



Overview of the project

Coding4Girls

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Expected results

1. A methodological learning framework (IO1)

- ✓ based on design thinking approaches for building programming skills among young girls;

2. A proof-of-concept approach (IO2)

- ✓ for building programming skills among young girls;

3. Instructional support content (IO3)

- ✓ in the form of best practice videos that will facilitate the integration of the proposed design thinking methodologies and the serious game approach;

4. End-to-end learning activities (included in IO3)

- ✓ based on the proposed serious game approach for building programming skills;



5. An evaluation strategy (included in IO1)

- ✓ that will provide a comprehensive guide on how the relevance, acceptance, effectiveness, and quality of the C4G approach and instructional support content

6. Evaluation outcomes (used in A3 – Dissemination and Exploitation)

- ✓ from the deployment of the C4G methodologies and tools in real-life educational contexts ;

7. Conference publications (used in A3 – Dissemination and Exploitation)

- ✓ presenting in a professional / scientific manner information on project objectives and implementation activities;

• 8. Contacts with policy makers, teachers, teacher trainers, professionals, and other stakeholders (part of A3 – Dissemination and Exploitation)

- ✓ with the objective of disseminating project results and promoting uptake of outcomes;



9. A project portal (part of A3 – Dissemination and Exploitation)

- ✓ for disseminating information on project objectives, activities, and results as well as for promoting the C4G approach and instructional support content;

10. A project newsletter (part of A3 – Dissemination and Exploitation)

- ✓ on a bi-annual basis;

11. Informational material (part of A3 – Dissemination and Exploitation)

- ✓ in the form of a leaflet, poster, and promotional project video;

12. Internet and media publications (part of A3 – Dissemination and Exploit.)

- ✓ for reaching widely the identified stakeholder groups as well as the general public

13. Multiplier events (ME 1-7) in SLO, TUR, GRE, ITA, CRO, BUL and POR

- ✓ argeting teachers, students, policy makers, and the general public



Distribution of tasks among the partners

The distribution of tasks and responsibilities is based on partner's expertise and on an assessment of where they will add most value to the project.

- **Project Management** led by the coordinator (**University of Ljubljana**), with the support of a **Steering Committee** (representatives from each partner).
- **Steering Committee** will be responsible for **keeping the project ongoing**, without major problems or deviations from the work plan.
- **Quality Assurance** will be ensured by **Virtual Campus**.
- **Dissemination and exploitation** will be lead by **EUTrack** but will be a common responsibility of all the partners.



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- **UL** is responsible for **IO1**
 - **UTH** is responsible for **IO2**
 - **UTH and UL** will co-lead **the design stage** of the Intellectual Outputs and **GOI** will lead **the piloting stage**.
 - **SU** will be responsible for **IO3**.
 - **VC** will lead the technical development of the products.
 - **All the partners** will be involved in all the stages of the production and piloting of the IOs.



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- **Project partners have direct links to educational policy makers** relevant for:
 - ✓ the **identification** of learning **requirements**
 - ✓ on-going **evaluation**
 - ✓ **dissemination** activities and the organization of **multiplier events**.
 - **Several local authorities have been already contacted:**
 - ✓ The Secondary Education Administrative Authorities of the area of Trikala, **Greece** responsible for all **secondary schools** in that area;
 - ✓ The Secondary Education Administrative Authorities of the area of Karditsa, **Greece**, responsible for all **secondary schools** in that area;
 - ✓ The Educational Administrative Authorities of the area of **Thessaly** that coordinates schools in a region with a population of 700K;
 - ✓ Educational Authorities in the Area of Istanbul, **Turkey** affecting **learning processes** for a population of 17m;
 - ✓ Educational Authorities in **Italy**, **Slovenia** (Ljubljana) and **Portugal** (local administration in Porto and Vila Nova de Gaia), **Croatia** (Rijeka) and **Bulgaria**.



Target groups

- The main target groups of the project:
 - ✓ Students from the last years of basic education and the earlier years of secondary education;
 - ✓ Teachers of basic and secondary education
- UL, UTH, UNIRI and SWU are Universities directly involved in Teacher Training.
- GOI is the entity responsible for overseeing basic and secondary education in Istanbul.
- EUTrack is an Association related to education and
- VC is a company that has school contacts related to its production of educational software.



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- **Preliminary contacts with 16 schools** to identify potential **end-users** that will be involved in the project activities.
 - These schools will be the core pilots of the project and their teachers and students will be directly involved from the first moment throughout the different stages of the project:
 - ✓ Providing feedback on the specification and design of the methodology and tools;
 - ✓ Being involved in the development, and doing beta testing of the evolving products;
 - ✓ Participating in the piloting stage, collaborating with teachers and students from other countries, contributing new problems and challenges and evaluating the tools and methodology;
 - ✓ Participating in the project events.



Stakeholders' involvement will be during **the multiplier events** - an opportunity to

- ✓ **present project results** and
- ✓ **to encourage their use by other organizations** potentially reaching the target group, local private educational services/organizations; education authorities and professional associations; media and press....

Participation to multiplier events will be upon invitation of key-organizations and open to any interested organization upon registration.