

CTL Partners with CodeCombat to Offer Educational Coding Game with their Chromebooks

CTL Chromebooks available with CodeCombat licenses, allowing students to learn computer programming by playing a game

PORTLAND, OR, UNITED STATES, September 1, 2016 /EINPresswire.com/ -- CTL, an education-focused Chromebook manufacturer specializing in 1:1 solutions, has announced an agreement with CodeCombat, an exciting and engaging platform to help kids learn computer science. Now in use by 47,000 students at 1,800 schools, CodeCombat makes learning to code as easy as playing a game.

CodeCombat's classroom product, which launched four months ago, is now in use by 47,000 students in grades 4 -12 across 1,800 schools in all 50 states – making it one of the fastest-growing companies in the EdTech space.

"CodeCombat is excited to be working with CTL to deliver an all-in-one solution to students and teachers. CTL's Chromebooks are a great device for K-12, and when you add in CodeCombat's web-based computer science platform, it's the perfect combination," said CodeCombat cofounder and CEO, Nick Winter.

CTL worked with Google to introduce a line of CTL Chromebooks that have been recommended by PC Magazine as the best choice for Chromebooks in Education. Their wide range of rugged Chromebooks include touch screen models and Chromebooks that include an X-Panel™, which reduces breaks from the top by 90%. Visit ctl.net to see CTL's Chromebook line.

"CTL is proud to partner with CodeCombat to offer licensing packages for this interactive, instructional coding game to our education customers just in time for the new school year," said CTL Vice President and CMO, Mike Mahanay.



Code Combat now available on CTL Chromebooks





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Mike Mahanay

Quantity discounts and reduced pricing for non-profit educational organizations are available. Interested schools and teachers should contact CTL for pricing and more details. Individuals can add a CodeCombat license to their Chromebook for \$30 through ctl.net. CodeCombat is the latest addition to a robust suite of educational apps available through CTL.

CodeCombat has significantly enhanced its platform in time for back to school. New capabilities including Game Development and Web Development have been added, and

the number of levels available to users of its original Learn to Code module has been quadrupled, giving students plenty of runway to keep enhancing their coding skills.

Teachers do not need any prior experience in computer science to use CodeCombat in their classroom and the game helps to boost student interest in CS careers.

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This press release can be viewed online at: <http://www.einpresswire.com>

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