



Overview of the project

Coding4Girls

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C4G Info

- **Programme:** Erasmus+
- **Key Action:** Cooperation for innovation and the exchange of good practices
- **Action Type:** Strategic Partnerships for school education
- **Grant Agreement No.:** 2018-1-SI01-KA201-047013
- **National ID:** KA2-SE-4/18
- **Full Project Title:** Coding4Girls
- **Start:** 01/09/2018 – **End:** 31/08/2020 (24 months)
- **Web:** <https://www.coding4girls.eu/>



About the project

- **General goal**

- ✓ Overcoming the gap between male and female participation in computer science education and careers by introducing more attractive learning methods for young people.

- **Main objective**

- ✓ Introducing innovative methodological learning framework for building programming skills through the instructional support content and end-to-end learning activities based of the integration of the design thinking methodologies and the serious game approach.

- **Participants**

- ✓ The direct participants are teachers from primary and secondary school with 10-16 years old students coming from Slovenia, Bulgaria, Croatia, Greece, Italy, Portugal and Turkey.



Project's Team

- **Coordinator:**

- ✓ UL - UNIVERZA V LJUBLJANI, Ljubljana, Slovenia

- **Partners:**

- ✓ SWU - SOUTH-WEST UNIVERSITY NEOFIT RILSKI, Blagoevgrad, Bulgaria
- ✓ UNIRI - SVEUCILISTE U RIJECI, Rijeka, Croatia
- ✓ UTH - PANEPISTIMIO THESSALIAS, Volos, Greece
- ✓ EU-TRACK - EUROPEAN TRAINING AND RESEARCH ASSOCIATION FOR A COOPERATION KEY TO BUSINESS, Terracina, Italy
- ✓ VC - VIRTUAL CAMPUS LDA, Porto, Portugal
- ✓ GOI - ISTANBUL VALILIGI, Istanbul, Turkey



Intellectual outputs

- **IO1 - Methodological Learning Framework**
 - ✓ A framework based on design thinking approaches for building programming skills among young people and promoting the uptake of computer science careers through positive attitudes and preparedness for entering the world of work.
- **IO2 - Promoting the Development of Programming Skills among Girls through Serious Games**
 - ✓ A proof-of-concept approach for building programming skills among young people in basic and secondary education through the design and development of serious games.
- **IO3 - Instructional Support Content**
 - ✓ a user guide on the proposed programming skill development approach which will act as a reference on its use; the guide will be available in all languages represented in the consortium as well as in English.



Expected results 1/3

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;



Expected results 2/3

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;



Expected results 3/3

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



Project meetings

- Meetings will take place in the following times and locations:
 - ✓ **Porto (Month 2)**
consortium setup, prepare specification and design
 - ✓ **Ljubljana (Month 8 – April 2019)**
agreement on specification and design, prepare development of the IOs
 - ✓ **Istanbul (Month 15 – November 2019)**
agreement on the development of the IOs, prepare piloting
 - ✓ **Volos (Month 23 – July 2020)**
assess piloting results, agreement on improvements, final event



Dissemination activities

- Project web site and social web channels
- Other Internet publications
- Informational leaflets and posters
- Publications to conferences
- Publications to local media
- Bi-annual project newsletter (edited by partners)
- Contacts with professional associations and policy makers



Facebook www.facebook.com/coding4girls/

The screenshot shows the Facebook profile of Coding4Girls Project. The page header includes the name 'Coding4Girls Project', a search bar, and navigation icons for 'Natasa', 'Početna', and 'Pronadite prijatelje'. The main content area features a post from 'Coding4Girls Project' dated 31. listopada u 14:36. The post is a photo collage with a hexagonal pattern, showing various scenes from a meeting: people working at tables, a bridge over a river, and city buildings. Below the main image, there is a caption: 'EU-Track 31. listopada u 14:35 · Presentation at UNIRI - OI 29.11.2018. Coding4Girls project kick-off meeting in Porto: some relevant moments!'. The right sidebar contains a 'Pošalji poruku' button, a list of people who like the post (Darko Loncaric and 16 others), and an 'Informacije' section with links to the website (www.coding4girls.eu) and a 'Predložite izmjene' option. At the bottom, there is a 'Slične stranice' section with recommendations for 'Tereni', 'Step Ri - Eduka...', and 'Vis Med Net Cre...'. The left sidebar shows the profile picture, name, and navigation menu with options like 'Početna', 'Info', 'Objave', 'Fotografije', 'Zajednica', and 'Pogledajte više'.



Web www.coding4girls.eu



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#ERASMUSDAYS 2018
UN'OCCASIONE PER SCOPRIRE
E FAR CONOSCERE ERASMUS+
IN 20 PAESI EUROPEI



Erasmus Day

In the framework of European initiative ErasmusDays 2018, which was granted the high patronage by the President of the EU Parliament and EU Commission, EU-Track presented and promoted Coding4Girls project to teachers and principals from different schools.



Presentation at UNIRI - OI 29.11.2018.

