CODING4GIRLS

Newsletter (2) **August, 2019**

The first results of Coding4Girls project

Coding4Girls aims 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. In order to reach to this aim, the project involves three main intellectual outputs ;

1. Methodological Learning Framework
2. Promoting the Development of Programming Skills among Girls through Serious Games
3. Instructional Support Content

Between 0ctober,2019 and May,2019 the first intellectual ouput of the project was completed by the partners. The results of these works aimed at developing a sound methodological learning framework for building programming skills among young people in basic and secondary education that will take into account the current status quo in schools and help take initiatives on building programming skills a step further by linking them to industry needs. The reports of the following issues were completed by the partners;

- ✓ Identify the stakeholders in secondary education;
- ✓ Identify the current situation in school education;
- ✓ Document informal and non-formal practices on programming skill development outside of school;
- ✓ Document the level of deployment of serious games in the context of digital skill development;
- ✓ Document other tools and services;
- ✓ Document and analyze learning requirements of school learners;
- ✓ Analyze the skill building needs for teachers;
- ✓ Create a design thinking game-based learning methodological framework.

The Second Project Meeting

The second project meeting of the project was held in Ljubljana, Slovenia (Ljubljana University) between 11 and 12 April, 2019. The aim was to finalize the first intellectual output, "Methodological Learning Framework", and to go ahead by starting up the development of the project learning tools foreseen.

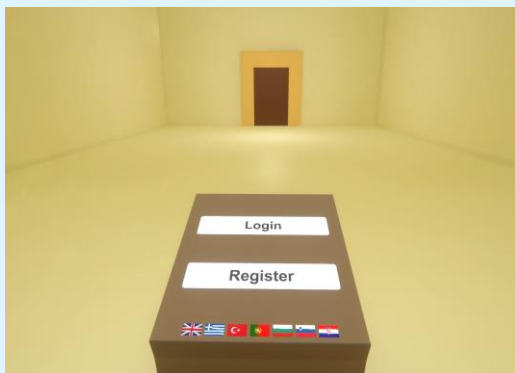Each partner contributed according to the project task distribution and their own professional expertise.
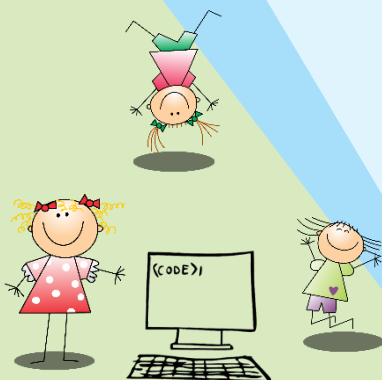
Coding4Girls Software

After IO1, the very early version of Coding4Girls Software was created by Thessaly University (Greece) for Promoting the Development of Programming Skills among Girls through Serious Games.A proof-of-concept approach (IO2) for building programming skills among young people in basic and secondary education through the design and development of serious games. The approach will encourage participation in programming activities through a "low entry high ceiling approach" that has low knowledge requirements in the beginning while not limiting problem-solving challenges for more advanced learners. Learners will then be exposed to "half baked" scenarios and encouraged to finish partially completed solutions by building blocks of software; the interface will be available in all languages represented in the consortium as well as in English

The CODING4GIRLS game approach educational objectives are;

1. To prepare young learners to enter computer science careers by building programming skills;
2. To enable learners to apply the newly developed programming knowledge in wider learning contexts;
3. To build transversal competencies related to programming, such as analytical and critical thinking;
4. To foster positive attitudes towards computer science among girls and boys with the objective of promoting the uptake of related educational and career paths;
5. To raise awareness on the links between ICT and the real-world through learning scenarios that demonstrate how ICT solutions can enhance quality of life and address common needs;
6. To empower learners to think entrepreneurially for introducing solutions to real-world problems through design thinking mind sets.

Dissemination of Coding4Girls

Besides website,visuals and social media accounts, the project has been dissemaniated by the partners in various ways such as ;

- Presentation of Coding4Girls during the courses for Erasmus+ KA1 Mobility in Italy.
- Project dissemination at 9th Edition of The Future of Education International Conference in Italy.
- Presentaion of Coding4Girls at 42nd International Convention on Information and Communication Technology, Electronics and Microelectronics – MIPRO in Croatia.
- Project presentation to the Croatian teachers of Informatics/Computer Science in Croatia.
- Presentation of Coding4Girls to the stakeholders in Turkey.
- Presentation of Coding4Girls in University of Rijeka in Croaita.
- Presentaion of Coding4Girls project aims and activities during the event "Per una scuola innovativa e inclusiva: le opportunità in Erasmus+, nuova programmazione" in Italy

The details of these dissemination acitivites can be found at www.coding4girls.eu

More information:

🌐 www.coding4girls.eu

✉ coding4girls2018@gmail.com

f www.facebook.com/coding4girls