Algorithmic Thinking & Coding for Primary Schools

Screen-Free. Hands-On. Accessible.

www.koditcode.com



Not every child has equal access to algorithmic thinking and coding education.

Children are growing up in the same technology-driven world, but they do not all have the same opportunities to prepare for the future.

Differences in school technology infrastructure

Many schools have limited access to computers, robotics equipment, and essential technology infrastructure.

Differences in teachers' digital competencies

Primary school teachers have varying levels of experience and confidence in teaching coding.

Regional and socioeconomic inequalities

Educational opportunities vary depending on geography and socioeconomic conditions.

High barriers to entry

Equipment costs, specialised learning environments, and the need for expert instructors make coding education harder to deliver at scale.

The Kodit Approach to Algorithmic Thinking

Kodit is an unplugged learning system that introduces primary school children to algorithmic thinking and fundamental programming concepts through hands-on physical materials.

Reduces barriers to access

Helps more children access foundational technology education and reach their potential.

- Every student can work with their own materials
- Screen-free and designed for use without internet or a robotics lab.
- Can be implemented in a regular classroom environment



Empowers teachers

- Can be delivered by primary school classroom teachers
- No previous coding expertise required
- Includes a teacher guide and a ready-to-use implementation framework

Core learning progression

1 Sequencing → 2 Loops → 3 Conditionals → 4 Functions → 5 Debugging

The Kodit Learning System

Tangible materials, structured learning content, and teacher support in one integrated system.

Student Learning Materials

- **41 Coding Blocks**

Reusable, write-and-erase blocks that make programming concepts tangible.

- **Student Workbook – 37 Challenges**

Progressive activities encouraging different solutions.

- **Portable & Reusable**

Learning anywhere — in class, at home, or beyond.



Teaching & Classroom Support

- **Teacher's Guide**

Lesson instructions, example solutions, and classroom guidance.

- **Classroom Software**

Displays challenges and algorithms on interactive whiteboards.

- **Bilingual Design**

Turkish and English commands introduce programming terminology.



KODIT
Pilot Study – 2025

8	12	8	300	Grades
cities	teachers	weeks	students	2. 3. & 4.

Key observations from teacher feedback

Physical command blocks made students' thinking processes visible

Debugging and repeated attempts were encouraged

Students shared alternative approaches to solving the same task

Students became less afraid of making mistakes

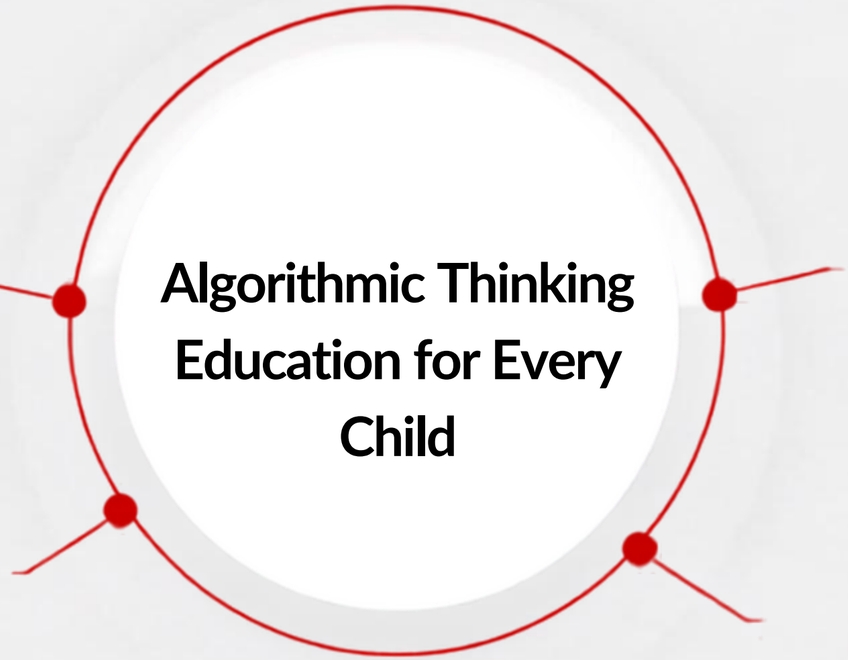
Confidence increased when explaining their solutions

"…I have seen a real increase in my students' self-confidence. They are no longer afraid to try, and even when they make mistakes, they keep going. They also persist in completing the questions and activities without giving up."

Primary School Teacher/ Sivas



Our Social Impact Goals



01 **Accessibility**

Scalable and inclusive access to learning.

02 **Teacher Empowerment**

Supporting primary school teachers in teaching algorithmic thinking.

04 **Future-Ready Skills**

Supporting problem-solving, critical thinking, and understanding of the digital world.

03 **Individual Learning**

Enabling every student to build, test, and improve their own algorithms.

Inclusive | **Accessible** | **Scalable** | **Sustainable**

Project Plan & Budget

Reach

Reaching more children

Teacher Capacity

Training and sustainable classroom implementation

Visibility

Lenovo branding across project materials and communicatin

Measurement

Impact reporting and data sharing

Project Budget for 1000 children:

USD 14,000

Including materials, training, logistics, evaluation and reporting.



Project Timeline

Next Steps

- Define target student numbers and geographic scope
- Agree on school profiles and implementation period
- Define Lenovo visibility and impact measurement criteria

Our goal is to introduce children to computational thinking skills as early as possible and enable more children to develop the skills they will need for future technologies.
We believe we can work together to create this impact at a larger scale.

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