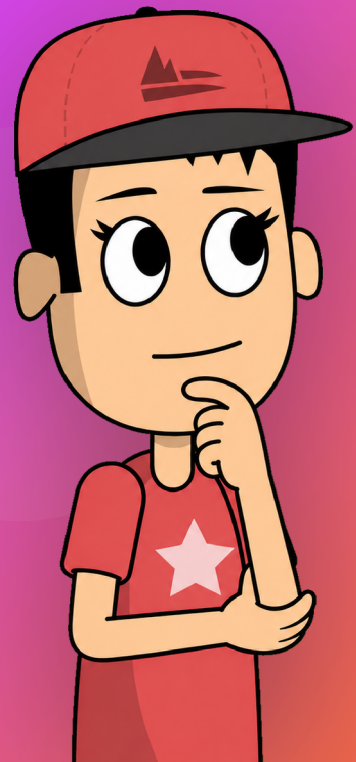


FOR SCHOOLS

Questions schools ask us

Everything people ask before they start —
answered plainly.



6-12
AGES

3-5
MIN/LESSON

0
CHILD LOGINS

✓
VERIFIABLE

Running it



What equipment do we need?

Any computer with a browser and internet. Nothing to install, no licences, no hardware.

Does the teacher need to code?

No. The lessons teach; the teacher supervises and watches the dashboard. Working code for every project is provided.

How much time does it take?

Most lessons run three to five minutes, so a lesson plus practice fits one period. A 26-lesson course is a term at two a week.

Can students work at home?

Yes. Progress follows the student, not the device.

What if a child falls behind?

The dashboard shows who has stalled and when they were last active, so a teacher can step in early.

The certificate



Can a student skip to the end?

No. The platform counts seconds actually watched, and watch time can only grow as fast as real time. Rewinding to review is allowed — that is learning.

Whose name is on it?

Your school's, alongside Coderboy's, with your signatory.

Can an outsider check it?

Yes — a unique number and a public verification page, no login needed.

Can a teacher mark a lesson complete?

Yes, for example when the class watched together. It is recorded as a staff sign-off, and the certificate states how many lessons were signed off rather than tracked, so the record is never misleading.

Content and commercials



What ages?

Six to twelve. Scratch from six with no typing, Python from about seven, AI from eight.

English or Urdu?

The published courses are in English. Some material exists in Urdu — ask if that matters for your students.

How is it priced?

Per engagement, depending on year groups, numbers and whether you want live sessions. We put it in writing after a first call.

Can we try it first?

Yes, and we recommend it — one class, one course, an agreed number of weeks.