ENGAGING YOUNG MINDS WITH CREATIVE COMPUTING

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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
www.playfulcoding.eu

TEACHER’S GUIDE
This is a guide for teachers and enthusiasts who can make a difference in classrooms and code clubs by using curiosity-driven playful inventions where participating children can improve something by making changes to it.

IMPACT
> 45 TALKS, SEMINARS, TRAINING, EVENTS...
> 80 SCHOOLS
> 600 TEACHERS
> 4000 STUDENTS

More information:
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