

# Sign Up Instructions CodeCombat



Python and JavaScript: game programming in CodeCombat

To work in the classroom or at home, each student will need their own CodeCombat account.

Depending on the format of the lesson, registration can be performed both in class with the teacher, and independently before the start of the lesson.

If you need to register in advance to participate in the lesson, use this instruction.



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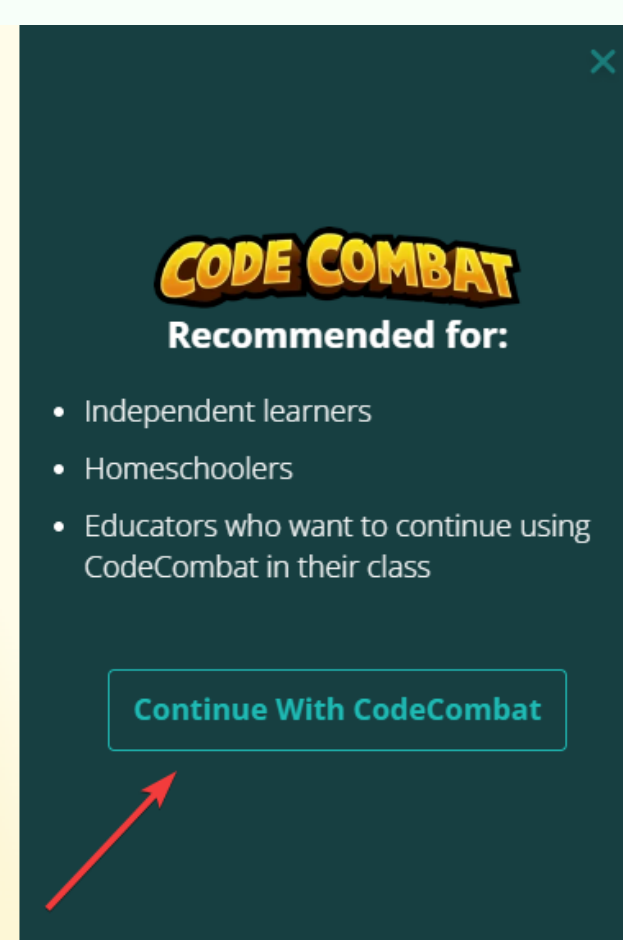
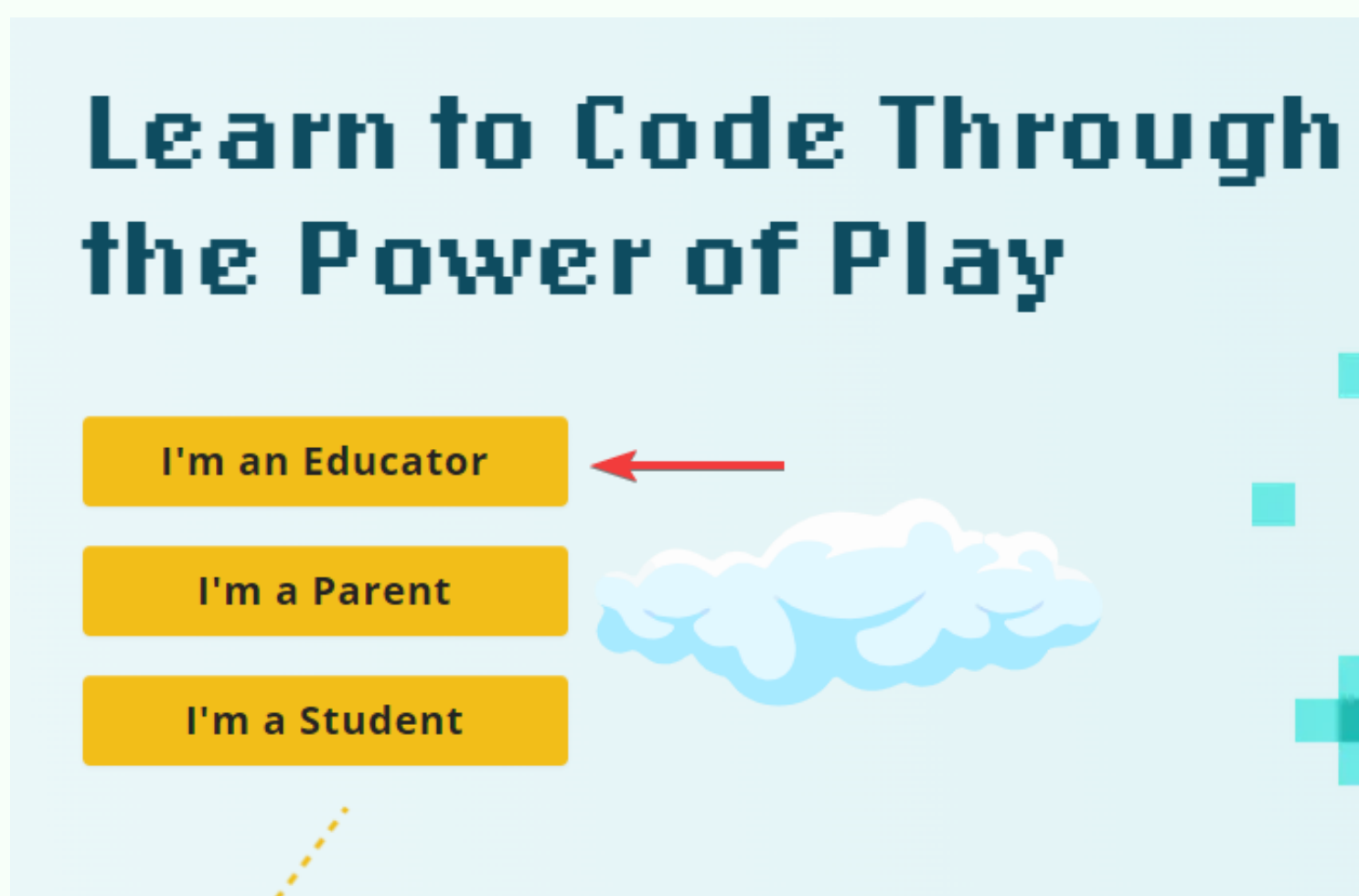
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1. Visit the official website <https://codecombat.com/>


2. You need to register as a teacher on the site to gain access to all levels:



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3. Next, click the check mark that you agree that your data will be stored on the server:



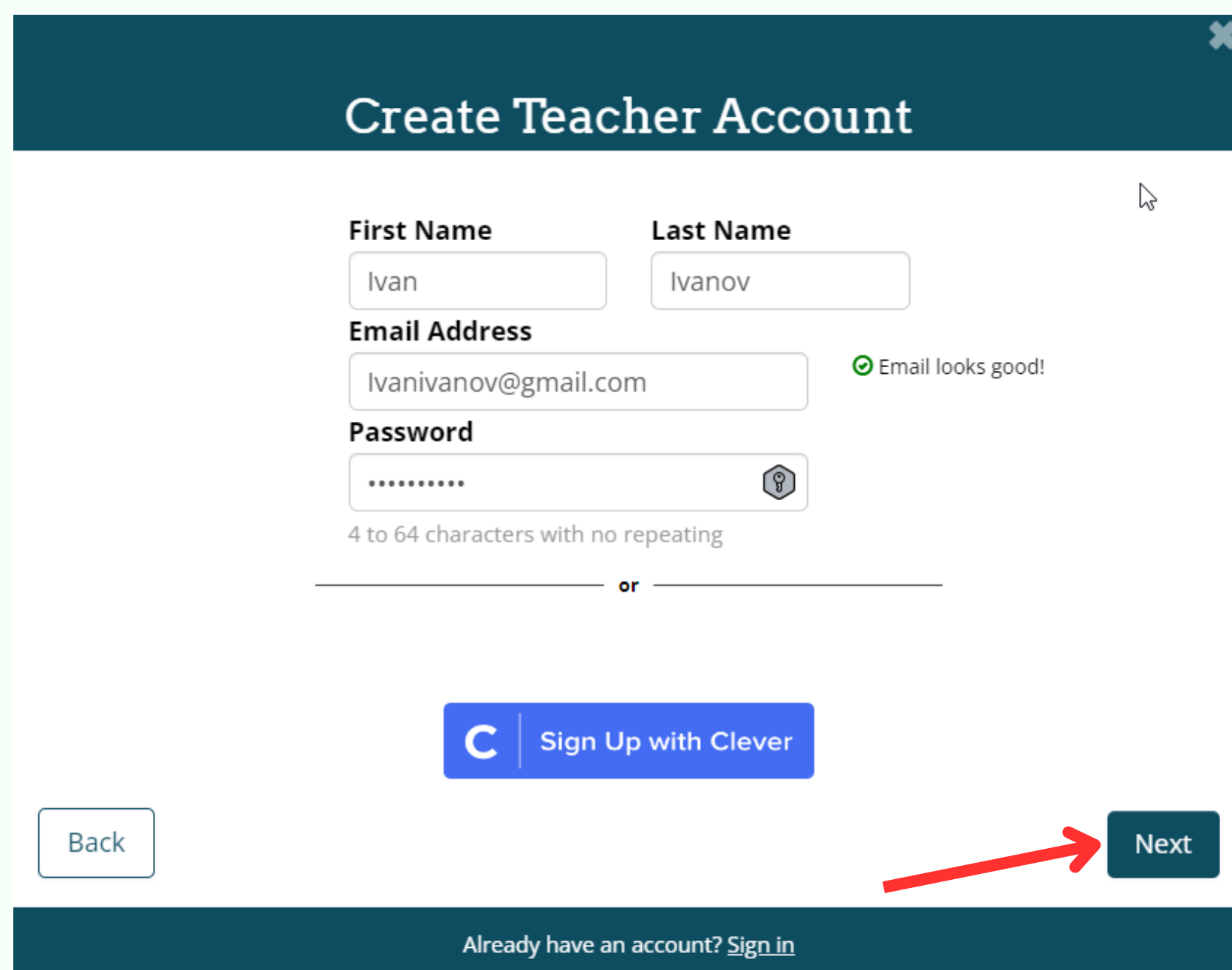
**Create Teacher Account**

I agree to allow CodeCombat to store my data on US servers.  
[Learn more about the possible risks](#)

Already have an account? [Sign in](#)



4. You can specify any post office, school, county name, city and country. Confirmation is not required:



**Create Teacher Account**

First Name:  Last Name:

Email Address:  ✔ Email looks good!

Password:  4 to 64 characters with no repeating

Already have an account? [Sign in](#)



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### Create Teacher Account

School Name

District Name  City

Country / Region

Already have an account? [Sign in](#)

5. You need to select the role, the number of students, and also specify where you learned about the site (you can specify anything):

### Create Teacher Account

Your Primary Role

How many students will use CodeCombat?

How did you hear about us? optional

What kind of class do you anticipate using CodeCombat for? optional

Already have an account? [Sign in](#)

### Create Teacher Account

#### You're ready to create your first class!

Your students will be able to start playing the first course, Introduction to Computer Science, immediately.

1. On the next screen you will be able to create a new class.
2. Add students to the class by clicking the View Class link, then sending your students the Class Code or URL. You can also invite them via email if they have email addresses.
3. Check out the [Course Guides](#) for solutions to every level, and the [Teacher Toolkit](#) for curriculum guides, activities, and more!

That's it! If you need additional help or have questions, reach out to [support@codecombat.com](mailto:support@codecombat.com).

Keep me updated on new teacher resources, curriculum, and courses!

Already have an account? [Sign in](#)



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6. When you log in to your personal account, you will be prompted to create a new class, you need to close this window:



Create New Class

Class Name

Classroom Announcement *optional*  [Pick Image](#)

Programming Language

Class Type *optional*

Items & Gems:  Whether students should earn gems and equip items during gameplay.

Student Age Range *optional*

7. In the Course Guides tab, you can select any course, programming language, and level. Then click "Play level":

TEACHER DASHBOARD MY CLASSES TEACHER TOOLKIT **COURSE GUIDES** STUDENT LICENSES PD

0% **Teacher's Quest for Success**  
Keep going! Here's what you can do next:  
 Create Classroom  
(refresh the page to see updates) [See all quests](#)

**Introduction to Computer Science**  
Learn basic syntax, while loops, and the CodeCombat environment.

**Concepts covered:** Basic Syntax, Arguments, Strings, While Loops, Variables, Algorithms


**Level Overviews and Solutions:** [Python](#) [JavaScript](#) [C++](#)


**Resources:** [Pair Programming Activity \(Individual User\)](#) [Lesson Plans](#) [Lesson Slides](#)


**Select language:**

**Select level:**

[Play Level](#)

**Basic Syntax**  (shown before Gems in the Deep)

**While Loops**  (shown before Fire Dancing)

**Variables**  (shown before Known Enemy)



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