ENGAGING YOUNG MINDS WITH CREATIVE COMPUTING

Early Mastery - Ref: 2014-1-ES01-KA201-004462

Playful Coding

Co-funded by the Erasmus+ Programme of the European Union

PARTNERS Universitat de Girona (Catalonia), Universitatea din Craiova (Romania), Esebel (Italy), Aberyswyth University (Wales), Universite de Bourgogne (France), Escola Veinat (Catalonia), Ysgol Bro Ddyfi Powys Country Council (Wales), Liceul Tehnologic Constantin Ianculescu (Romania)

OBJECTIVES

TO HELP INTEGRATE COMPUTATIONAL THINKING AND PLAYFUL CODING ACTIVITIES INTO THE EVERYDAY LEARNING OF DIFFERENT SUBJECTS.

TO TURN EUROPE'S YOUNG GENERATIONS INTO CREATORS, PRODUCERS AND INNOVATORS.

TO MAKE THE RESULTS OF THE PROJECT AVAILABLE AND USEFUL TO OTHER SCHOOLS ACROSS EU.

METHODOLOGY

FOREVER

CREATION OF RAW MATERIALS

RAW MATERIALS: Each partner designs their own playful coding activities for children, shapes them and creates the preliminary materials so that activities can be tested in other countries and contexts.

REPEAT UNTIL RAW MATERIALS BECOME DRAFT PRODUCTS

CROSS-EVALUATION

DRAFT PRODUCTS: These are the playful coding activities that have been cross-evaluated and implemented in several countries.

TRAINING ACTIVITIES

DESIGN OF FINAL PRODUCTS

FINAL PRODUCTS: Final playful coding activities that have been implemented and evaluated during training activities. They are the seed of the web catalog and the teacher's guide.

PLAYFUL CODING ACTIVITIES

The activities that we are proposing are fully in line with the Maker Movement and they have been designed as tinkering activities: curiosity-driven playful inventions where participating children can improve something by making changes to it.

www.playfucoding.eu

TEACHER'S GUIDE

This is a guide for teachers and enthusiasts who can make a difference in classrooms and code clubs by using computers and computational thinking across curriculum. It provides advice, tips, and a set of playful coding activities.

1000

IMPACT

> 45 TALKS, SEMINARS, TRAINING, EVENTS...

> 80 SCHOOLS
> 600 TEACHERS
> 4000 STUDENTS

More information:

f @playfulcoding

#playfulcoding

Early Mastery