



YEAR 1 - STRUCTURE

HOW TO DEVELOP YOUR CODE CLUB ECO-SYSTEM

Note: This is a suggested sequence of activities which may lead to vibrant and competing coding clubs. As a partner or chapter you may mix, match and mashup the following.

Q1

1. Identify Schools & Coordinate Roadshow
2. Implement Roadshow, sign up enthusiastic learners for scheduled events & club starter training.
3. Train pool of interested learners in schools
4. Encourage the formation of teams
5. Host competition within the schools to identify the A team for the school
 - a. Competition level one is basic web dev

Q2

1. Complete Training P2 or P3 in each school and schedule event
2. Do inter-school, basic HTML web design competition.
3. Start training new group of learners in each school
4. Encourage formation of teams in the new intake
5. Allow new intake to compete against first intake for A team spot
6. Host midyear inter school A team competition
 - 5.1 Competition level two - is create your own club website with additional more challenging features

Q3

1. Optional: Start training new group of learners in each school
 - a. Encourage formation of teams in the new intake
 - b. Allow new intake to compete against first and second intake for A team spot
 - c. Host intra school competition for A spot
2. Competition Level 3: School Start-up event where clubs must identify a problem, solution, and implementation plan

Q4

1. Host year-end competition
2. Identify top talent
3. Send Year-end Report

Footnotes:

Churn & Attrition:

Learners and students may dropout, but as you progress to next intake (next quarter) and repeat the process, the engagement has two legs and is much more stable, the same in Q3 & 4.

Ciao!

That's all for now folks.