CODE FOR LIFE®

Impact Report 2025

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Code for Life team members and volunteers at the BETT Show 2025

Products at a Glance

A simple overview of Code for Life's main products and services

Rapid Router

A fun, game-based way for children to learn the basics of coding by guiding a delivery van through different routes. It teaches essential computer-science ideas like sequencing, repetition, and problem-solving through playful levels.

Community Service

The Community Service is a single platform where volunteers, educators, learners, and community members collaborate around Code for Life. It enables safe contributions of ideas and content, while also supporting community engagement through shared learning, support, and events.

Python Den

An easy step-by-step online learning space that teaches real Python programming using short videos, examples, and exercises. Designed for older students or beginners who want to learn a "real" coding language from scratch.

Career Outreach Programme

Talks, workshops, assemblies, and hands-on activities run by Ocado volunteers to help students understand real tech careers, meet role models, and learn how coding connects to the world around them.

Teaching Resources

Ready-made lesson plans, presentations, worksheets, and assessments that help teachers deliver coding lessons confidently — even if they are not computing specialists.

Industry Experience Pathway

A structured online programme that guides learners through real-world software development practices — giving them a taste of what it's like to work in tech.

Executive Summary

The 2024-2025 academic year has been a period of inspiring growth and impact for Code for Life (CFL), Ocado Group's not-for-profit initiative. Fully funded by Ocado Group and driven by a small, passionate and dedicated team, Code for Life makes computer science accessible to a wide audience, particularly young people and disadvantaged communities, while aligning with Ocado's core values of education, innovation, and community enrichment.

This past year has seen achievements in expanding our global reach, enhancing our educational resources, and deepening our community impact. We've seen significant user engagement across numerous countries, with our transformative product development increasing our secondary offer.

Our partnerships have amplified our mission, empowering students - many of whom have not worked in industry - to address real-world challenges. We are particularly proud of our initiatives that empower girls and young women in technology, as well as our activities that broaden digital literacy beyond traditional educational settings.

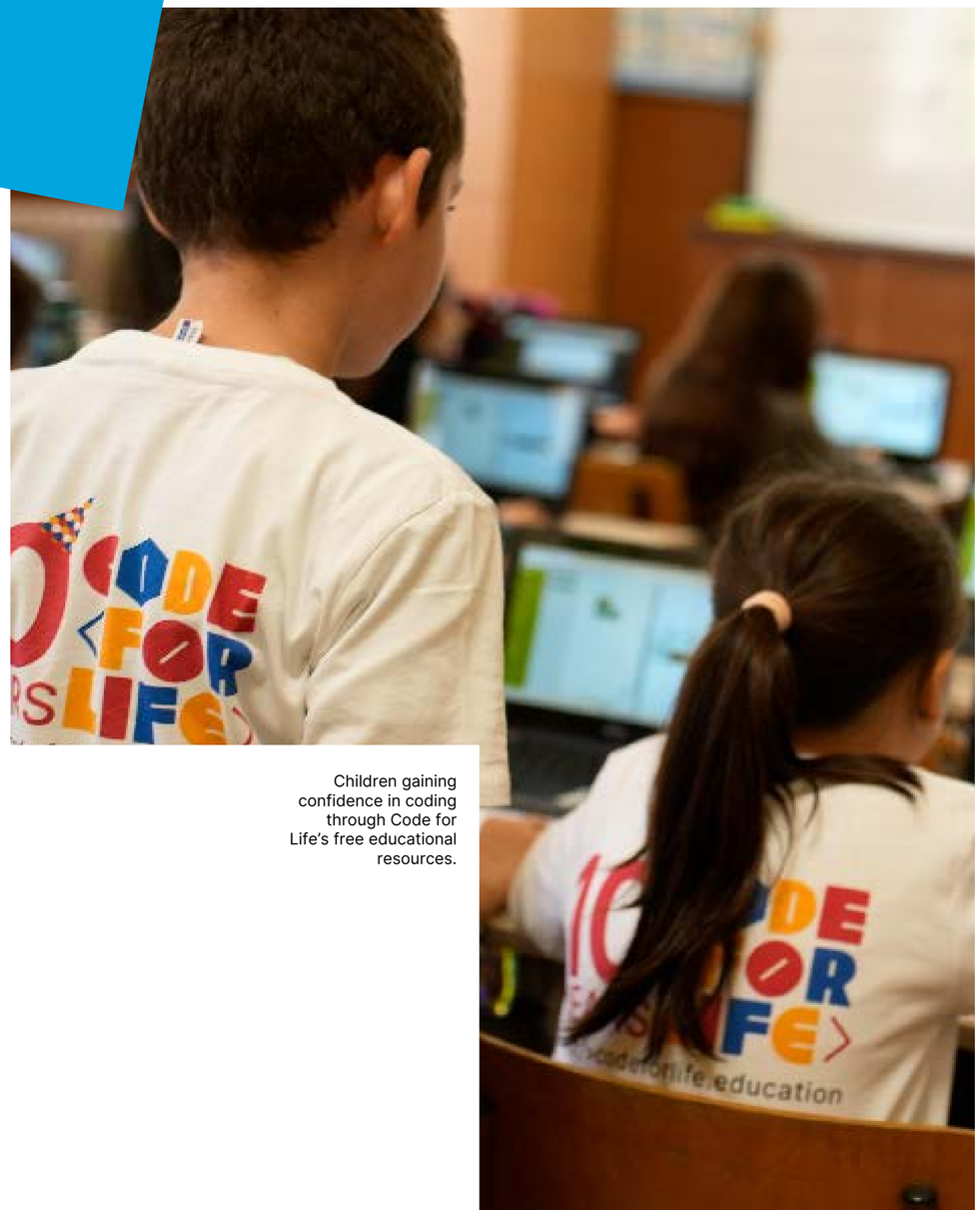
Ocado Group's involvement in various events and workshops has actively challenged stereotypes and demonstrated diverse pathways into tech, engaging students from diverse backgrounds with real-world coding applications. We have strengthened the link between classroom learning and cutting-edge industry.

Visit the website >

Code for Life continues to make industry experience more accessible, bridging classroom learning with Ocado's real-world technology. Through outreach, workshops, and partnerships, we've inspired thousands of students—particularly girls and young people from underserved communities—to explore technology careers. Global partners such as Pinesphere in Tamil Nadu and In2careers in the UK extend our mission internationally, ensuring coding education and digital confidence reach those who need it most.

Looking ahead, Code for Life is poised for exciting global expansion, strengthening partnerships, and driving initiatives to further our mission. We are committed to increasing employee volunteer participation and expanding our reach to impact even more students.

Code for Life is not just supporting digital literacy, it is an initiative to actively shape a more equitable future, equipping the next generation with essential skills and confidence to thrive in an increasingly digital world.



Children gaining confidence in coding through Code for Life's free educational resources.

Introduction and mission overview

Code for Life provides free, fun, and easy-to-use resources focused on Python programming, making computer science accessible to a wide audience. This initiative, entirely funded by Ocado Group, makes use of the company's technology expertise through a network of dedicated volunteers to promote digital literacy, diversity and inclusion.

Code for Life aims to build foundational Python skills, nurture internal talent, and inspire the next generation of technologists, while making a positive impact within the community and aligning with Ocado's core values of innovation and community enrichment.

The 2024-2025 academic year has been marked by significant progress in strengthening Code for Life's core platforms, enhancing user experience, and expanding its outreach and partnerships globally. These efforts are crucial in driving the mission forward and ensuring the continued growth and impact of the programme.

Key statistics and metrics (2024-2025)

103,470

total registrations (up 7%) with just over 70% converting to active users for the year.

6.4 m

page views (down from 8.3 million in 2023–24, reflecting adjustments to the platform's access model)

1,970

schools registered. Up 3.5%

5,257

classes created. Up 1%

417,880

student logins. Down 0.4%

14,429

independent logins. Up 32.8%

26,448

teacher logins. Down 0.4%

>8.6 m

level attempts, an increase of 8.3%

163

countries that Code for Life's resources have been accessed from. Down 13.3%

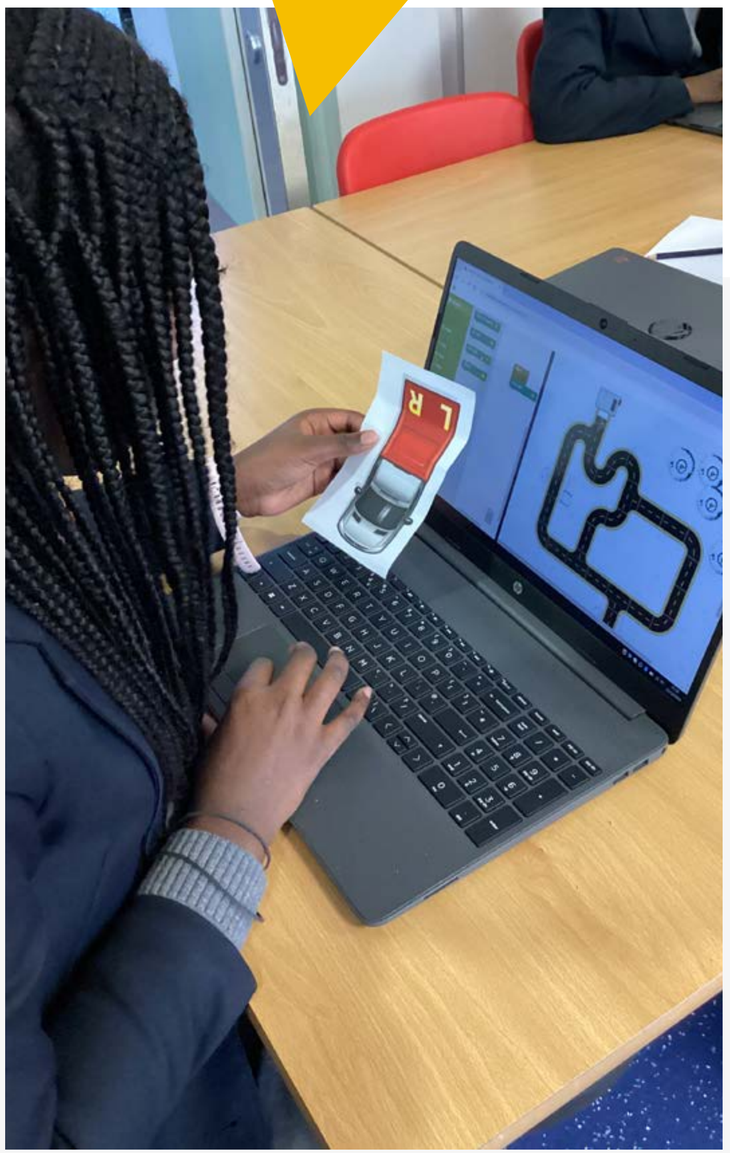
>4,400

users navigated to Ocado to check out what they were doing

19 mins

average session duration. Up 9%

A Code for Life lesson resource guiding students through real coding logic using Rapid Router.



Product & user experience development

The 2024-2025 academic year saw exciting developments and refinements across Code for Life's products, and an effort to enhance the overall user experience and design.

Insight: A shift from reach to engagement

While total page views fell from 8.3 million to 6.4 million, this reflects an intentional platform change limiting unregistered play in Rapid Router from 79 to 25 levels. The adjustment encouraged more committed users to register, contributing to a 7% rise in total registrations and a 9% increase in average session duration. The result is fewer casual visits but stronger overall engagement and learning continuity.

Try Python Den >

Python Den, our new Python product, officially went live in September 2024 and has seen its user base grow steadily over its first year. It had over 324,592 views and 31,137 users from 1/09/24 to 31/08/25 (Google Analytics), with an average engagement time of 18m 21s. New episodes have been added to Python Den throughout the year, and the team compiled a list of error types with corresponding hints to assist learners, which further enhanced the learning support. The team have pushed some more updates that embedded the Raspberry Pi text editor directly into the user interface, allowing easy access for students and teachers alike. Independent usage has rocketed this year through the support of Python Den's video based learning.

Rapid Router had various updates to the game graphics including adding in a pigeon to the city theme, and solar panels to enhance our eco-friendly set. We conducted user research into a new scoring system for Rapid Router, and highlighted issues leading to recommendations for improvement and a more flexible scoring system. Designs for a new scoreboard that also allows teachers to track the number of attempts students take per level have been created.

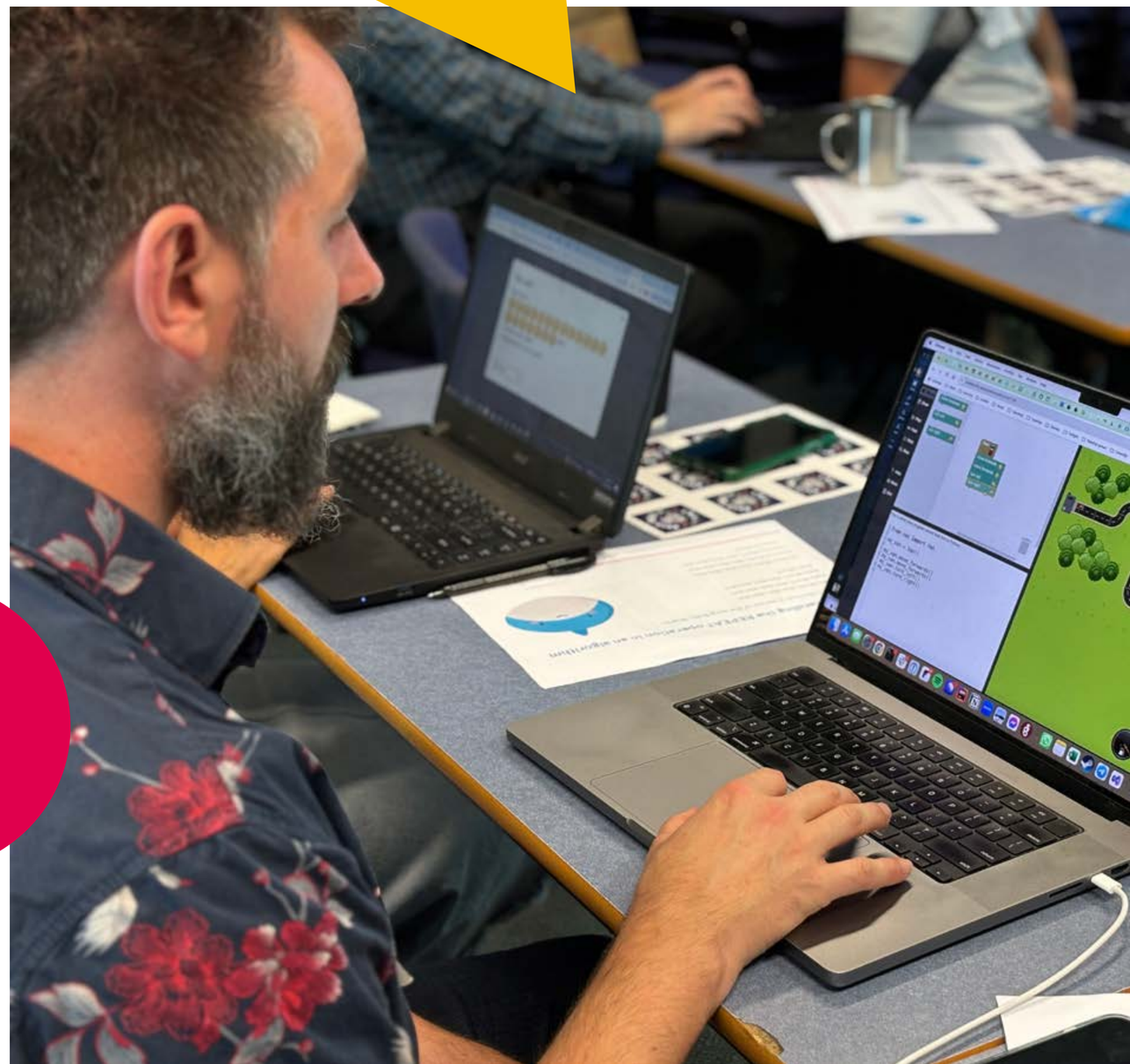
New module based Rapid Router resource modules (Sequence, Repetition, Selection, and Procedures) have been created and uploaded for testing, replacing the key stage structure, with the intention of release for Spring 2026.

The Contributor service has had a complete overhaul. The service now features a functional GitHub Login system, and is nearing release. It will be incorporated into a new community space on the website. This will work in harmony with our new volunteer service that has also been designed this year.

Partnerships & Outreach

Code for Life has significantly expanded its partnerships and outreach activities during 2024-2025, reaching a wider audience and making a tangible impact in communities.

The CS in Schools (now, Code for Schools) Cadet scheme was piloted, engaging 3 cadets in 2-6 week projects. Initial developer and UX designer cadets were selected, and they have contributed to our live products, with one continuing to volunteer for months afterwards.



Pinesphere – Empowering Communities through Code for Life in Tamil Nadu

Pinesphere has demonstrated a commitment to making the most of Code for Life resources, establishing a long-standing partnership spanning eight years. Their overarching mission has been to democratise tech education and cultivate digital literacy within their community, particularly in Tamil Nadu. Through this collaboration, Pinesphere has successfully delivered high-quality coding instruction across both urban and rural settings, addressing areas where access to technology education is frequently limited.

"It gave students confidence in tech skills and made learning coding more accessible."

– Pinesphere

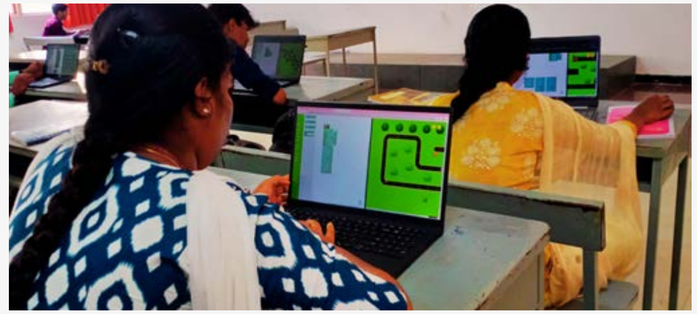
Pinesphere identified a critical disparity: numerous students, especially those in schools with limited resources, lacked access to foundational coding education. Their primary objective was to make coding more accessible and engaging, ensuring that young individuals, including those new to coding, could confidently explore the realm of technology.

Through their own educational initiatives, Pinesphere has integrated CFL's interactive tools and curriculum to introduce coding basics in an engaging manner. This structured, beginner-friendly learning approach has enabled them to reach and train approximately 4,500 students, many of whom were first-time coders. A particularly significant aspect of their work is the SheCodes Tamil Nadu initiative, which specifically aims to empower girls and young women aged 12–22 to explore potential careers in technology, a goal that aligns seamlessly with CFL's commitment to inclusivity.

Pinesphere has also equipped mentors to provide personalised support using CFL's built-in tools. Through hands-on workshops, dedicated mentorship, and community hackathons, participants have actively utilised CFL to build prototypes that address real-world challenges such as water conservation, school safety, and digital access.

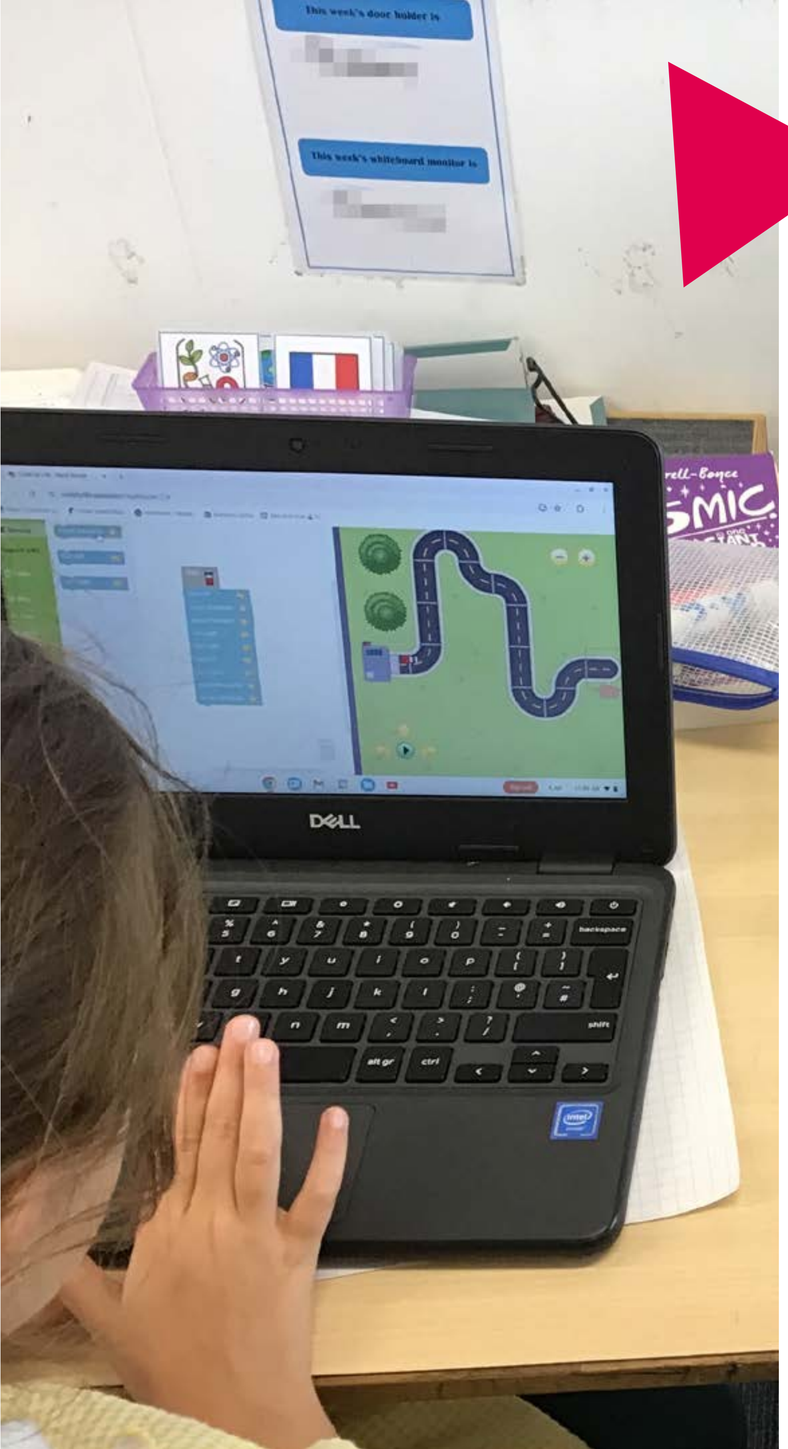
The impact of this initiative has been truly transformative, especially for students, educators, and families in underserved regions of Tamil Nadu. For students, engagement with Code for Life has sparked curiosity and confidence in technology, even among those with no prior exposure. For educators and mentors, the platform helped them teach coding with confidence, offering a structured, adaptable curriculum for all learning levels.

Case study



"We used Code for Life's resources to introduce coding basics to students in our community. We wanted to help students who don't have access to coding education in schools and colleges."

– Vishali, Pinesphere



The Value of Partnering with Code for Life

Partnering with Code for Life offers significant value, transforming educational initiatives into powerful drivers of opportunity, creativity, and empowerment for countless young minds. Our resources provide a gateway to making tech education accessible and building a more inclusive future, helping to turn curiosity into capability, and capability into impact.

We believe in making computing education accessible to all, serving as a powerful example of how corporate innovation can drive significant social impact.

Code for Life believes that technology should serve as a tool for empowerment, breaking down barriers and helping to make coding approachable for learners from all backgrounds. Our commitment to inclusivity, particularly in supporting girls and women in tech, aligns strongly with the values and initiatives of forward-thinking companies. For our partners, Code for Life is not merely a product, but a movement that actively shapes a more equitable future by equipping the next generation with the essential skills and confidence needed to thrive in an increasingly digital world. Being part of this journey is both inspiring and impactful.

The Kuwait Code Craft club, Paving the way for global partnerships

An initial partnership with a small institute in Kuwait successfully demonstrated the adaptability of Python Den in a unique summer club setting. The summer club used our resources to run different sessions suitable for different abilities of Python programming.

Joseph Ananth confirmed: “The syllabus in conjunction with CFL resources and games... is strictly followed, and it works very well for the children. The workbooks add to their learning experience.” This initial phase saw four children awarded completion certificates by early September, including one from the Code Craft Club Python Den programme. The institute’s reputation was further enhanced, now offering coding “thanks to Ocado Group’s world-class CFL initiative.”

This initial success in Kuwait provides supporting evidence for the Python Den club pack approach, aiming to make bigger waves in educational outreach. We will continue developing this model to support learning in diverse contexts, including communities where access to high-quality STEM education may be limited.

UCMAS
EDUCATION WITH A DIFFERENCE

“It is certain that future innovators, technologists and games creators will be inspired by their early introduction to and experiences in their coding clubs, as well as increasing the number of girls taking up STEM subjects at university level.” The institute is already exploring further innovation, anticipating that CFL will “have something really brilliant to offer” in areas like AI for children in the future.

A recent adult coding session

Adult coding session with Python Den

In a step towards broadening digital literacy, Code for Life, in collaboration with Developwise CIC, successfully piloted a Python Den session for adults. This initiative brought Python programming directly to the local communities of Luton, demonstrating the program's value beyond traditional educational settings.

The session, hosted at AUK RADIO, attracted attendees of all ages and skill levels. Many encountered Python fundamentals for the first time, engaging with hands-on exercises and enjoying the collaborative learning atmosphere. The event proved the power of accessible and engaging digital education tools, even for adult learners, instilling confidence to continue their coding journey at home or in future group settings. This initial success provides a good foundation to expand our outreach to career changers through Python Den.

Aspiration Digital

In an effort to inspire the next generation of tech professionals, a group of women from Ocado Group shared their expertise at the Aspiration Digital conference this year. This event, hosted by Becky Simms at Bluewater cinema, brought together around 1,000 sixth-form students to learn about careers in the digital world.

Through our Code for Life initiative, we were proud to feature some of our incredible talent at Ocado Group. Laura Cumming and Leila McMahon gave inspiring talks, while Aviv Cohen, Maisie Clegg, and Tiffiny F. participated in insightful panel discussions. By sharing their unique journeys, they helped students understand the many exciting possibilities within the tech industry.

Our team's participation demonstrated that there is no single path into a tech career. Their stories highlighted various routes, from traditional degrees to career changes and unexpected opportunities. This message is at the heart of our mission at Code for Life, where we are committed to helping students discover careers in technology through our free educational resources and by sharing real career experiences.

"Very well organised and with an absolutely incredible purpose of giving youth a great introduction into potential careers in tech with inspiring stories from many brilliant professionals across the UK."

– Leila McMahon

Ocado Group colleagues representing Code for Life at the Aspiration Digital conference, helping students discover pathways into technology through real experiences and role-model visibility.

Careers and roles in technology

The year saw significant outreach through career talks and workshops, largely powered by the efforts of dedicated volunteers from Ocado, demonstrating the initiative's commitment to inspiring the next generation of technologists across various age groups. Ocado colleagues, serving as Code for Life Ambassadors, utilised these engagements not only to deliver impactful content but also to develop their own professional skills, such as presentation, leadership, and public speaking.

A recent In2Careers careers event

Take a look at the careers website >

The volunteer contribution to the programme had over 20 dedicated Ocado volunteers contributing a total of 60 hours of their time. A key aspect of career outreach focused on preparing older students for the professional world through mock interviews and skill sessions. For instance, volunteers conducted detailed 1-to-1 mock interviews for Year 12 students at STAGS (St. Albans Girls' School) and for Year 10 students at Yavneh College. These sessions provided valuable practical experience, guiding students on essential techniques like structuring answers using the STAR method, which encourages them to explain the Situation, Task, Action, and Result, and improving soft skills, such as body language and confident language.

Career talks also extended to younger pupils, such as presentations given to Year 7 students at Yavneh College, where the discussion focused on the presenter's unique paths, inspiring students to consider diverse career routes.

Furthermore, the team attended several large-scale events, including the ProMat trade show in Chicago (March 2025), where Code for Life transformed the Ocado Intelligent Automation booth into a lively hub for future innovators. Volunteers stepped out of their usual roles to guide seven groups of college students through the Code for Life programme, demonstrating how coding connects directly to real-world automation and robotics. The backdrop of live Ocado robots — the 600s on the Grid, Chuck, and Porter — vividly reinforced the link between classroom learning and industry innovation. Feedback from students and organisers was overwhelmingly positive, with one unscheduled group calling it "the most interesting stop of the whole show tour." The initiative effectively showcased Ocado's technology leadership and highlighted how coding skills can translate into exciting, tangible career paths within automation and engineering.

College students visiting the Ocado Intelligent Automation booth at ProMat 2025, exploring how Code for Life connects coding to real-world robotics and automation

"I started by teaching the students about my role as a UX researcher and how that works with an online supermarket app. I then went on to explain more about Ocado, what we do, and how we use robots in our warehouses... I really enjoyed explaining the way our robots work, both how their hardware functions and how they get their instructions from code. The children were interested to hear about the jobs involved in making the robotic warehouses happen. We then got onto playing Rapid Router. The kids were so excited to code the routes for their vans and got engrossed in the game."

– Darcie Gomer, Ocado

"I gave 3 sessions on interview skills and my role as an engineer. Working with students from Year 9-12 was exciting as they were full of curiosity, enthusiasm to learn and inquisitive questions! It was wonderful to see them get excited about the work we do at Ocado when I showed them videos of our CFCs. Made me feel proud of the innovation we do at Ocado. The classrooms were mainly filled with girls which was also something great to see as we need more women in STEM!"

– Sushil Krishnabalaji, Ocado

The sheer breadth of events, from local community support to international trade shows, showcased Ocado's technology and reinforced the idea that careers in tech are diverse and non-linear.

Robotics and coding workshops

In addition to career guidance, the team delivered several engaging workshops, centred around robotics and hands-on coding. These workshops typically involved an assembly or presentation demonstrating Ocado's technology, followed by an interactive activity and coding practice using Rapid Router.

At Avondale Park Primary School, a UX researcher delivered four workshops, explaining her role and detailing how Ocado robots function, receiving instructions from code.

Similarly, workshops were delivered at Aboyne Lodge, St. Francis de Sale, Grange and Yorke Mead Primary School, using the "Design a Robot" challenge for pupils ranging from Reception to Year 5. The children showed great innovation, designing ideas like "time-travelling animal-bots" before progressing to hands-on coding with Rapid Router.

One pupil's creative robot concept—humorously named the "Homework Bot"—developed as part of a Code for Life robotics and coding workshop.

These workshops demonstrated how programming controls real-life robots and its everyday applications, highlighting different roles and helping to break down stereotypes related to gender, race, and background in tech. Volunteers noted that these experiences were rewarding, inspiring the next generation and refining their own soft skills. Teachers praised the workshops for linking coding to real-world scenarios and careers, making technology accessible, and seeing children get excited about robotics.

The Code for Life tour of Canterbury

The Code for Life tour of Canterbury was particularly impactful and successfully addressed the challenge of seamlessly linking foundational coding skills to future technology careers. This specific effort reached a substantial audience, engaging 576 pupils across Reception through Year 6 at three local schools.

The activity began with three separate school-wide assemblies demonstrating Ocado's pioneering technology. Following this, engineers ran interactive workshops where they openly discussed their own career journeys, facilitated robot design activities, and encouraged students to contemplate the wider social impact of technology.

The feedback from the tour was highly positive; for example, Wingham Primary reported that the assembly and career talk excited and engaged the children, inspiring them toward technology careers and leading to a noticeably bigger uptake of the Code for Life after-school club. The headteacher at Eastry also acknowledged that the robotics and coding workshop raised pupils' aspirations by showing them exciting future opportunities and giving them a chance to imagine using robotics. The Code for Life team effort was a success, with the team leaving feeling "energised and proud" of their achievement from inspiring so many young minds.

"The visit exceeded all of our expectations! We took away practical applications of our subjects across Maths, Engineering, Science, and Computing. Everyone was incredibly welcoming and knowledgeable about the connections between Industry and Academia. We are particularly excited about introducing our students to Code for Life and look forward to trying Python Den in the classroom." – Programme manager

Empowering Educators at Leyton Sixth Form College

Code for Life welcomed teachers from Leyton Sixth Form College to Ocado's head office for a special professional development day. Teachers from Maths, Science, and Computing departments had the chance to delve into Ocado's advanced robotics and technology. The session focused on how these real-world innovations could be woven into their classroom lessons, making subjects more lively and relevant. Alongside showcasing Ocado's cutting edge technology, Code for Life showcased its free educational games and resources, along with details about its unique industry experience programme, which offers an online pathway for students and collaborators to gain hands-on software development experience.

Our main goal was to help teachers connect the dots between classroom learning and the cutting-edge technology used in industry.

Teachers gained invaluable insights into the practical applications of their subjects across various engineering and computing fields. This initiative plays a vital role in supporting students by providing educators with tools and inspiration for diverse routes into STEM careers.

Teachers from Leyton Sixth Form College visiting Ocado Group to gain insight into how advanced robotics and automation can support and inspire STEM education.

Core platform & Infrastructure enhancements

During the 2024-2025 academic year, Code for Life significantly enhanced its underlying technical infrastructure, establishing a highly robust, efficient, and scalable platform. This foundational work included improvements on workflow management, increasing automation and reducing technical debt.

The team is gradually evolving our architecture from monolithic to microservices-based, ensuring greater flexibility, efficiency, and future readiness. We successfully migrated our database to PostgreSQL, a more advanced and compatible solution.

Our commitment to security and data protection has been paramount. We proactively addressed any security issues early in the year, including low-risk vulnerabilities. Any issues discovered through regular penetration tests are swiftly resolved, underscoring our dedication to maintaining a secure environment. We have integrated Snyk for continuous automated monitoring of third-party dependencies for vulnerabilities and license compliance.

Furthermore, we conducted a comprehensive Risk Assessment for the Online Safety Act, implementing further measures like teacher approval for student-created content. To ensure child safety, all embedded video content has been migrated from YouTube to Gitbook, preventing exposure to inappropriate video suggestions. These advancements collectively demonstrate our unwavering commitment to providing a secure and reliable platform for all users, with data and security at the forefront of our operations.

Ocado Group colleagues taking part in an internal volunteering session supporting the ongoing development of Code for Life.

Operational Improvements

Several improvements were implemented in 2024-2025 to enhance efficiency, streamline processes, and improve the overall functioning of Code for Life.

Python Den

Our second game, Kurono, was retired at the end of August 2024, after research indicated it wasn't meeting teacher needs and required significant maintenance. This decision resulted in a push to design an alternative. A beta version of Python Den was released shortly after Kurono was taken down to continue supporting secondary education at the start of the academic year.

Python Den has shown steady engagement with over 320,000 views since its release. Not only that, over 30,000 active users have been spending an average of over 18 minutes on the game over the first year.

Teaching Resources

The Code for Life teaching resources are in the process of being restructured to consolidate career information, publications, and communication into a communal space, making it easier for users to find relevant information.

Software Developer Resources

The setup process for the Code for Life development environment was refined, introducing interactive prompts and step-by-step instructions. This aims to improve the contributor experience by guiding contributors through relevant paths based on whether they are a new CFL team member or an external contributor. Watch this space for more automated assistants.

Community support

The Community Space has been designed to host both our volunteer and contributor services, and is ready for development. The longer-term plan includes an ambassador programme to train volunteers to run Code for Life clubs in communities for both adults and children, extending its impact in a fun, collaborative environment.

Team

In 2025, Code for Life's core team maintained a lean structure, comprising three full-time members: Laura Cumming, Stefan Kairinos, and Florian Aucomte, along with a dedicated part-time teaching consultant, Rebecca D'Cruz. The team was significantly supported by graduates and a network of volunteers, both from within Ocado Group and externally.

Laura Cumming

As Lead Engineering Manager for Code for Life, Laura remained dedicated to setting, prioritising, and overseeing product goals, whilst mentoring and coaching the team. She managed the ongoing restructure of the codebase, ensuring improved efficiency while maintaining quality and data protection during the transition to a microservices-based structure on a new cloud server. Laura successfully developed several partnerships, with a strategic focus on global expansion in India and Australia, and actively worked to onboard two new EdTech partners. After deciding to decommission Kurono, Laura tasked Rebecca D'Cruz with designing and developing new resources using the Raspberry Pi text editor and the Rapid Router Python levels. This initiative proved to be a significant success and continues to grow its user base today. Laura actively built and promoted the Code for Life brand externally, participating in high-profile events such as the Bett Show 2025, Aspiration Digital, and the ProMat trade show.

Code for Life team members, bringing creativity, energy and a shared sense of purpose to delivering fun, accessible and high-quality computing education.

Stefan Kairinos

Stefan continued to apply his extensive technical knowledge to the ongoing restructure of the codebase in 2025, progressing the critical shift from a monolithic to a microservices-based architecture. His work involved splitting workloads into distinct services, focusing on configuring scaling profiles and utilising concurrency for optimal efficiency. He was pivotal in designing and bringing forward the contribution service for external volunteers: with built-in extensibility for gamification, and the frontend GitHub login system. Stefan remained the anchor for processes and improvements on the Software Development Life Cycle (SDLC), continuously refining tooling to enhance user experience. A significant focus for 2025 was paving the way for the migration from Google Cloud Platform (GCP) to Amazon Web Services (AWS).

Florian Aucomte

Florian, Code for Life's dedicated security champion, was indispensable throughout 2025 in ensuring that all product decisions upheld the highest standards of data security and protection for their audience, diligently mitigating any potential risks introduced by new features. He was fundamental in updating systems and libraries, proactively monitoring the latest releases to address vulnerabilities with priority. Furthermore, Florian played a key role in the comprehensive Risk Assessment for the Online Safety Act and updating the Data Protection Impact Assessment (DPIA). Crucially, Florian was responsible for rigorously testing all aspects of the AWS migration and externalisation processes alongside Stefan, ensuring a secure and seamless transition.

Lucy Light

Lucy, a UX Design graduate who joined the Code for Life team in March 2025 for a 6-month rotation, made significant contributions across several key projects. She initiated the new Figma design library, which has helped align all Code for Life design assets, working towards a more consistent and maintainable user interface across the website and improving designer-developer collaboration. Her work on the new Scoring System contributed to a redesigned, transparent stamp and badge reward structure, replacing the old "coins" system to better support student and teacher needs. Additionally, Lucy contributed to the new Community Page and Volunteer Service, a project aimed at reducing manual volunteer outreach and improving access, engagement, and compliance for volunteers and contributors, while also supporting broader goals like increasing Ocado brand awareness and promoting STEM inclusion.

Luna Cao

Luna, as a UX Graduate Researcher, from March 2025 until September 2025, contributed to the Code for Life team through various UX Research initiatives. Her work included evaluating and identifying improvements for the Rapid Router scoring and reward system, leading to recommendations for a flexible system that prioritises learning objectives and diverse student algorithms. She also researched and proposed new features for supporting teachers transferring between schools, focusing on a clear workflow and automatic preservation of progress. Furthermore, Luna provided actionable design recommendations for the Code for Life homepage redesign, addressing issues like student login prioritisation and direct product access. She also initiated research for evaluating user feedback of new Rapid Router teaching resources.

Rebecca D'Cruz

As Head of Computer Science at St. Albans School, Rebecca has played a pivotal role in strengthening Code for Life's teaching resources. She ensured that the materials remained closely aligned to the national curriculum, engaging for learners, and accessible to pupils of all abilities. She authored and produced the complete Python Den series, while also supporting the team through user testing and building valuable networks for promotion and feedback.

In addition, she redesigned the Rapid Router teaching materials to include adaptable presentations and assessments, extending their reach into secondary education. Drawing on her expertise as a teacher-trainer, she has helped Code for Life provide comprehensive support for teachers from Key Stage 1 to Key Stage 4. Her contributions have enabled teachers to confidently introduce programming concepts and deliver effective lessons, even when their own programming experience is limited. With an MSc in Computer Science and strong programming skills, she also serves as a vital bridge between teachers and the technical team, ensuring that classroom needs are effectively translated into technical solutions.

Code for Life: 2026 Strategy Summary

Code for Life enters 2026 focused on completing key initiatives to enhance scalability, learning quality, and long-term impact, building upon strong foundations established last year. The strategy centers on four pillars: Educational Resources, Technology, Design, and Community.

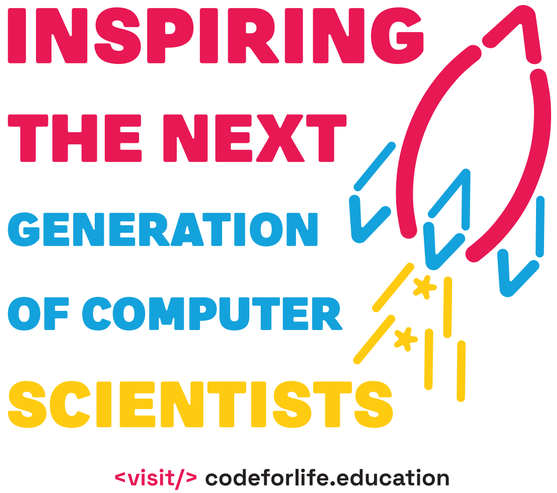
The platform will introduce its first AI learning resources to educate students on the fundamentals of Artificial Intelligence, promoting responsible and ethical digital literacy. Existing teaching materials for Rapid Router and Python Den will be thoroughly reviewed and refined for clarity and consistency, alongside the addition of new interactive Python Den brain teasers. Success will be measured by the quality of engagement (feedback and engagement time), shifting focus away from pure quantity.

On the technical side, the vital restructuring of our platform's foundation will continue, as we move towards a microservices-based architecture to ensure a high-quality, scalable service for years to come.

Code for Life will also launch a new design library to unify the look and feel of all digital resources. This foundation will support the launch of a redesigned homepage, improving accessibility and user engagement, and will be leveraged across social channels to reintroduce the platform.

The community approach will shift from frequent events to scalable engagement, creating recorded demos and walkthroughs for on-demand access. Project management automation will reduce manual effort, making it easier for contributors to engage. The team will nurture existing partnerships and selectively explore international opportunities aligned with their mission.

Ultimately, Code for Life's internal 2026 goals are to strengthen core systems, enhance usability, and integrate AI learning, while externally, focusing on deepening engagement quality and inclusivity. This strategic approach ensures sustainable growth and reinforces Ocado's commitment to technology for good.



A forward-looking vision for 2026, building momentum toward a more scalable, engaging and AI-ready Code for Life.