



Coder Dojo @ KFPL

Description

Coder Dojo provides a fun and welcoming environment for children and youth to develop computer coding skills for web, app, and game design. Volunteer mentors share their coding expertise with the participants and mentor and motivate them through the learning process.

Goals

- Provide a safe and friendly environment for children and teens to build digital literacy skills
- Develop computer programming skills
- Build peer-to-peer coaching skills

Length of Commitment

2 hour programs in 8 week sessions

Monday evenings 6:30-8:30pm

Isabel Turner Branch

July 4 - 25

Aug 8 - 29

Mentor Qualifications

- Basic to advanced knowledge of programming required
- Current Vulnerable Sector Screening Criminal Record Check
- Must be 18 years of age or older
- Ability to motivate and mentor children and youth in a child-centered program
- Strong interpersonal skills
- Coaching experience an asset
- Ability to guide participants in project management
- Ability to work with a diverse population with a variety of skill levels

Mentor Responsibilities

- Attend an orientation and training session
- Create a positive, fun, and enriching environment for participants
- Support learners in their coding projects
- Commit to all program dates

Training

An in-person orientation and training module covering program materials, as well as the roles and responsibilities of being a Kingston Frontenac Public Library Volunteer prior to the program start date.

Benefits

- Meet new people and explore new opportunities
- Have fun and contribute to your community
- Develop interpersonal leadership, problem-solving, communication, and time management skills

To apply, email Graeme Langdon, Teen & New Adult Librarian, at glangdon@kfpl.ca with your name, contact information, and a short description of how you meet the volunteer qualifications.