



# Code Jumper





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# Code Jumper™

**This revolutionary and inclusive product teaches computer coding and programming skills to young students around the world, through a unique, physical system.**

By putting the block code tactually in their hands, all students can learn together in an inclusive setting. Originally designed by Microsoft® and developed by APH, this educational tool bridges the skills gap and opens up the world of coding to every student.

## Jump-Start Students' Interest in Computer Science!

- This fun and exciting tool is accessible and inclusive for all learners who want a different way to learn the basics of block coding. Students learn together and collaborate - all having equal access to lessons and projects.
- [Code Jumper](#) teaches students more than just basic coding; it also teaches the computational thinking skills that are useful in all aspects of life. Students learn basic programming skills such as sequencing, debugging, selection, constants, and variables, and also skills like collaboration, problem solving communication, creativity, and perseverance.
- Brightly colored plastic pods with oversized buttons and knobs are connected by “jumper cables” (thick cords) to physically create computer code that can tell stories, make music, and even crack jokes.
- Any teacher can facilitate Code Jumper lesson plans without prior computer science experience! A full library of curricula for coding, including teacher guidance and student activities, is also included.

### Includes

- Code Jumper kit (hub, pods, plugs, and cable) and Code Jumper app (compatible on Windows and Android devices)
- Carrying case
- Quick Start sheet (print and braille)
- Online student and teacher lesson plans, Code Jumper User Guide, tutorial videos, and Assessments are available at [CodeJumper.com](https://codejumper.com)

Please visit [codejumper.com](https://codejumper.com) to learn more.

Please visit [aph.org](https://aph.org) to order, to learn more about this product, or to find related products.

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## WHAT PEOPLE ARE SAYING ABOUT CODE JUMPER

*“It became really clear that the most popular path to introducing young children to coding wasn’t very accessible. We realized we really need something physical; something that would excite the hands.”* – Cecily Morrison, Microsoft researcher and computer scientist, and Microsoft project leader for Code Jumper

*“My coding skills are getting stronger every day. I’d give Code Jumper five out of five stars.”*  
– Russell, 8th grade student

*“It’s exciting to get the audio feedback from Code Jumper. [My child] has always loved tech, and Code Jumper helped him recognize his enjoyment of it.”* – Heidi, parent

*“If you put this in a classroom, not only is the student who is blind going to be using this, but every student in the classroom is going to want a crack at it. From a teacher’s perspective, that’s all you ever really want – something that’s inclusive.”* – Dr. Craig Meador, APH President and longtime educator

*“Often, students with a disability are learning in a separate environment, which is not how the world works. Being able to problem-solve, to communicate, to feel a sense of triumph and completion of something they work on together – regardless of ability – is something Code Jumper really helps.”* – Robin Lowell, former TVI and Senior Manager of Accessibility at Insight2Execution (i2e)

*“There really isn’t an equivalent to this physical way of programming.”* – Jonathan Fogg, head of computing and IT at New College Worcester, UK

*“I knew nothing about coding when I purchased Code Jumper for one of my students. I watched the video tutorials and lessons provided by APH, and learned how to instruct my student in just two days.”* – Shelley, Ohio TVI



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