

The Future Coders: 2026

Teaching creative coding to the next generation of
programmers at Simon Baruch Middle School.

ROLE	TYPE	YEAR
Instructor	Education	2026


The Class


In March 2026, I taught a weekly creative coding class to **13 curious minds** at Simon Baruch Middle School. Students went from zero programming experience to building their own interactive games.

The goal was simple: **make coding fun and accessible**. We started with variables and functions, then quickly moved into creating things that moved, bounced, and responded to user input.

 NYC Middle School

 13 Students

 p5.js & JavaScript

 13 Games Created

 Student projects overview

Teaching Philosophy

My approach was **hands-off but supportive**: give them the tools, show them what's possible, then step back and let them explore. When they got stuck, we'd debug together. When they had wild ideas, we'd figure out how to make them work.

Each student chose their own direction — platformers, simulations, puzzle games, or pure creative experiments. What tied them together was the **sense of ownership**: every line of code was theirs.

The result wasn't just 13 working games — it was 13 students who now know they can build things with code. That confidence is the real deliverable.

 Student Project 1

 Student Project 2

 Student Project 3

 Student Project 4

 Student Project 5

 Student Project 6

 Student Project 7

 Student Project 8

 Student Project 9

 Student Project 10

 Student Project 11

 Student Project 12

 Student Project 13