Want to host your own League in a Box?

Here's what you need to know!

What?

CoderZ League is an annual robotics competition hosted by CoderZ. Over the past few years, the league has drawn over 150,000 students from around the world to develop their STEM and coding skills!

League in a Box is a **local virtual coding and robotics competition** that you can host independently and an on-demand version of the CoderZ League experience. Students compete online with their classmates, while the virtual competition can take place anywhere — at your school, community center, or even remotely.

Where & When?

Educators can run League in a Box during STEM Week in their districts, at Hour of Code events, or to launch a computer science curriculum, just to name a few ideas.

Why?

League in a Box **offers a unique STEM learning experience that is fun, easy, and accessible**. Beyond STEM skills, the virtual competition also helps kids develop important soft skills including grit, creativity, collaboration, and critical thinking!

SET UP YOUR LEAGUE IN 5 EASY STEPS

1

Define Goals

Start by defining goals, including the size, scope and duration of the competition.

2

Choose 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
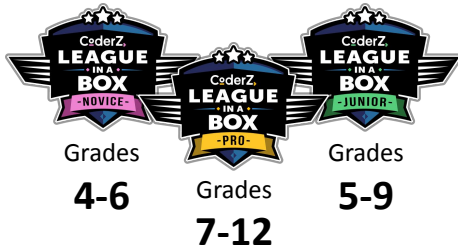
4

Set a Schedule

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

5

Set up Your Teams

Decide on the the number of participants and invite students to join teams*

*Recommended team size up to 6 students

Grades **4-6**

Grades **7-12**

Grades **5-9**

SO...WHAT'S IN THE BOX?

League in a Box includes everything educators need to run their own virtual robotics competition from start to finish!

Training Camp Pack

CoderZ League Novice Training Camp

CoderZ League Junior Training Camp

CoderZ League Pro Training Camp

Each league division has its own unique training camp with more than 20 training missions. **This is where students get acquainted with the platform** and practice for the actual competition.

\ LEAGUE GAMES /

Three games are played in every division, made up of missions and challenges that students must complete to acquire points.

In missions, students individually engage in principles of coding and robotics.

In challenges, students collaborate in teams using the knowledge they've gained.

CoderZ LEAGUE IN A BOX -NOVICE-
- The Robogolf Challenge
- The Disco Blocks Challenge
- Moon Base Challenge

CoderZ LEAGUE IN A BOX -JUNIOR-
- The Farm Fever Challenge
- Lasers Vs. Balloons Challenge
- Jungle Gym Challenge

CoderZ LEAGUE IN A BOX -PRO-
- The Line on Mars Challenge
- The Battery Raid Challenge
- Space Chase Challenge

Junior League Leaderboard ✕

REGION 1	MY SCHOOL			
Preliminaries	MISSIONS	CHALLENGES	OVERALL	

	LEAGUE IN A BOX -JUNIOR-	Farm Fever	Lasers V. Baloons	Jungle Gym

RANK ⇕		TEAM NAME ⇕	SCHOOL NAME ⇕	POINTS ⇕
①	🏅	Team_name_1234567...	School_name_1234567...	⭐ 3580
②	🛡	Team_name_1234567...	School_name_1234567...	⭐ 3250
③	🛡	Team_name_1234567...	School_name_1234567...	⭐ 2480
4	🛡	Team_name_1234567...	School_name_1234567...	1620
5	🛡	Team_name_1234567...	School_name_1234567...	1510
6	🛡	Team_name_1234567...	School_name_1234567...	1430
7	🛡	Team_name_1234567...	School_name_1234567...	1020
8	🛡	Team_name_1234567...	School_name_1234567...	980
12	🛡	Team_name_1234567...	School_name_1234567...	550

LIVE | 24/7 LEADERBOARD

Per team, mission, challenge

The leaderboard lets competition organizers and participants **monitor team progress** in every game and challenge. It's a great tool to **build excitement and motivate students to keep going!** Final results with bonus points are only released at the end of the event to keep up the tension until the very last minute. You can also post a shareable link to an external leaderboard so the whole community can stay on top of the action.

**Allows teachers to monitor and support students**

\ TEACHER RESOURCES /

Dedicated resources **make it easy to manage the competition and monitor student activity,** both collectively and individually. Includes a user guide for organizers and teachers, student heatmaps, and a team dashboard.

\ VIRTUAL LEAGUE MANAGER KIT /

The Virtual kit offers tools to help **build awareness for the competition and celebrate achievement** among students and the wider community.
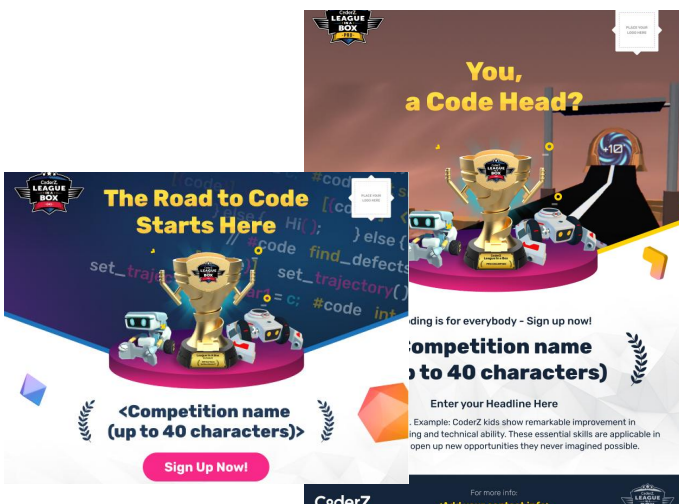
Includes:

- **Promotional poster** files - Just replace the details and logos, print your posters, and place them in strategic locations with lots of foot traffic.

- **Banners** - Update our ready-made banners with relevant details and post them on your school and community websites.

- **Certificates** - You can customize our certificates **to celebrate all kinds of achievement,** including Most Valuable Player, Inspiring Teacher, Team Spirit, Creativity, and more!

\ WHAT ARE THE LEAGUE STAGES? /

Build Engagement → **Introduce the platform** → **Start Training Camp** → **Reveal the games and start your competition!** → **Lock the leaderboard** → **Celebrate**

by promoting the event in your community with posters and banners at school and on social media

Virtual Kit

to teachers using the pre-recorded webinar and set up students into teams.

and team-building activities, including designing your team flag.

Use the leaderboard to monitor progress.

once the competition ends and tally scores.

by creating your certificates and hosting an awards ceremony!

Virtual Kit

How is League in a Box different from other robotics competitions?

Unlike most robotics competitions, League in a Box doesn't require any expensive hardware or even previous experience in robotics. It offers a great way to **promote STEM and coding to students anywhere, from all backgrounds,** including those who are typically under-represented.

Contact Us:
sales@gocoderz.com

coderzleague.com

CoderZ