

# Jungle Coders Bootcamp

South Africa's Online Scratch & App Inventor Classes for Kids Ages 7–9

## Block Coding & First Steps in Logic

Jungle Coders is where every young coder begins. Through drag-and-drop visual programming, children learn to think in sequences, loops and logic — building animated stories and playable games without needing to type a single line of code yet. No experience necessary — just curiosity. Based in Johannesburg, we teach live online to families across South Africa — including Cape Town, Durban, Bloemfontein and the Eastern Cape.

Scratch

App Inventor

Complete Beginner

Logic &amp; Loops

**7–9**

Age Range

**1 hr**

Per Lesson

**10**

Lessons / Term

**100%**

Online, Live

### WHAT THEY'LL LEARN

## Jungle Coders Bootcamp Curriculum

### **Scratch — Visual Coding**

Drag-and-drop blocks to control characters, build interactions and bring stories to life on screen.

### **App Inventor**

Build a first basic phone app — introducing screens, buttons and simple interactivity.

### **Logic, Sequences & Loops**

Understand how a computer follows instructions step by step, and how to repeat actions with loops.

### **Events & Interactivity**

Make things happen when a key is pressed or a character is clicked — the building blocks of games.

### **Animated Stories**

Create characters, backgrounds and dialogue to tell an original animated story.

### **Build a Simple Game**

Combine everything learned into a playable game your child designs and builds themselves.

### **Capstone Project**

Bring three years of learning together to build and present a finished, playable game — the project every Jungle Coders Bootcamp graduate walks away with.

Prerequisites: None — Jungle Coders is designed for complete beginners aged 7–9. All they need is a laptop or desktop and an internet connection.

AT A GLANCE

Level Details & Pricing

|                                                                                           |                         |
|-------------------------------------------------------------------------------------------|-------------------------|
| Ages                                                                                      | 7–9                     |
| Format                                                                                    | Live Online             |
| Lesson Length                                                                             | 1 hour                  |
| Class Size                                                                                | Max 8 learners          |
|  Outcome | Their own playable game |

|                                     |            |
|-------------------------------------|------------|
| Pricing                             |            |
| Ad-Hoc Lesson                       | R 300      |
| School Term (10 lessons)            | R 2,750    |
| School Year (40 lessons)            | R 9,900    |
| Monthly Debit Order (40 lessons/yr) | R 1,000/mo |

MODULE LIBRARY

Extra Projects to Choose From

**Arcade Game Adventures with Scratch**

A comic-book-style guide to building arcade-style games in Scratch — kids absorb variables, flow control and subroutines through the story. Matches straight into the Build a Simple Game curriculum outcome.

**Logic Land — An Unplugged Story**

A whimsical illustrated story that teaches logic and computer-science thinking narratively — no screen required. A fun, screen-free way to build sequencing and loop concepts.

**Build Your First App**

A visual introduction to building Android apps with App Inventor — screen design, conditionals, loops and data storage, all drag-and-drop. Best suited to the older end of the Jungle band.

**More modules coming soon**

New book-based modules are being added to the Jungle library regularly — check back, or ask us what's next.

 **Jungle Coders Bootcamp Certificate**

Complete all 3 years (ages 7, 8 and 9) — each covering a minimum of 40 hours from the core curriculum and Module Library — and finish with a capstone project of your own finished, playable game. Graduates earn the Jungle Coders Bootcamp Certificate and move on to Explorer Coders Bootcamp.

## FAQS

## Common Questions

### Q What age should my child start coding?

Jungle Coders is designed for complete beginners aged 7–9 — the ideal age to start with visual, drag-and-drop tools like Scratch, before moving on to real code in Explorer Coders.

### Q Do you offer online coding classes outside Johannesburg?

Yes — Jungle Coders is taught 100% live online, so families anywhere in South Africa can join, including Cape Town, Durban, Bloemfontein and the Eastern Cape, not just Johannesburg where our head office is based.

### Get in Touch

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🌐 [codecollege.co.za/coding-for-kids/](https://codecollege.co.za/coding-for-kids/)

Terms start Feb · Apr · Jun · Sep · Ad-Hoc lessons available year-round · Sibling & group rates on request