
ELLM

How to Turn On Teaching Mode

Teaching Mode in development tools helps learners by explaining changes and naming bug classes, offering a mentoring-like experience. It's easy to activate and can be tailored for specific projects, making it ideal for students and apprentices.

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Estimated time: 2 minutes

Difficulty: Beginner

Why you'd use this

Teaching Mode is for developers who are learning: students, apprentices, or anyone moving to a new language. With it on, the assistant explains as it works. Each change comes with a short "Why" note on the concept or pattern behind it, bugs are named by their class when fixed, trade-offs are spelled out, and review feedback reads like a senior developer mentoring you rather than a terse diff.

Before you start

Permissions required:

- None.

You'll need:

- Nothing beyond a connected chat.

Steps

1. Click ⚙ in the chat header.
2. Tick **Teaching mode (explain changes for learners)** and click **Save**. The same setting is `ellmCode.teachingMode` in VS Code settings.
3. A **Teaching** badge appears in the panel header.

4. Ask for a change, for example "Add a retry to the fetch call." Read the "Why" note that precedes the diff card.
5. Run **Find Bug** on a file. The fix names the bug class, for example an off-by-one or a race condition, and explains how to spot it next time.
6. To turn it off, untick the box and save. The badge disappears.

What you should see

If a change arrives without its explanation, the assistant is asked once per request to supply the missing note in a short follow-up reply, so the teaching is delivered even when the model forgets.

Troubleshooting

- **Explanations are too long for experienced users:** turn the mode off for that project; it is a per-installation setting, so use a workspace settings file to enable it only on learning projects.

Related guides

- How to Use Quick Commands from the Editor
- How to Make Code Changes with Reviewable Diffs