



News release
January 15, 2021

Competitive robotics goes virtual with CoderZ League

Numerous teams advance to and succeed at regional playoffs

Robotics leagues and competitions have been popular with participants at every elementary, middle and high school in Everett Public Schools for many years. Last year, the district had more than 50 robotics teams serving over 500 students.



North Middle School robotics team members Photo credit – Coach Christine Phippard & Jonathan Altermott

Because of the remote learning environment this school year, district staff researched and selected CoderZ League for the robotics program because it could bring teachers and students together in a way that was not only welcoming to all skill levels, but also had the ability to succeed in any learning environment, including in-person, hybrid and fully remote.

CoderZ League is an international virtual cyber robotics competition where students learn about STEM, robotics and coding and ignite their technology career paths. This fall, 47 teams were organized with more than 300 participants.

CoderZ League has engaged more than 100,000 students worldwide through their virtual platform. This year, the League offers two levels of participation; Junior, which targets grades 5 – 8, and Pro, designed for grades 7-12. Competition is designed so students and teachers of every skill level and experience with coding can succeed. Even students with no coding background are empowered to engage in the experience and have opportunities to advance through each round. Equity and access are of paramount importance to League organizers.

On December 8, 21 teams from the following schools qualified for regional playoffs with several moving on to the regional finals on December 22.

- Elementary schools: Cedar Wood, Jackson, Mill Creek, Silver Lake, Tambark Creek and View Ridge
- Middle schools: Gateway, Heatherwood, North



Several Cedar Wood Elementary robotics team members Photo credit – Coaches Anne Gamache and Janet Kim

Participating teams did well during competition, with several placing second and many more placing in the top 16 in their respective regions. Cedar Wood "Robotics" team is waiting for their chance to move on to compete in the CoderZ League World Finals on January 21.

Brian Day, Career and Technical Education Director, is looking forward to advancing STEM skills through the CoderZ League, sharing, "We're working harder than ever to make sure our kids have what they need to be successful, and we're particularly excited about the opportunity to build up our STEM programs."

CoderZ is an innovative and engaging online learning environment developed for students in grades two and above. The gamified STEM solution allows student to work at their own pace, easily programming real and virtual robots from anywhere in the world. The platform enables students to acquire computational thinking, problem solving and creativity skills, together with coding and STEM learning, all via a flexible and scalable virtual solution.

Spring league is launching in February. "Both teachers and students loved the CoderZ League and the opportunity to continue our robust after school robotics program virtually! I'm so proud of these coaches and students for their persistence and resilience," said Kim Griggs, CTE Engineering & Advanced Manufacturing & Information and Communication Facilitator.

For more information about the CoderZ League, please visit www.gocoderz.com.

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For more information:

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