



INTERNATIONAL SCHOOL GAME CODING PATHWAY

Launch an Instructor-Led Game Coding Club in 30 Days

A 12-week Scratch-to-GameMaker pathway that moves students from beginner creative coding into real game development.

WHAT IT IS

Brainy Bytes provides instructor-led game coding curriculum for schools and enrichment partners. Lessons are written for the instructor, with daily pacing, teaching notes, instructor hints, troubleshooting support, extension challenges, and clear learning and project outcomes. Schools may license one course or the complete three-course pathway.

WHY SCHOOLS MAY CARE

- Gives students a clear next step beyond beginner block coding or robotics.
- Creates a parent-friendly project students can build, test, polish, and share.
- Helps schools offer coding without building curriculum from scratch.
- Low equipment compared with robotics-heavy programs.
- Supports consistent delivery across instructors or campuses.

BEST FIT

- International and bilingual schools with coding/STEM interest but no clear game development pathway.
- After-school, CCA, ASA, summer, or break programs.
- Enrichment providers that want instructor-led coding, not another self-paced platform.

FLEXIBLE COURSE SCHEDULING

12-week

COMPLETE PACING

10-week

ADJUSTED PACING

8-week

ADJUSTED PACING

Same course. Same license. 8-, 10-, and 12-week pacing guidance is included.

TOOLS SUPPORT THE PATHWAY. THE PATHWAY IS THE DIFFERENCE.

Scratch and GameMaker Studio support a structured progression. The value is the instructor-led system that turns the tools into a teachable program.

PROGRAM PATHWAY

GAME LAB

Scratch-based beginner game coding: sequencing, events, loops, variables, debugging, design choices, and playable game logic.

GAME STUDIO

Intro to GameMaker Studio: the bridge from block coding into a real game development environment.

GAME MASTER

Advanced GameMaker game coding: deeper mechanics, debugging, polish, and written-code concepts.

Summer and school-break camp formats available, including our Game Overload GameMaker intensive.

WHAT SCHOOLS RECEIVE

- Instructor guides
- Daily class breakdowns
- Teaching notes and instructor hints
- Troubleshooting guidance
- Clear learning and project outcomes
- Extension challenges
- Flexible 8-, 10-, and 12-week pacing guidance
- Instructor training and launch support available
- Low-equipment delivery
- Repeatable program structure

CONVERSATION GOAL

Explore whether one course or the full three-course pathway fits your after-school, summer, or technology programming, with 8-, 10-, or 12-week scheduling.

Brainy Bytes | Instructor-Led Game Coding Curriculum
info@brainybytes.com | brainybytes.com