CoderZ Is Proud to Present:

League in a Box
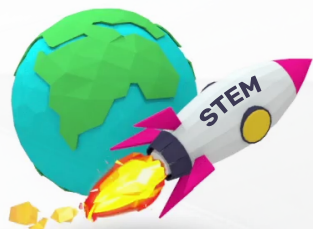
Recreate the thrill of our global virtual coding and robotics competition in your community!

League in a Box brings you the **CoderZ League experience on demand** — get the league excitement, missions, and challenges whenever and wherever you want.

It's a great way to highlight STEM in your curriculum as well as a unique opportunity to **promote STEM throughout your community.**

In addition to developing hard skills in robotics and coding, the exciting format also **encourages soft skills** like collaboration, problem solving, critical thinking and creativity!

Create a league of your own

As an administrator or teacher, **League in a Box** gives you full flexibility to manage virtual competitions. You get to decide:

Who participates

Invite an entire district or a single school

At what level

Choose the division that matches your students' learning needs

For how long

Make it a one-time session or an extended learning event

Set up your league in 5 easy steps

1
Define league goals
Start by defining goals, including the size, scope and duration of the competition

2
Choose league level
Select from Novice (grades 4-6), Junior (grades 5-9), and Pro (grades 7-12) league divisions

3
Assign league managers
Choose managers to operate the league in your community

4
Set a schedule
League duration can be one day or a few weeks based on your goals

* Set schedule according to duration

5
Set up your teams
Decide on the number of participants and invite students to join teams*

* Recommended team size: up to 6 students

Want to know what's inside the box?

For more information **Click Here**

Beyond your own league, you can practice for the official **CoderZ League** season with teams and students across the globe.

CoderZ LEAGUE IN A BOX

Why competition plays an important role in education

Check out what our league participants say:

> This is a great platform for learning the logic flow of coding, using various sensors, and applying and developing critical thinking and problem solving skills… Plus it's easy to manage from an administrative level!
>
> **Brandon Martin Ph.D.**
> *Advanced Technology Center, Virginia Beach, Virginia*

> CoderZ League brings theory to practice and teaches students how to develop real solutions to real problems.
>
> **Wisley João Pereira**
> *Executive Director of SESI, Brazil*

> I totally recommend the platform for schools who want to challenge their kids with robotics contests… all we need is right there for different learning levels and different coding languages.
>
> **Anton Ritzu**
> *STEAM Coordinator, Lycée Français de San Francisco, California*

CoderZ

Contact Us

coderzleague.com