



CODING4GIRLS

Newsletter

3

February, 2020

Coding4Girls project

The Coding4Girls project is funded the Erasmus+ Programme under the Key Action 2: Cooperation for innovation and the exchange of good practice and aims, first of all, to overcome the gap between male and female participation in computer science education and careers by introducing more attractive learning methods for young people.

To do this, the project has introduced an innovative methodological learning framework for building programming skills through the instructional support content and end-to-end learning activities based on the integration of the design thinking methodologies and the serious game approach.

Finalized the first intellectual output of the project, “Methodological Learning Framework”, the team have produced a learning environment including two platforms, one for teachers and one for students for the development of programming skills among girls and boys through serious games.

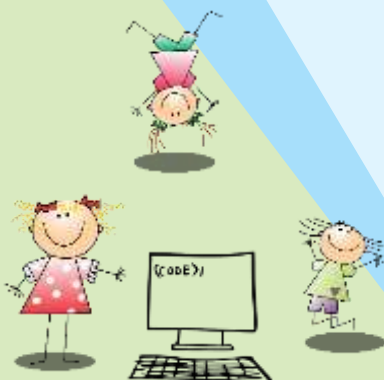
In the same time, the consortium, on the base of the project task distribution and the partner professional expertise, prepared all the materials to start up the validation process of the project tools and the proposed methodology with teachers from primary and secondary school with 10-16 years old students coming from Slovenia, Bulgaria, Croatia, Greece, Italy, Portugal, and Turkey.

The third project meeting

The third project meeting was organised in Istanbul, Turkey by the partner T.C. Istanbul Valiligi - European Union and Foreign Affairs Department in Istanbul (Turkey) from 14th to 15th of November 2019.

The aim was to discuss the development phase related to the teacher platform and the game environment created for students.

In addition, the partnership started to prepare the learning activities to be used during the piloting phase in the involved schools.



Co-funded by the
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Design of C4G serious game-based learning sheets for teachers

In order to help instructors integrate the CODING4GIRLS approach into their teaching practices, some learning activities have been prepared: from basic ones with only one programming concept to more advanced with multiple programming concepts.

These sheets follow the CODING4GIRLS active, game-based learning design and include information for each learning activity to be developed for building programming skills for girls and boys, as follows:

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če cenaJagode > denarnica
  reci Nimaš dovolj denarja! za 5 sekund.
sicer
  reci Odlična izbira! za 2 sekund.
  nastavi denarnica na denarnica - cenaJagode
  spremeni spremenljivko zdravaHrana za 1
skrij
  
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- The overall educational objective of the corresponding learning
- Concepts covered by the learning activity
- Specific learning objectives
- Expected learning outcomes
- Step-by-step use of the CODING4GIRLS game design-based learning approach
- Assessment methods for evaluating the knowledge developed
- Questions for initiating discussion among learners in the context of class collaboration.

21 learning sheets corresponding to learning activities have been prepared. Teachers can use the scenarios and games in the proposed sequence or can select them freely according to their preferences and needs. Learning sheets cover both the generic functionality of the proposed serious game, including user interaction processes and feedback generation as well as descriptions of all learning activities that will be implemented in the proposed serious game.

The learning sheets are available in English as well as the national languages of project partners - Bulgarian, Croatian, Greek, Italian, Portuguese, Slovenian and Turkish.

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za vedno
če se dotika ?
  reci Sončim se na plaži.
  Preklopi na obleko kameleon_oranzen
če se dotika ?
  reci Kopam se v morju.
  Preklopi na obleko kameleon_moder
če se dotika ?
  reci Hladim se v senci dreves.
  Preklopi na obleko kameleon_zelen
če se dotika ? in se dotika ?
  reci Sem med morjem in obalo.
  Preklopi na obleko kameleon_oranzen_moder
če se dotika ? in se dotika ?
  reci Sem med obalo in gozdom.
  Preklopi na obleko kameleon_oranzen_zelen
  
```

More information:

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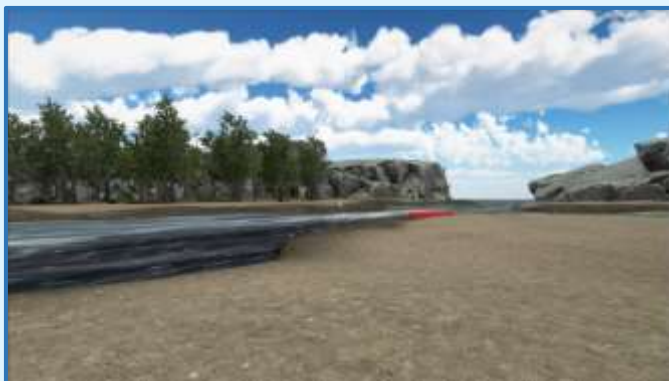
Coding4Girls Software

The C4G software consists of two different interconnected parts. The first one is a game designed for the learners and the second is the teacher's platform.

Following the Design Thinking methodology, the project team has prepared and translated into national languages some courses designed to tackle one specific coding issue in a collaborative and individual fashion.

Each activity is divided into 4 steps:

- the student walks around a 3D universe
- they play a game related to the subject at hand
- after playing they will be shown some instructions and how what they did integrates into the course
- they will need to complete them in a coding environment.



Courses are created by a teacher and are functioning as a grouping space for related activities. Those activities are called challenges and each challenge is tackled by each student. Each challenge might have a mini-game that the student will need to play following a page with instructions written from the teacher.

Currently, the team is engaged to test the software in the project partner countries.

Project dissemination

In order to disseminate and promote the Coding4Girls project, the partnership participated in some events by preparing several materials, such as multilingual leaflets, posters, articles, banner, etc.

In detail:

- University of Thessaly (Greece) presented the project during Online Educa Berlin organized on November 27-29, 2019 in Berlin (Germany);
- University of Ljubljana (Slovenia) participated at the 5th Science Teachers Conference NAK 2019, held in Laško, Slovenia from 23rd to 24th October 2019.
- EU-Track (Italy) presented the first results during the ErasmusDays 2019 organized on October, 11th at School "Don Adriano Bragazzi" in Terracina;
- Members of the Coding4Girls project team from UNIRI participated at 13th European Conference on Games Based Learning (ECGBL 2019) held in Odense, Denmark from 3rd to 4th October.
- UNIRI presented the aims and the activities of the project at DAAD Workshop held in Jelsa, Croatia from 1st to 7th of September 2019.

More information:



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