Want to jump start your kids’ interest in computer science?

Meet Code Jumper™

Code Jumper™ is an educational tool that opens up the world of programming or ‘coding’ to children who are blind all over the world.

Designed originally by Microsoft and developed by American Printing House, Code Jumper™ assists children, regardless of their level of vision, to learn the basics of computer coding and programming skills, through a tactile system of oversized buttons, knobs and cords.

Its physical blocks excite the hands as well as the imagination! As examples, students can play single music notes or complete songs, tell stories, use pre-set sounds or create their own. They have control over speed, pitch and volume.

For students who are blind or have low vision, career exploration and education needs to start as early as possible. STEM-based careers are in demand and likely to remain well into the future.
Code Jumper™ is a powerful introduction to computer science and a great example of an emerging assistive technology.

Code Jumper™ enables young learners, focusing on 7-11 year olds, to learn by touching and listening. An inclusive, intuitive system, it supports them by:

• **Enabling all students to work together** and build confidence through socialisation, cooperation, critical thinking, and hands-on learning

• **Using a coding language that teaches through physical, tactile pieces** they can string together to make code. It makes coding tangible and fun – and it’s fully customisable by student and by task.

• **Teaching underlying skills** that can empower the next generation to pursue meaningful careers in computer science

• **An accompanying app**, accessible for students with blindness who need to use screen-reading software, and for students with low vision who have unique layout needs.

• **Allowing any teacher to facilitate lesson plans** without prior computer science experience. A full library of curricula and lesson plans, including teacher guidance and student activities, is included.

Code Jumper™ is a powerful introduction to computer science and is a great example of an emerging assistive technology.

---

It became really clear that the most popular path to introducing young children to coding wasn’t very accessible. We realised 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.

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

---

If you’re interested in Code Jumper™ for your students, make sure you register your interest in the attached Expression of Interest form. As we get closer to launching them in Australia, we’ll keep you up to date.

Tony Wu
Products Advisor, Vision Australia - Vision Store
E: tony.wu@visionaustralia.org
P: 0428 727 237
www.shop.visionaustralia.org