding clubs for young people between 5 and 17 years, so that they learn how to code, develop websites, apps, programs, games and more. In addition to learning to code, members meet like minded people, present what they've been working on and engage with their peers.

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DojoCon

DojoCon is the official CoderDojo conference for Champions, mentors, and all adults who are involved or interested in getting involved in the CoderDojo movement. DojoCon aims to build on the growth of the CoderDojo community by offering opportunity for mentors to share and discover about encouraging the next generation of coders via CoderDojo!

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ECHO

To enable establishing a cool learning environment CoderDojo ECHO(Ethos, Culture, Happiness and Outcomes) has been developed. It has been designed to be simple, understandable, practical and translatable as possible. It is a useful guide for all existing and new Champions and volunteers to implement best practices.

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KATA

Kata is an open forum for the CoderDojo community to share resources with one another and work together to grow the knowledge of the members within the movement. You will find access to an Overview of Learning Resources, information on Organising a Dojo and access to information about the CoderDojo Community.


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Mentor

A mentor is a technically skilled individual who guides Dojo attendees and facilitates their learning and project work during the sessions. Mentors usually have a preferred area and expertise within which they like to work (eg. HTML, Python etc.) and this can influence the topics covered in the Dojo.

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Ninja

Ninjas are the youth members of the CoderDojo Community. Ninjas learn and explore in Dojos to become masters in coding! Ninjas are between 5 and 17 years old.

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Sushi

CoderDojo Sushi is delivered on double-sided laminated cards known as Sushi Cards. One card = one concept. Dojo Sushi is a method of communicating programming concepts which is suited to the CoderDojo environment. Concepts are communicated in easy-to-digest, bite-sized chunks (hence Sushi).

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Volunteer

A volunteer is an individual who helps with administration and related services. Parents of regular attendees and non technical individuals who want to help out often work in Dojos. It is also not uncommon for volunteers to learn the basics of Scratch and be able to work with beginners as a mentor.

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Zen

Zen is a community platform for CoderDojo. It is a system planned to consolidate all the CoderDojo services in one place. All members create an editable profile and can contribute to forums, while champions can easily manage their Dojo and award badges to their members.