

Online Python Projects

Once you're at the page, you want to Sign Up for an account – **top right** of the page



The screenshot shows the Raspberry Pi Foundation website. In the top right corner, there is a navigation bar with a globe icon, the text 'English', a 'Sign Up' button, and a 'Log In' button. The 'Sign Up' button is highlighted with a red box. Below the navigation bar, there is a search bar with the text 'Find a project' and a magnifying glass icon. The main content area features a project titled 'Introduction to Python: Variables, functions, and loops' with a 'Python' tag. Below the title, there is a description of the project. On the right side, there is a table with four rows: 'What will I create?', 'What do I need to know?', 'What do I need?', and 'Mentor information', each with a plus sign icon. At the bottom, there is a section titled 'Want to try coding with text?' with a sub-heading 'In this activity, you will build a painting app and'.

Online Python Projects

Use your school e-mail address

Use your school password

Do put the month and year you were born in – this means you'll get the right sort of content. Because you're older than 13 it's fine for you to do this

I would suggest **not** entering your postcode

You will have to **verify** your account. You'll be **sent an e-mail** with a button to click or a code to enter

Online Python Projects

Once signed up, you can start

Start with the **Hello World** activity

Hello 🌍🌍🌍

Write an interactive Python project that uses emoji

Badge not collected

Start project



Online Python Projects

Once you've done the first activity there are six more projects to try:

- Hello world
- Target practice
- Rocket launch
- Make a face
- Don't collide
- Powerful patterns



Beta
Make this project in our editor
With our new code editor you can have the project guide and your code in the same window.

[Use the code editor](#)

Use the code editor when doing these projects. It will make things much easier

Online Python Projects

Use the arrows to move on to the next step

The screenshot displays an online Python IDE interface. On the left, a sidebar contains a Python logo, a menu icon, a file icon, a folder icon, a settings gear, an information icon, and a back arrow. The main area is divided into three sections: 'Project instructions', 'main.py' code editor, and 'Text output'. The 'Project instructions' section includes a text prompt, a code block with `print('Hello')`, a test instruction, a text input field containing 'Hello', and a tip box. The 'main.py' code editor shows a Python script with comments and code for printing 'Hello'. The 'Text output' section displays the result 'Hello'. At the bottom right, a 'Run' button is visible. A red circle highlights a right-pointing arrow button in the bottom left corner, with a red arrow pointing to it from below.

Project instructions

Type the code to `print()` Hello to the screen:

```
10 # Put code to run under here.
11 print('Hello')
```

Test: Click the **Run** button.
This is what you should see when you run your code.

Hello

Tip

main.py

```
1 # imports
2
3 # variables
4 world = '🌍🌍🌍'
5 python = 'Python 🐍'
6 fire = '🔥'
7
8 # Function definitions
9
10 # Put code to run under here
11 print(f"Hello")
12
```

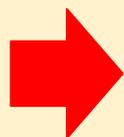
Text output

Hello

Run ▶

Online Python Projects

You'll need the instructions active!



The screenshot shows an online Python IDE interface. On the left, a sidebar contains several icons: a Python logo, a document icon, a folder icon, a gear icon, an information icon, and a double arrow icon. The main area is titled "Project instructions" and contains the following text:

Type the code to `print()` Hello to the screen:

```
10 # Put code to run under here.
11 print(f'Hello')
```

Test: Click the **Run** button.
This is what you should see when you run your code.

Below this is a text input field containing the word "Hello".

A green tip box contains the text "Tip".

At the bottom of the sidebar, there is a scroll bar with left and right arrow buttons.

On the right side of the interface, there is a header area with the text "Hello" followed by three globe emojis. Below this is a code editor window titled "main.py" containing the following Python code:

```
1 # imports
2
3 # variables
4 world = '🌍🌍🌍'
5 python = 'Python 🐍'
6 fire = '🔥'
7
8 # Function definitions
9
10 # Put code to run under here
11 print(f"Hello")
12
```

At the bottom right of the code editor, there is a black button with the text "Run".

Online Python Projects

You can change the width of each section to help see the instructions better

The screenshot displays an online Python IDE interface. On the left, a sidebar contains icons for Python, a menu, a file explorer, a save icon, a settings gear, an information icon, and a back arrow. The main area is titled "Project instructions" and contains the following text: "Get the current date and time by using the `now()` function from the `datetime` module:". Below this is a code editor with three lines of Python code:

```
14 print(f'{python} is good at maths!')
15 print(f'{11111111 * 11111111}')
16 print(f'The date and time is {datetime.now()}')
```

 A "Test" section follows, stating: "Click the Run button. This is what you should see when you run your code, but the date and time will be different." Below the test text is a preview of the output: "Hello 🌍🌍🌍", "Welcome to Python 🐍", "Python 🐍 is good at maths!", and "12345678987654321". A horizontal scrollbar is visible at the bottom of this section. On the right side, there are buttons for "Download" and "Log in to save". Below these is a code editor for "main.py" with the following code:

```
1 # imports
2
3 # variables
4 world = '🌍🌍🌍'
5 python = 'Python 🐍'
```

 A "Run" button is located at the bottom right of the code editor. Below the code editor is a "Text output" section showing the output: "Hello 🌍🌍🌍".

Scroll down to see more instructions and tips

Online Python Projects

These projects do things a bit differently to how IDLE works. It's good to see different ways to program

At the end of the project there will be a link to move to the next one

What next?

If you are following the [Introduction to Python](#) pathway, you can move on to the [Target practice](#) project. In this project, you will draw a target then make an archery game where the player shoots arrows to score points.