

“Programming is a skill best acquired when you start early.”

While coding offers robust career options in this computer age, learning programming prepares your kids for just about every profession. In a nutshell, (good) programmers are loaded with skills like problem-solving, logical reasoning, attention to detail, patience, creativity, practical thinking, etc.

See, it involves practically everything one needs to thrive among the breakneck competition in whichever domain they jump in the future. Consequently, schools and parents around the world try to foster learning coding at an early age. As a matter of fact, software developers surveyed in 2021 confirmed they wrote the first lines of code during the age of 11-17, per [Statista](#),

In 2023, you can bring that down to five. Yes! The platforms and games we are about to see are so fun and interactive that your kid can even begin programming in kindergarten.

No pressure. These are just lightweight lessons that strike a perfect balance between playing and learning. For more games, you can visit [Sparkian](#), which is dedicated gaming publication with lots of reviews on a wide range of games.

## CodeMonkey

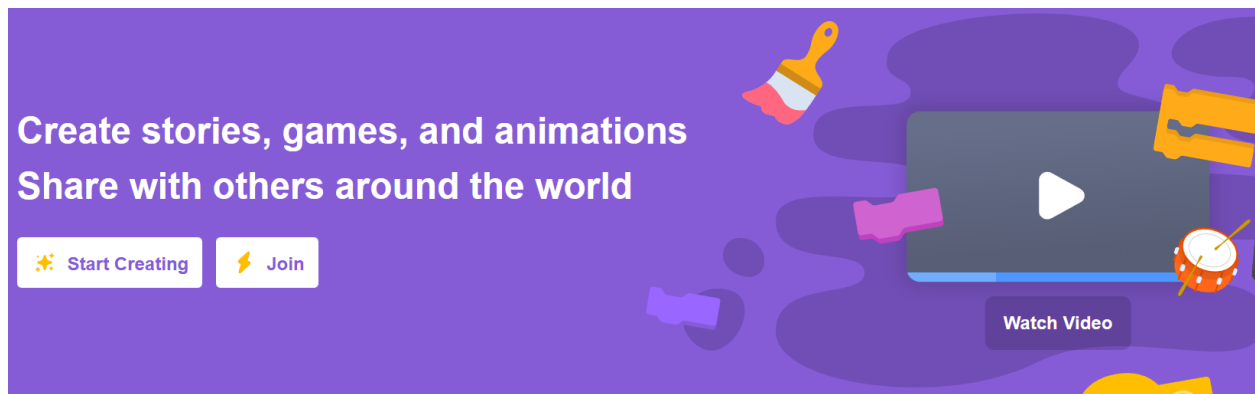


[CodeMonkey](#) is a fun way to introduce the kids to CoffeeScript and Python programming with text and block-based coding. Suitable for schools and personal use, this coding platform helps beginners to solve puzzles and code their own games & apps without any prior experience.

Currently, CodeMonkey has coding courses for kids starting preschool to up to 8th grade. The subscription plans are available for teachers and parents and come with tools best suited to their specific use cases.

For instance, the teacher's plan features a classroom dashboard, video tutorials, automatic grading, solutions for every exercise, student reports, mini-courses, etc. On the other hand, the parent's subscription plans have progress tracking, game creation courses, challenge builder, and more.

## Scratch



[Scratch](#) is directly from the programming stables of MIT. As indicated by its name, this learning tool is based on Scratch—a block-based programming language used to create games, animations, and digital stories.

Its highlight is a simplistic visual interface and the fact that it's 100% free. Another good thing about Scratch is the supportive community and resources which help educators and parents to teach their kids.

One can request a Scratch teacher's account, which allows them to create and manage student profiles, including projects and comments. Besides, the teaching resources assist educators in planning Scratch workshops, running classes, etc.

## Tynker

# Coding For Kids and Teens Made Easy

Tynker is the fun way to learn programming and develop problem-solving & critical thinking skills. Our new bundles include live expert coaching to get your child off to a fast, confident start.

GET STARTED FOR FREE

[Tynker](#) includes live, one-on-one coaching with every plan to give kids a rock-solid coding headstart. This program starts with beginner-friendly block-based coding and finally jumps into text-based programming in JavaScript and Python.

The curriculum is divided into six levels which start with programming basics involving puzzles, etc., and end with real-world Python applications to solve science & math problems, game design, data visualization, generative art, and more.

## CodeCombat

### Learn to Code Through the Power of Play

I'm an Educator

I'm a Parent

I'm a Student



With courses in JavaScript and Python, [CodeCombat](#) is all about text-based coding via game-based learning. What it means is the candidate plays games all the while coding in real-time.

As a parent, the best thing you get is live online coding classes for your kids to benefit from. This boosts personalized learning with individual feedback.

For educators, they have Ozaria and CodeCombat classrooms as turnkey solutions to teach computer science. Besides, CodeCombat features a CSTA-accredited professional development course to earn up to 40 credits.

## Lightbot



[Lightbot](#) is a puzzle-based coding game that discretely teaches programming principles, including sequencing, overloading, procedures, recursive loops, and conditionals.

This game features 50 levels and 20 challenges and is available in 28 languages. Multiple players can play this on the same device, with each having their own progress saved.

It needs no experience to start and is being used by over 20 million students globally.

Lightbot is completely free with no in-app purchases.

## Let the Young Code!

Kids are extraordinary information receptors, which makes them the best possible candidates. So while there is no age to learn programming, the ideal time is the sooner one can begin.

That's why some of the tools I discussed have introductory modules for children aged five or even less.

If you are seeking more games for the programming or educational purposes for your kids, you can get help from the best gaming publication i.e. [Sparkian.com](https://www.sparkian.com). It can help you stay updated with the latest game releases, updates, and developments in the gaming industry.

In the end, it's not just about coding but developing skills that conquer every challenge thrown at them.

And programming is one way we can help our kids achieve that!