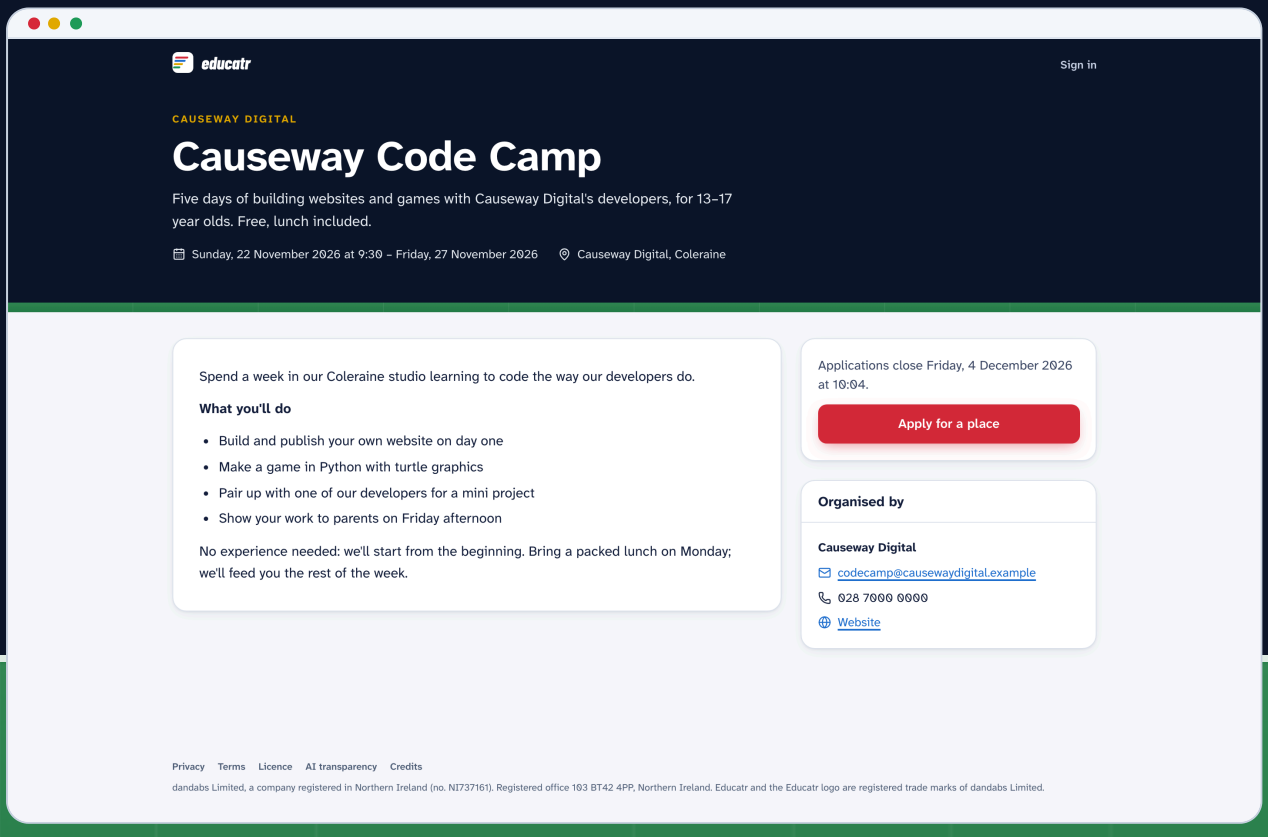
educatr

November 2026

Run a coding week or summer scheme, start to finish

A public event page, applications with your own questions, automatic accounts and emails, lessons and challenges for the week, messages, progress and attendees' own websites.

The Educatr guide for companies and outreach teams



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educatr.app

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Educatr at a glance

Educatr is a coding platform for learning, practising and competing, built in Northern Ireland for UK and Irish classrooms. Here's what it means for companies and outreach teams.

1 **One link to share**

A public event page with your details, dates, location and documents.

2 **Decisions in a click**

Accept or decline applicants; we email them, with sign-in details for everyone accepted.

3 **A week that runs itself**

Lessons, challenges, quizzes and competitions, with progress for every attendee.

4 **Nothing left behind**

Event accounts expire automatically when it's over.

Free	14	11	UK
for one class of 35, for good	programming languages, plus OCR pseudocode	task types, all auto-marked or AI-checked	hosted; pupils' names never sent to AI

Why organisers choose Educatr

Running a coding scheme usually means a form tool for applications, a spreadsheet for decisions, an email tool for updates, a coding platform for the week, and a lot of copying between them. Every step is a chance to lose someone.

Educatr does the whole thing in one place: the public page, applications, decisions, accounts, the activities themselves, messages and progress. Attendees who don't have accounts get one automatically, with a PIN, and it disappears after the event.

Because the coding side is the same platform schools use, attendees get real lessons, real code and their own websites to show off on the last day.

An example: Causeway Code Camp

How a five-day scheme might run at Causeway Digital, our fictional demo company. Every screen in this brochure is the real product.

6 weeks before

Publish

Create the event, choose your application questions and publish the page. Share the link with schools and on social media.

3 weeks before

Decide

Read applications in one list and accept or decline. Accepted attendees get an email with their sign-in details.

Monday

Build a website

Attendees follow the personal-website lesson with the project open beside it, and publish their first page.

Wednesday

Update everyone

Send the Zoom link for the guest talk. It's emailed and appears on their event page.

Friday

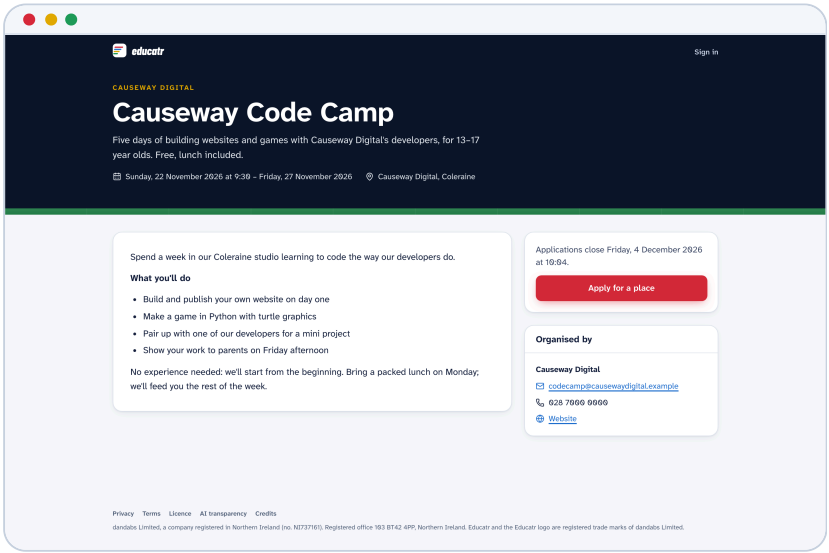
Show and tell

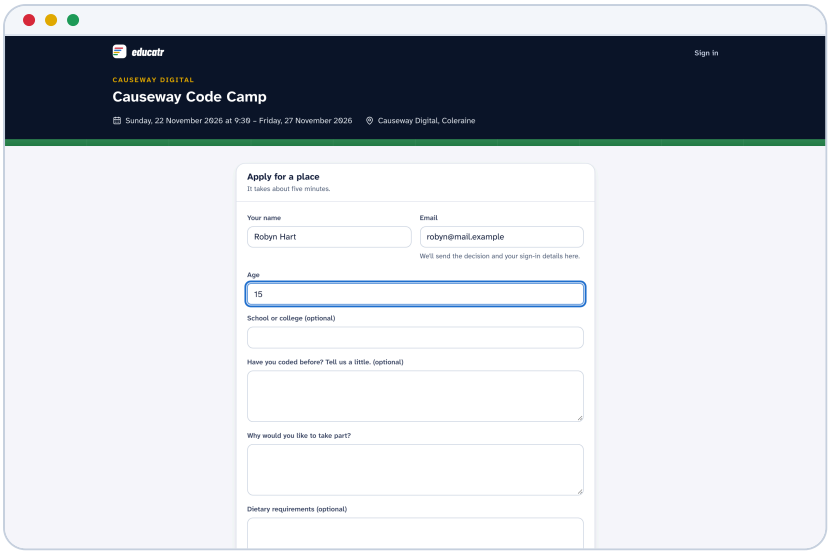
A team competition on the big screen, then parents look at attendees' published websites.

A public page that does the explaining

Your event page carries the description, dates, location, organiser details and contacts, public documents and the Apply button. It works on phones and needs no account to read.

- ✓ Markdown description with lists and links
- ✓ Public documents such as consent forms
- ✓ Your organisation's name and contact details





Applications with your questions

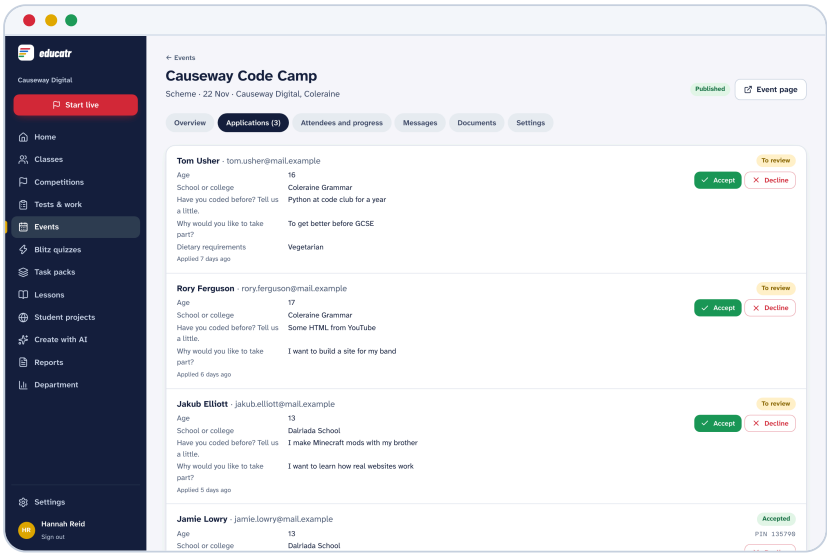
Start from ready-made questions (age, school, experience, why they'd like to come, dietary needs) and add your own: short or long answers, lists, tick boxes and dates.

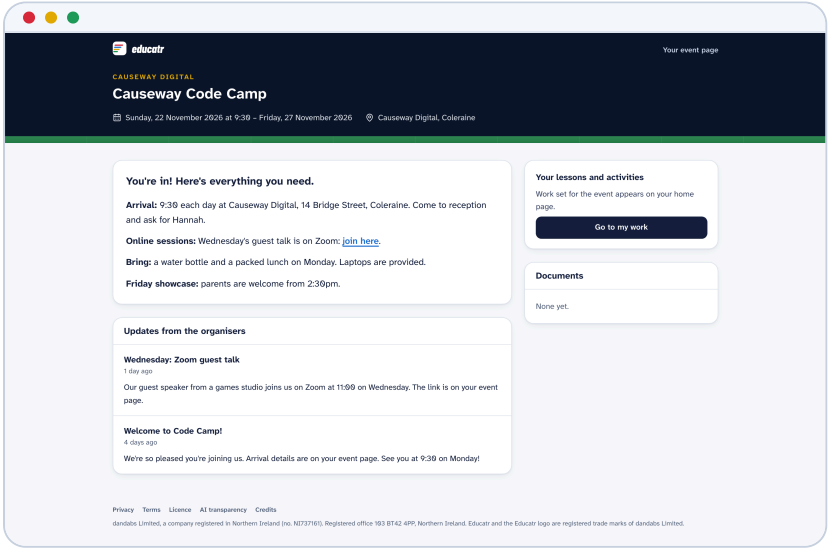
- ✓ Applicants can sign in first, or get an event account
- ✓ A places limit you set
- ✓ Every applicant gets a copy of what they told you

Accept or decline in one list

Every application with its answers, newest decisions last. Accepting creates an account (or uses theirs), enrols them, and emails their sign-in details; declining sends a kind note.

- ✓ Add a personal note to either email
- ✓ Event PINs shown to you for support
- ✓ Accounts expire after the access window





An information page for attendees

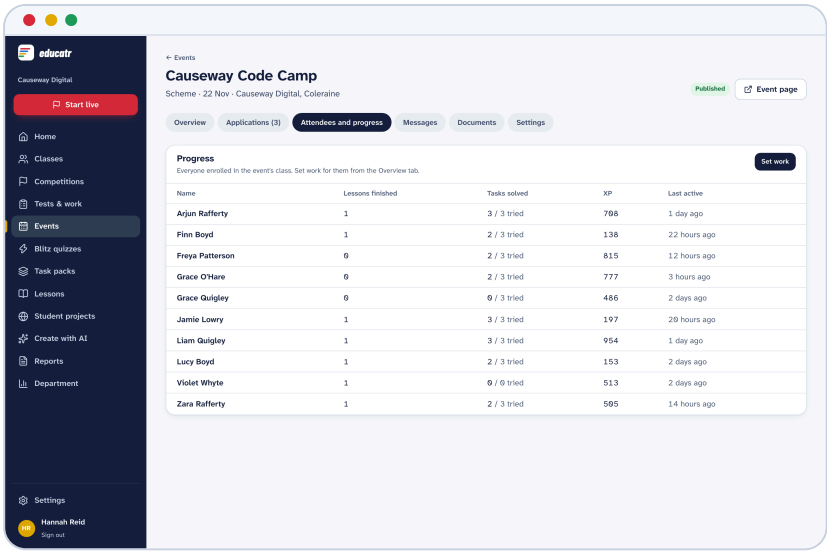
Accepted attendees see the practical details you add (arrival, rooms, joining links, what to bring), documents for attendees only, and every message you send.

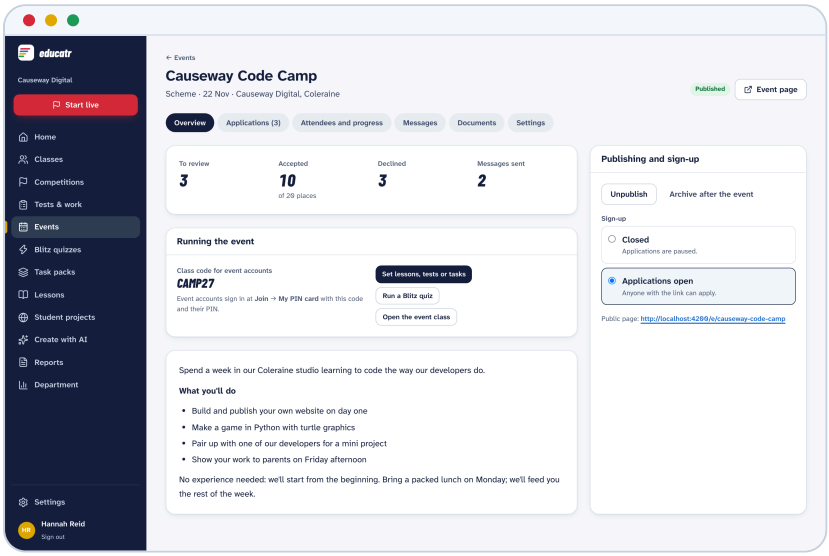
- ✓ Messages to everyone or to one person
- ✓ Emailed and shown on their page
- ✓ Replies come straight to your inbox

The week's activities and progress

Every event has its own class, so you set lessons, task packs, tests, Blitz quizzes and competitions with the same tools schools use, and see lessons finished and tasks solved per attendee.

- ✓ Personal-website and turtle-art lessons ready to use
- ✓ Attendees' published sites to show on the last day
- ✓ Team competitions on the big screen





Everything in one overview

Publishing, sign-up state, the class code for event accounts, and shortcuts to set work, run a quiz or open the competition control room.

- ✓ Unpublish or archive after the event
- ✓ Organisers and mentors as staff
- ✓ Fixed price, no per-head fees

Ways to run it

The formats companies and outreach teams use most. Every one is included in every plan; watch each of them working at educatr.app/formats/.

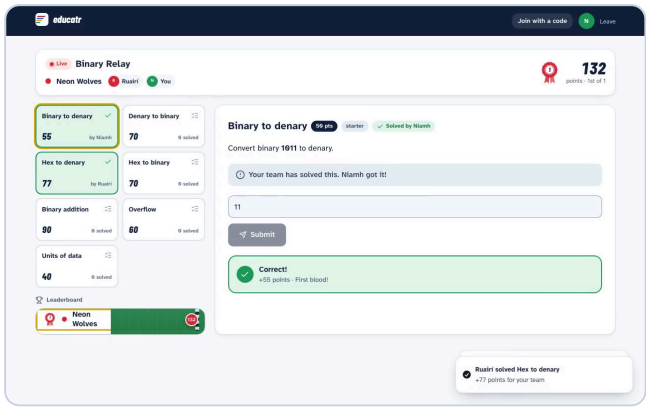


The Arena

A capture-the-flag style race between teams, with the leaderboard, race chart and star performers on the whiteboard.

Good for: End-of-topic competitions, enrichment days, house cups and outreach events

Watch it: educatr.app/formats/#arena

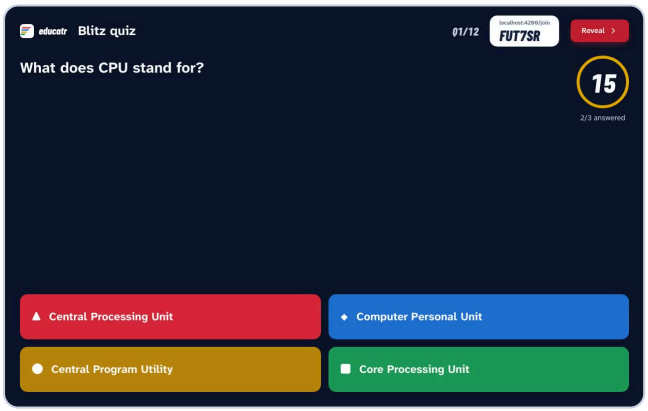


Team play

What pupils see in a competition: the task board, instant marking and their teammates' solves arriving in real time.

Good for: Mixed-ability classes where everyone can contribute to the team

Watch it: educatr.app/formats/#team-play

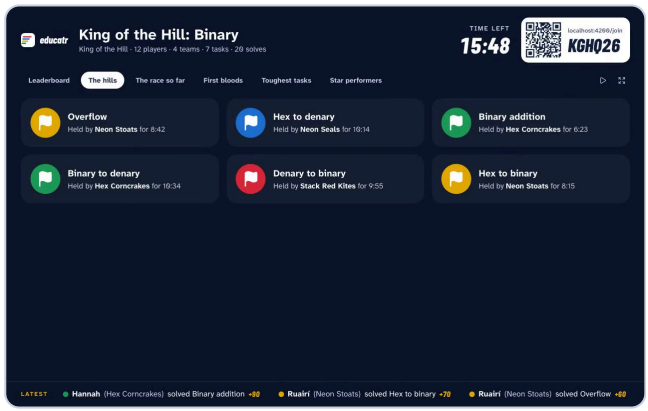


Blitz quizzes

Quick-fire quiz rounds with code snippets, on the board and on every pupil's device. Faster right answers score more.

Good for: Starters, plenaries, revision and the last ten minutes on a Friday

Watch it: educatr.app/formats/#blitz

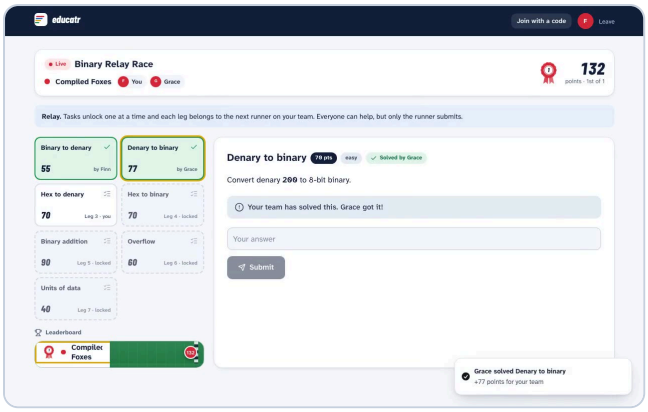


King of the Hill

Every task is a hill. Solve it to capture it, then keep scoring for every minute you hold it, until another team takes it from you.

Good for: Lively end-of-unit battles and house competitions where the lead keeps changing

Watch it: educatr.app/formats/#koth

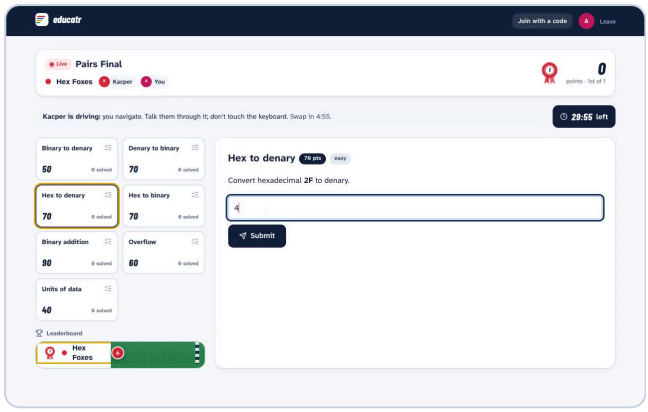


Relays

Tasks become legs of a race. Each leg unlocks when the team finishes the one before, and the baton passes to the next teammate.

Good for: Making sure every pupil in a team takes part, not just the strongest coder

Watch it: educatr.app/formats/#relay

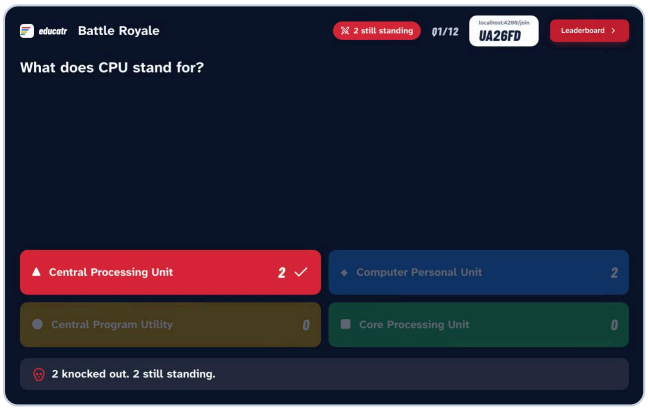


Countdowns and pair roles

Give a competition a countdown, freeze the leaderboard for a tense finish, and have pairs swap between driver and navigator on a timer.

Good for: Pair programming, timed finals and competition days with a fixed timetable

Watch it: educatr.app/formats/#roles

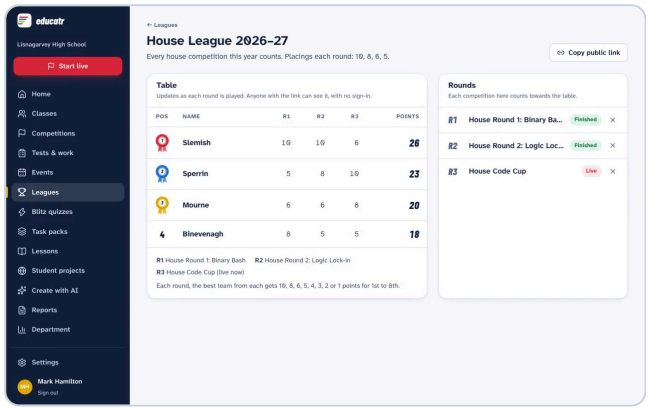


Battle Royale quizzes

A Blitz quiz where one wrong answer knocks you out. Pupils who are out stay and watch, and the last one standing wins.

Good for: Revision with a bit of drama, and a quick decider at the end of a competition day

Watch it: educatr.app/formats/#battle-royale

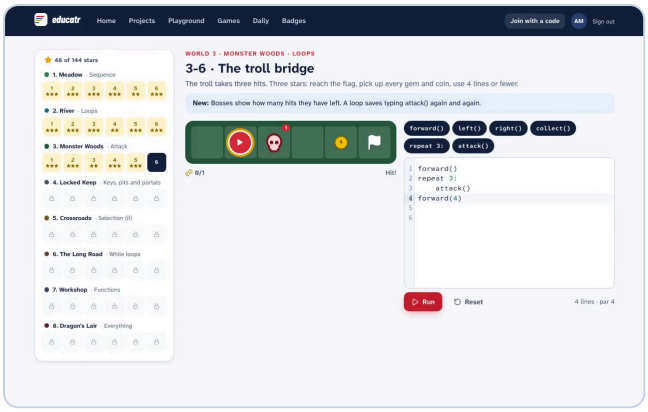


Leagues

One table across several competitions: a house cup over the year, a termly inter-form league, or an inter-school league with a round each half term.

Good for: House cups, inter-school leagues and summer schemes that run over several weeks

Watch it: educatr.app/formats/#leagues

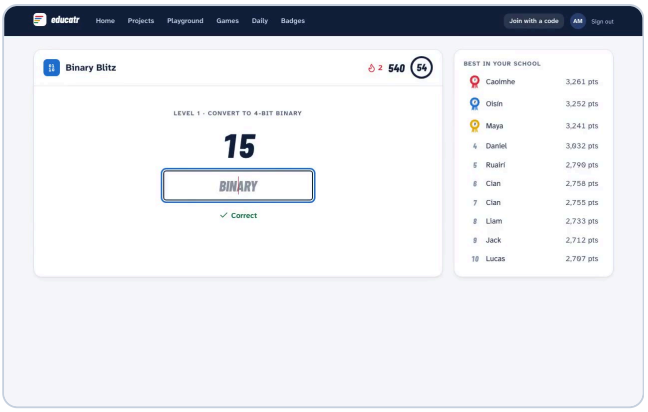


Code Quest

Steer a robot through 48 levels in eight worlds, fighting monsters and bosses, grabbing coins and keys, and learning loops, if, while and functions on the way.

Good for: KS2 and KS3: sequence, repetition, selection, iteration and decomposition

Watch it: educatr.app/formats/#code-quest

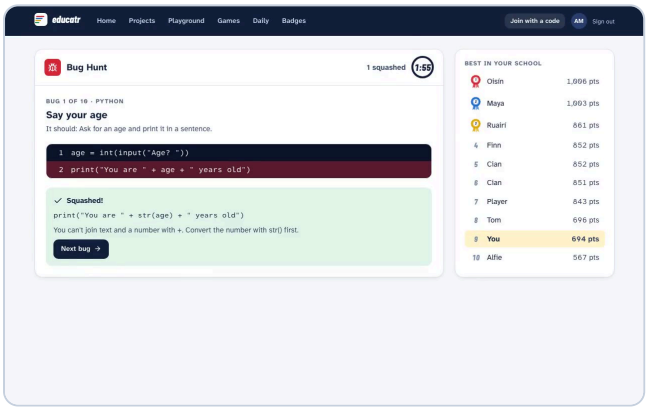


Binary Blitz

Sixty seconds of binary, denary and hexadecimal conversions. Streaks score more, and hex joins in once pupils get five in a row.

Good for: Starters and homework for GCSE data representation

Watch it: educatr.app/formats/#binary-blitz

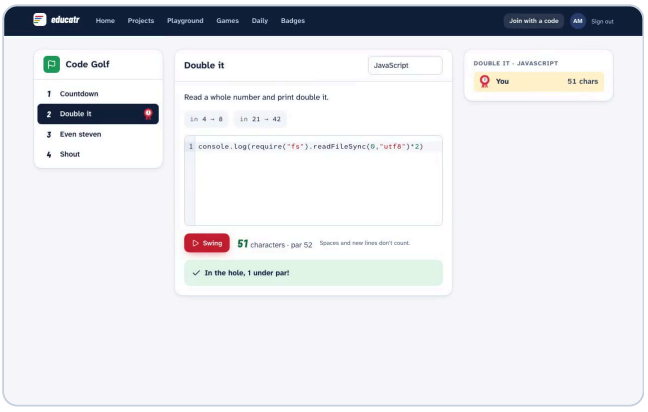


Bug Hunt

Short programs with one bug each, in every language Educatr runs, from Python and OCR pseudocode to C#, Java and Rust. Click the line with the bug, choose the fix, and see why it was wrong.

Good for: Debugging practice and reading code carefully before the exam

Watch it: educatr.app/formats/#bug-hunt

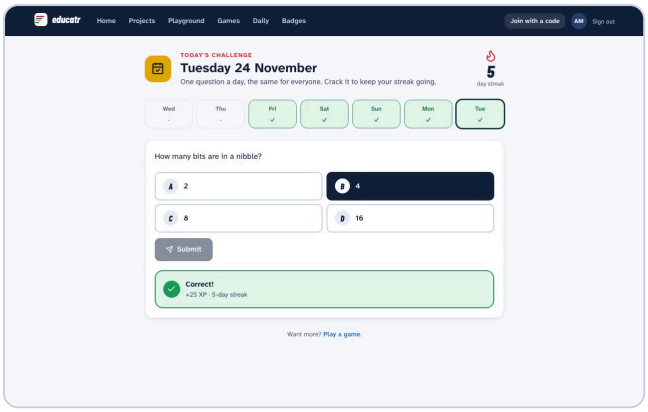


Code Golf

Make the program work in as few characters as possible. Every swing runs against the hole's tests, and beating par earns a rosette.

Good for: Stretching confident coders and lunchtime coding clubs

Watch it: educatr.app/formats/#code-golf

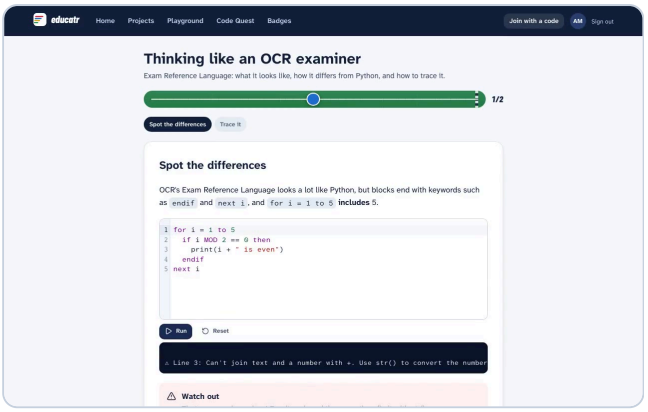


Daily challenge

One question a day, the same for everyone, with a streak for every day in a row. A two-minute habit that keeps computing ticking over.

Good for: Building a habit between lessons and over the holidays

Watch it: educatr.app/formats/#daily

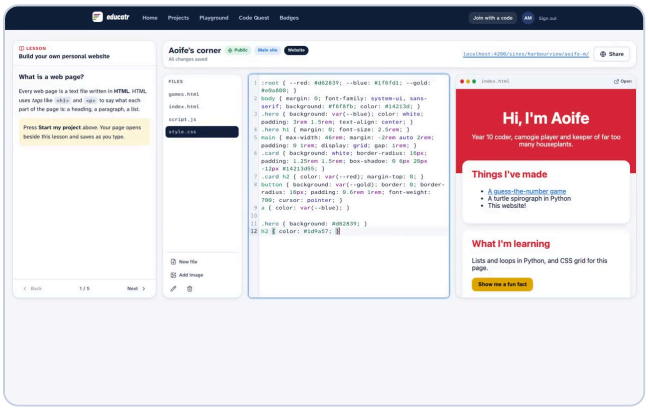


Lessons with checkpoints

Step-by-step lessons with code examples pupils can run, tips, exam tips and checkpoint questions marked as they go.

Good for: Introducing new ideas, cover lessons and flipped learning

Watch it: educatr.app/formats/#lesson

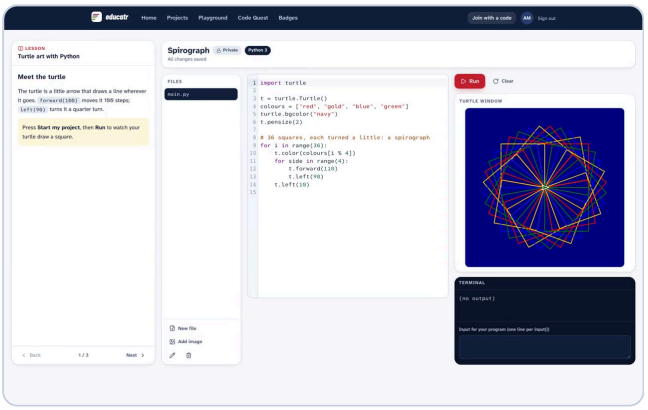


Website projects

Pupils build real websites with a live preview beside their code, and can share them with a link when they're proud of them.

Good for: KS3 web units, coding weeks and portfolio projects

Watch it: educatr.app/formats/#website



Turtle art and code projects

Programs in any of fourteen languages saved as projects; Python turtle programs draw in a window beside the code.

Good for: Loops and patterns at KS3, OOP practice at A Level and university

Watch it: educatr.app/formats/#turtle

Everything in Educatr

Every feature available today, starting with the ones companies and outreach teams use most. Nothing here costs extra: the free plan has limits on classes, competitions and AI credits; paid plans lift them.

Events, schemes and competitions

From the public page to the results, for people with no accounts yet.

- ✓ A public event page with your details, dates, location, organiser contacts and public documents
- ✓ Applications with ready-made questions plus your own; accept or decline in a click with automatic emails
- ✓ Places limit; applicants can sign in first, or get an event account with a PIN
- ✓ School competitions: registration of interest before the date is fixed, then an email to every school when entries open
- ✓ Schools enter teams, pupils, staff and the details you choose (dietary needs, photo consent, permission to attend, transport)
- ✓ Completeness checks, deadline reminder emails a week and a day before, and an overdue nudge
- ✓ Pupil PINs and printable cards made automatically; competition teams made and kept in step with each entry
- ✓ An information page for people taking part: joining details, documents and every update
- ✓ Messages to everyone or one person, by email and on their page
- ✓ Every event has its own class for setting lessons, tests, quizzes and competitions, with a progress table
- ✓ A live scoreboard for attending teachers, and results by team, pupil and school afterwards
- ✓ Event accounts expire automatically after the event

Lessons, tasks and tests

Ready-made content on day one, and AI that writes more in your words.

- ✓ Ten built-in task packs: Python Foundations, C# for Software Systems Development, OCR Exam Reference Language, Binary, Hex & Data, Logic Lab, Scratch Quests, Web Builders, Cyber Detective CTF, Algorithms & Data Structures, Computing Quickfire
- ✓ Eleven task types: text answer, multiple choice, code, Scratch project, HTML/CSS/JS, Parsons problem, predict the output, trace table, logic gates, capture the flag and key term
- ✓ Create with AI: type a topic ("GCSE Python lists, mixed ability") or paste a web page and get a task pack, lesson or test
- ✓ AI writes test cases and marking checker programs from a plain-English description
- ✓ Everything AI writes arrives as a draft for you to check, edit and publish
- ✓ Connect your own AI agent, such as Claude, with one Connect button and ask for a lesson ("install SFML in Visual Studio with screenshots, then build Pong"): it does the practical work and writes the steps, screenshots, checkpoints and starter project into a draft
- ✓ Build your own packs with every task type; duplicate, remix and share them with colleagues
- ✓ Lessons with sections, runnable code examples, screenshots and pictures, tips, exam tips and checkpoint questions
- ✓ Lessons can start a project for each pupil, so the lesson opens beside their own saved work
- ✓ Teacher notes on every task, written in plain English for non-specialists
- ✓ Set lessons, task packs and tests for a class with open and due dates
- ✓ Tests one question at a time on a server clock, timed per question or for the whole test, with optional shuffling and retries
- ✓ A guest PIN for a test, so visitors or a cover class can sit it without accounts

Project spaces

Every pupil gets somewhere to build, keep and share their own work.

- Up to 30 projects per pupil, saved as they type
- Websites with folders, images and a live preview; pictures are shrunk automatically before upload
- Programs with several files in any of the fourteen languages, with a terminal and program input
- Python turtle drawings appear in a window beside the code
- Publish a website to its own address (first name and initial only) that anyone can open without signing in
- A safety checklist before publishing; teachers can take any public site down and switch public sharing off
- Published sites run on a separate, sandboxed address so they can never touch Educatr itself

Coding in the browser

Nothing to install. Works on Chromebooks, C2k and locked-down suite PCs.

- Fourteen languages run in a sandbox: Python, C#, Java, VB.NET, JavaScript, TypeScript, C, C++, Go, Rust, Ruby, PHP, Lua and Bash
- OCR Exam Reference Language runs for real, with step-through and an automatic trace table
- Code marked against visible and hidden test cases, or a checker program, with per-test results
- Live HTML, CSS and JavaScript preview
- Scratch projects (.sb2 and .sb3) uploaded straight from Scratch, with a readable view of the blocks
- A playground for trying anything without marking
- Hints after wrong answers that nudge without giving the answer away

Live team competitions (the Arena)

Capture-the-flag style races with the leaderboard on the big screen.

- Launch in under a minute: pick packs, pick how teams work, open the lobby
- Pupils join with one code, by QR code on the screen, or with a PIN card
- Team modes: solo, pupils choose teams, automatic teams of a set size, teacher-assigned, or shuffle classes into balanced teams
- Every task visible at once; only one teammate needs to solve each; points land instantly
- Rules: timed tasks, negative marking, hints that cost points, AI hints after wrong answers, first-blood bonuses, dynamic scoring
- Pause for a word, send an announcement to every screen, end when you're ready
- The Arena screen cycles the leaderboard, the race so far, first bloods, toughest tasks, star performers and solves by language, fullscreen with a live ticker
- Teammates see each other's solves in real time
- Three formats: a speed race, King of the Hill (capture a task's hill and score every minute you hold it) and relays (legs unlock in order and pass between teammates)
- Countdowns with a red last five minutes, pause-aware, plus “+5 min”; freeze the leaderboard for the finish
- Driver and navigator roles that swap on a timer, shown on every teammate's screen
- Leagues: one table across several competitions, by placings or points, with a public link to share

Games and quick-fire modes

Short, playful formats for starters, plenaries and clubs.

- Blitz: live quiz rounds with code snippets, a host screen, speed and streak scoring and a podium
- Battle Royale Blitz: one wrong answer and you're out; the last one standing wins
- Binary Blitz: sixty seconds of binary, denary and hex conversions, with streak bonuses
- Bug Hunt: find the line with the bug, pick the fix, see why, in any of fifteen languages
- Code Golf: make the program pass in as few characters as possible, against par, in any of fifteen languages
- Daily challenge: one question a day for everyone, with a streak
- Code Quest: 48 levels in eight worlds with monsters, bosses, coins, keys, pits and teleporters, from first steps to if, while and functions
- Logic Lab: build circuits to match truth tables
- Pseudocode Playground: run exam pseudocode and watch the trace table fill in

Marking and feedback

Marked as it's submitted, with written feedback at the end.

- Every objective and code task marked automatically the moment it's submitted
- Scratch, web pages and key terms marked by AI against your rubric, with its reasoning shown and unsure marks flagged
- Results grid per class: who has finished, who's stuck, which question tripped everyone up
- Override any mark
- Student reports: strengths, struggles, what to practise next and topic scores
- Class reports: topics to reteach, misconceptions, score distribution and who needs support
- Draft school-report comments for every pupil
- Export any report to PDF
- Paste and tab-switch signals to help spot work that isn't a pupil's own

Motivation

Reasons to keep coding, designed so nobody gets pushed out.

- XP and levels
- Badges for first solves, streaks, languages, helping others, comebacks and more
- Streaks with freeze tokens, so weekends and holidays don't break them
- Class XP boards and house leaderboards
- Pupils can hide their name on public leaderboards

Classes and sign-in

Pupils in within a minute, with as little personal data as possible.

- Sign in with Microsoft (including C2k), Google or email
- Classes with year group, key stage, exam board and default language; pupils join with a class code
- Printable PIN cards for pupils without email: class code plus a six-digit PIN
- Guests join activities with a code and a first name only, and are deleted automatically
- Colleagues join your school with an invite code; roles for owner, admin, teacher and student

Safety, privacy and AI

Answers for your data protection officer, ready before they ask.

- Pupils' records stored in the UK; the app runs in AWS Ireland (EU)
- Pupils need only a display name; guests give a first name or nickname
- Automatic deletion of guests and event accounts after a retention period you control
- Pupils' names and emails are never sent to AI; feedback is written from pseudonymised evidence
- AI agents connect by consent, never with a password, and can only draft lessons: they can't see pupils, classes, work or marks, can't publish, and can be disconnected in Settings
- Designed around the Department for Education's generative AI product safety standards, with a published AI transparency statement
- Display and team names checked for offensive language
- Pupil code runs in an isolated sandbox with no network access
- Role-based access for owners, admins, teachers, pupils and guests; rate limits on submissions and AI
- Versioned, dated privacy policy, terms, licence agreement and AI statement, with every earlier version published

Accessibility

Readable by a five-year-old and by the back row of a hall.

- Atkinson Hyperlegible, a typeface designed for low-vision readers, throughout
- Larger type and softer controls for primary pupils
- High-contrast Arena screen for projectors
- Keyboard navigation, visible focus and screen-reader labels, designed to WCAG 2.2 AA
- Reduced-motion settings respected

For heads of department and leaders

Evidence of coverage and progress, and simple licensing.

- Curriculum coverage heatmap: specification points against classes
- Weekly activity across the department
- Staff list and invite code
- One per-pupil licence covers every teacher, free
- Pay by card, or request a quote and pay by purchase order and invoice
- Seat counts with a 10% grace margin so no class is blocked mid-lesson

What it costs

Fixed prices per event, with no per-head fees. Everything in this brochure is included.

Plan	Who it suits	Participants	Price
One-day event	A CTF, hackathon or coding day for up to 100 people.	up to 100	**£149**
Large event	Regional finals and big outreach days.	up to 400	**£399**
Summer scheme	Up to eight weeks of challenges for a club or scheme.	up to 60	**£349**
Branded event	Your brand on the big screen, for companies and sponsors.	up to 500	**£899**

Prices exclude VAT and are provisional until launch. Pay by card, or ask for a quote and pay by purchase order and invoice: educatr.app/pricing/#quote

Getting started

1

Tell us about your scheme

Ask for a quote or choose a fixed-price event plan.

2

Create the event

Write the page, choose your questions and set the dates and places.

3

Publish and share

Open applications and share the link.

4

Decide and run

Accept attendees, set the week's activities and send updates.

Questions people ask

Do attendees need accounts?

No. If they don't sign in first, accepting them creates an event account with a PIN, emailed to them, which expires after the event.

Can we ask our own questions?

Yes: short and long answers, lists, tick boxes, emails, phone numbers and dates, each optional or required.

Who do replies to emails go to?

To your contact email. Educatr sends on your behalf.

What can attendees do during the week?

Everything schools can: lessons, auto-marked tasks in fourteen languages, Scratch, websites with live previews, quizzes and team competitions.

Where is our data, and does it go to AI?

Pupils' records are stored in the UK, and the app runs in Amazon's Ireland region. When AI writes feedback it sees answers and topic scores under a pseudonym such as "Student 7", never names or emails. Our privacy policy, terms and AI transparency statement are published with every earlier version.

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Screens show fictional demo organisations with illustrative data. Prices are provisional until launch. Produced November 2026.