



# Coding4Girls

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European Training and Research Association for a  
Cooperation Key to business

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# General Information

**Programme:** Erasmus+

**Action:** KA2 Strategic Partnership – School Education

**Project coordinator:** UNIVERZA V LJUBLJANI (Slovenia)

**Start:** 01/09/2018

**Duration:** 24 months

**Code:** 2018-1-SI01-KA201-047013

**Target group:** 10-16 years-old Students (Primary and Secondary Schools)



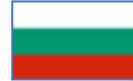
# Partnership



UNIVERZA V  
LJUBLJANI



EU-Track



SOUTH-WEST  
UNIVERSITY NEOFIT  
RILSKI



SVEUCILISTE U RIJECI



PANEPISTIMIO  
THESSALIAS



VIRTUAL CAMPUS LDA



ISTANBUL VALILIGI



# Objectives

- Validating a **learning framework** for the design and implementation of a **serious game**.
- Encouraging students to **design** and **code games**.
- Developing **contents** to support educators in the integration of **technological activities** into **teaching practice**.



# Activities and results

The objectives will be achieved through 3 Intellectual Outputs:

**IO1** - *Methodological Learning Framework*

**IO2** - *Promoting the Development of Programming Skills among Girls through Serious Games*

**IO3** - *Instructional Support Content*



# Coding skills development

<https://www.coding4girls.eu/>



The screenshot shows the Coding4Girls website. The logo is in the top left corner. The navigation menu includes 'Home', 'About project', 'News', 'Activities', 'Results' (highlighted with a red circle), and 'Partners'. Below the navigation bar, there is a banner for '#ERASMUSDAYS 2018' with the text 'UN'OCCASIONE PER SCOPRIRE E FAR CONOSCERE ERASMUS+ IN 20 PAESI EUROPEI'. To the right of the banner is the 'eu-track' logo. Below the banner is a collage of photos showing people at a conference. On the right side of the banner, there is a section titled 'Erasmus Day' with a paragraph of text. A red arrow points to the 'Results' link in the navigation menu.

**CODING4GIRLS**

Home About project News Activities **Results** Partners

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

**eu-track**

**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.



# Coding skills development

## Promoting Serious Games

A proof-of-concept design and development 'ceiling approach' for advanced learners, building blocks of...

<https://www.coding4girls.eu/>

### Teachers' platform

This is a web-based platform where teachers can prepare their coding course using Snaps and access a public repository of courses created by other teachers.

The platform is available at <https://coding4girls-e-ce.uth.gr/#/>

#### Teachers' Platform - User Manual

Teachers' Video Guideline - How to use the Teachers' Platform



### Students' Game Environment

A Unity 3D video game that the students can use to discover and complete the courses in a gamified fashion.

The software is available at these links:

- Windows: [https://ctile-ce.uth.gr/downloads/c4g/launcher/w64/c4g\\_win.zip](https://ctile-ce.uth.gr/downloads/c4g/launcher/w64/c4g_win.zip)
- Mac: [https://ctile-ce.uth.gr/downloads/c4g/launcher/m64/c4g\\_m64.zip](https://ctile-ce.uth.gr/downloads/c4g/launcher/m64/c4g_m64.zip)
- Linux: [https://ctile-ce.uth.gr/downloads/c4g/launcher/linux/c4g\\_linux.tar.gz](https://ctile-ce.uth.gr/downloads/c4g/launcher/linux/c4g_linux.tar.gz)

#### Students' Game Environment - User Manual





# Teachers' Platform

This is a **web-based platform** where teachers can **prepare** their **coding course** using Snap!, and **access a public repository** of courses created by other teachers.

The platform is available at <https://coding4girls.e-ce.uth.gr/#/>

The screenshot displays the 'Public courses' section of the platform. A red box highlights the 'Public courses' tab in the top navigation bar, with a red arrow pointing to it. The main content area is titled 'Public courses' and features a search bar with the placeholder 'Search by name/description' and a 'Search by tag' button. A red arrow points to the 'Language' dropdown menu, which is currently set to 'English'. Below the search bar, two course cards are visible. The first card is titled 'Chameleon's summer vacation' and describes a game where an object changes its costume based on the background color. It has tags for 'Color' and 'Basic'. The second card is titled 'Discover Snap! : move a sprite' and describes a lesson for students to learn the Snap! interface and code a moving and speaking sprite. It has a tag for 'Discovery'.

Courses **Public courses** L\_Tramonti

## Public courses

Search by name/description Search by tag Language - English

**Chameleon's summer vacation**

Program a simple game in which an object will change its costume based on the color of the background

Color Basic

**Discover Snap! : move a sprite**

Help the students to discover the Snap! interface and code their first sprite so that it moves and speaks.

Discovery





# Teachers' Platform: courses

Course  
description

Teacher  
Course Code

## Discover Snap! : move a sprite

Help the students to discover the Snap! interface and code their first sprite so that it moves and speaks.

Discovery Dialog Movement

Course Settings

### Challenges

#### 1)Moving Sprite

##### Challenge Description:

Discover some command blocks for moving sprites

Match3 Game

Challenge  
No.1

#### 2)Talking Sprite

##### Challenge Description:

Discover some command blocks related to Sprite dialog

Challenge  
No.2





# Challenges



## Mini Game

Puzzle Game ▾

Timer

120

## Tag

Movement

Movement ▾

1

Instructions

2

Snap template

3

Snap solution

4

Show solution in game

1

Edit

Edit

Edit



2

Edit

Edit

Edit



3

Edit

Edit

Edit



Activities



# Shap!



Snap solution





# Brainstorming canvas

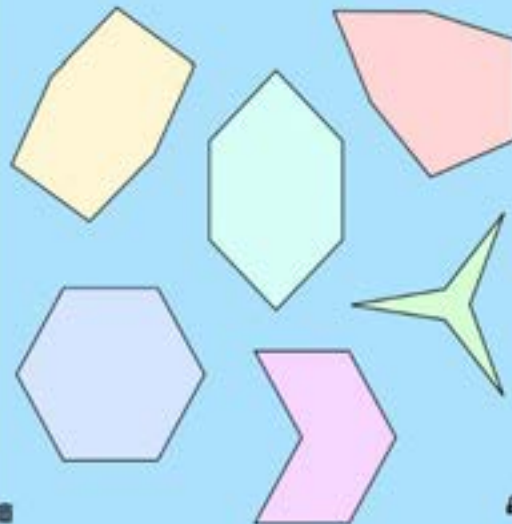
Coding4Girls Corsi Public courses



Aggiungi una nuova nota

The activity is carried out with three different shapes: a square, a rectangle and the letter T.

Try to choose other shapes and modify the program accordingly.



Try to build and draw 3D images using previously prepared backgrounds.

Is it difficult for you?





# Teacher private area

Create new courses

Coding4Girls Corsi public courses

Iscriviti con il codice

Iscrizione

Crea un nuovo corso

## Corso creato

### Test

Gli studenti miglioreranno le loro conoscenze ed estenderanno lo scenario del gioco con nuovi background, codici e sue modifiche.



Variabili, Loop, Condizionali

Variabili, Condizionali

Variabili, Condizionali, Loop

### Drawing with a pen!

Students will learn how to draw with a pen.



pen, movement

Movement

Movement, loops

Pen, Drawing, Movement, Loop



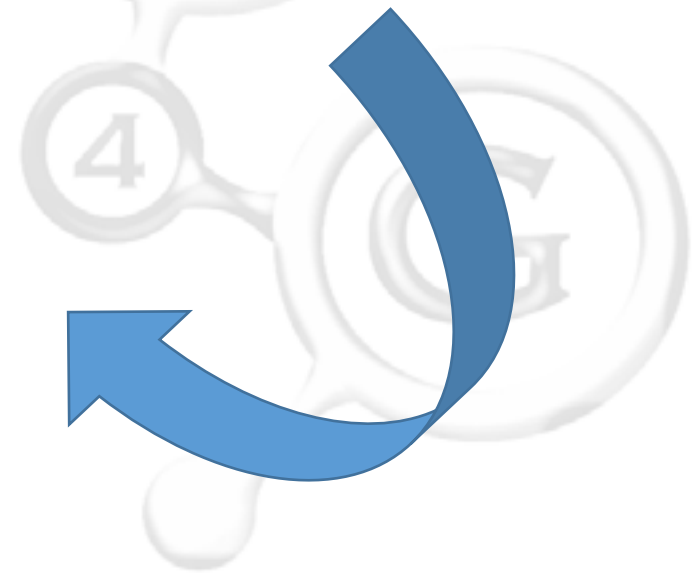
Coding4Girls Login

## Login

Username o E-mail Password

☐ Ricordami

<https://coding4girls.e-ce.uth.gr/#/>



[https://www.coding4girls.eu/results\\_02.php](https://www.coding4girls.eu/results_02.php)





# Coding skills development

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- Linux: [https://ctile-ce.uth.gr/downloads/c4g/launcher/linux/c4g\\_linux.tar.gz](https://ctile-ce.uth.gr/downloads/c4g/launcher/linux/c4g_linux.tar.gz)

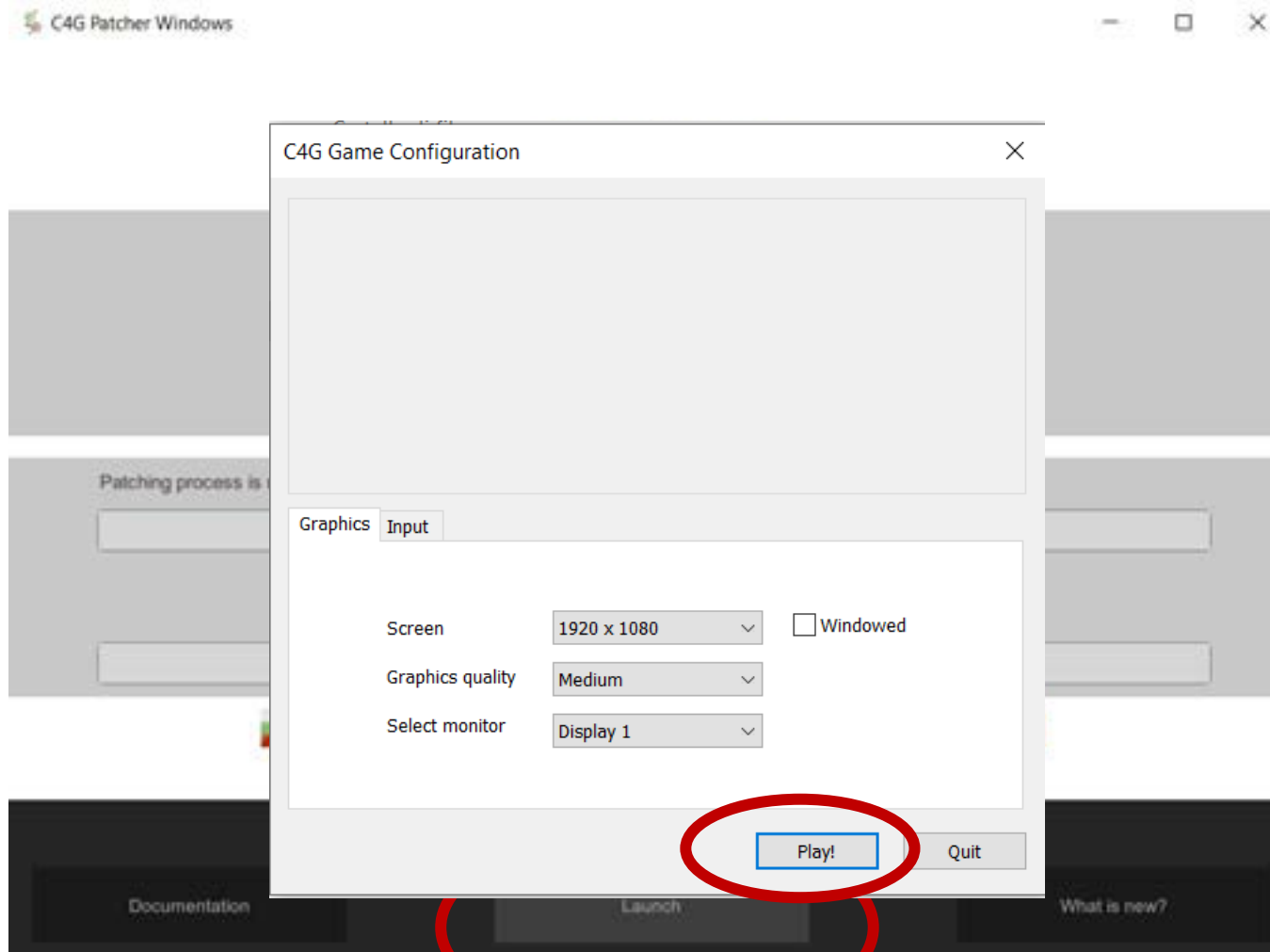
#### Students' Game Environment - User Manual





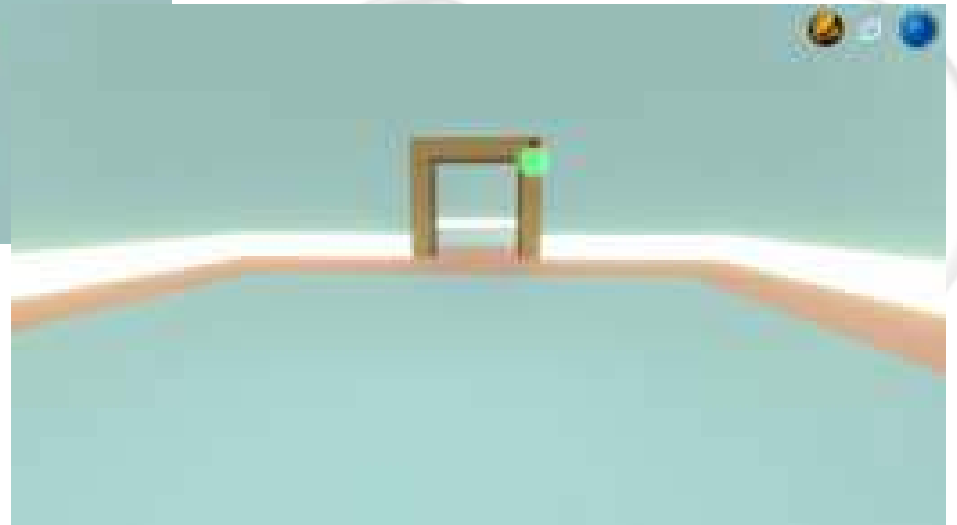
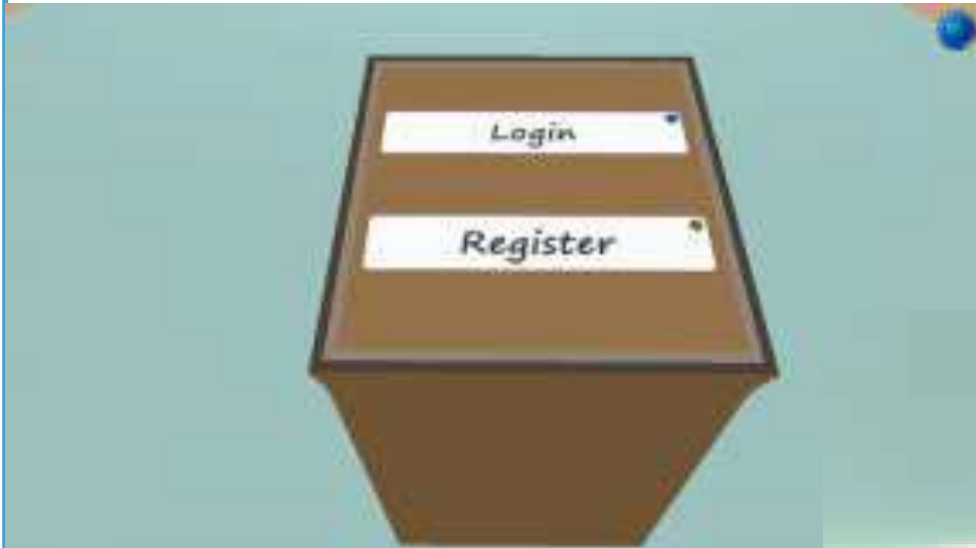


# Students' Game Environment





# Students' Game Environment



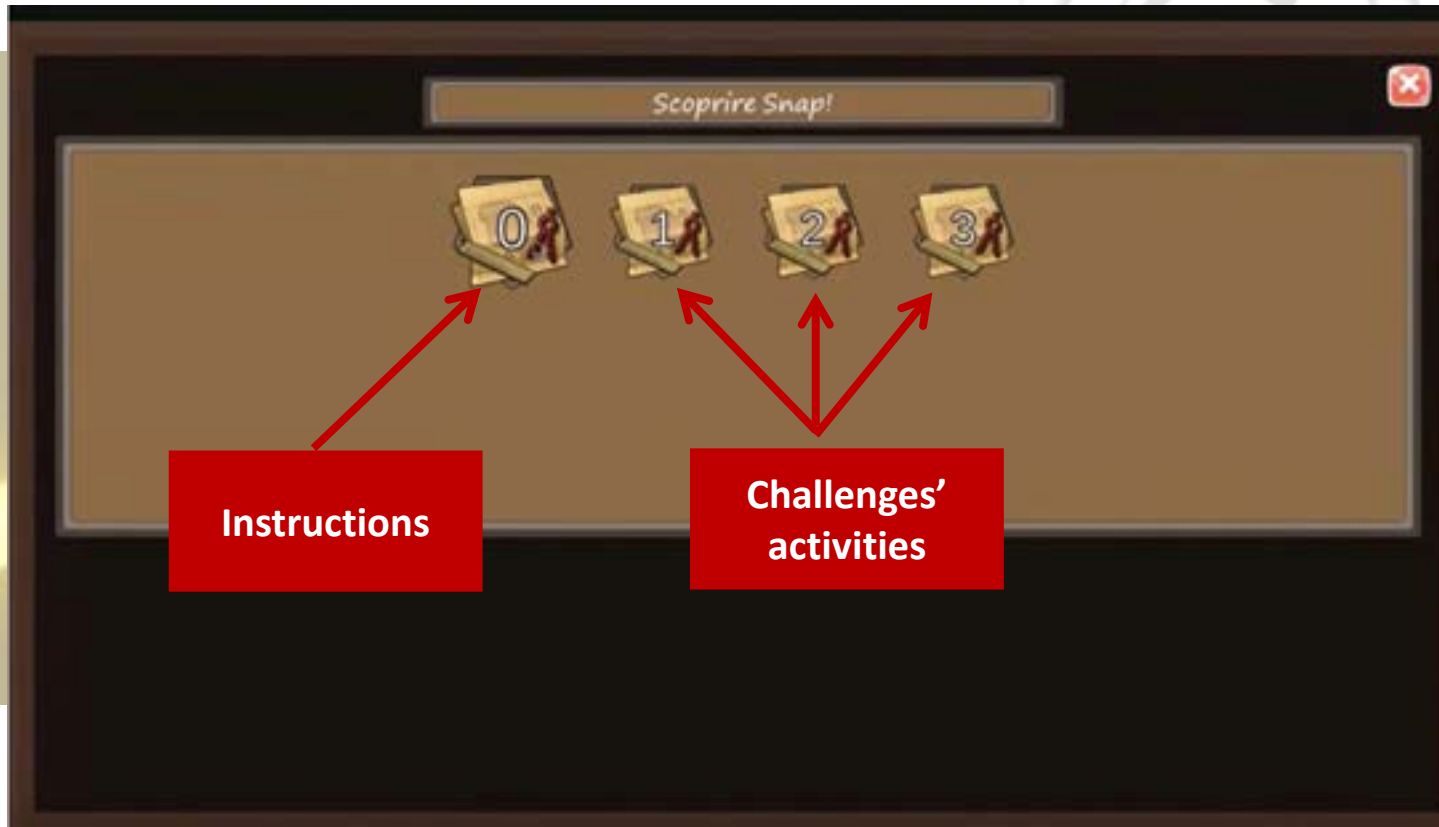


# Students' Game Environment



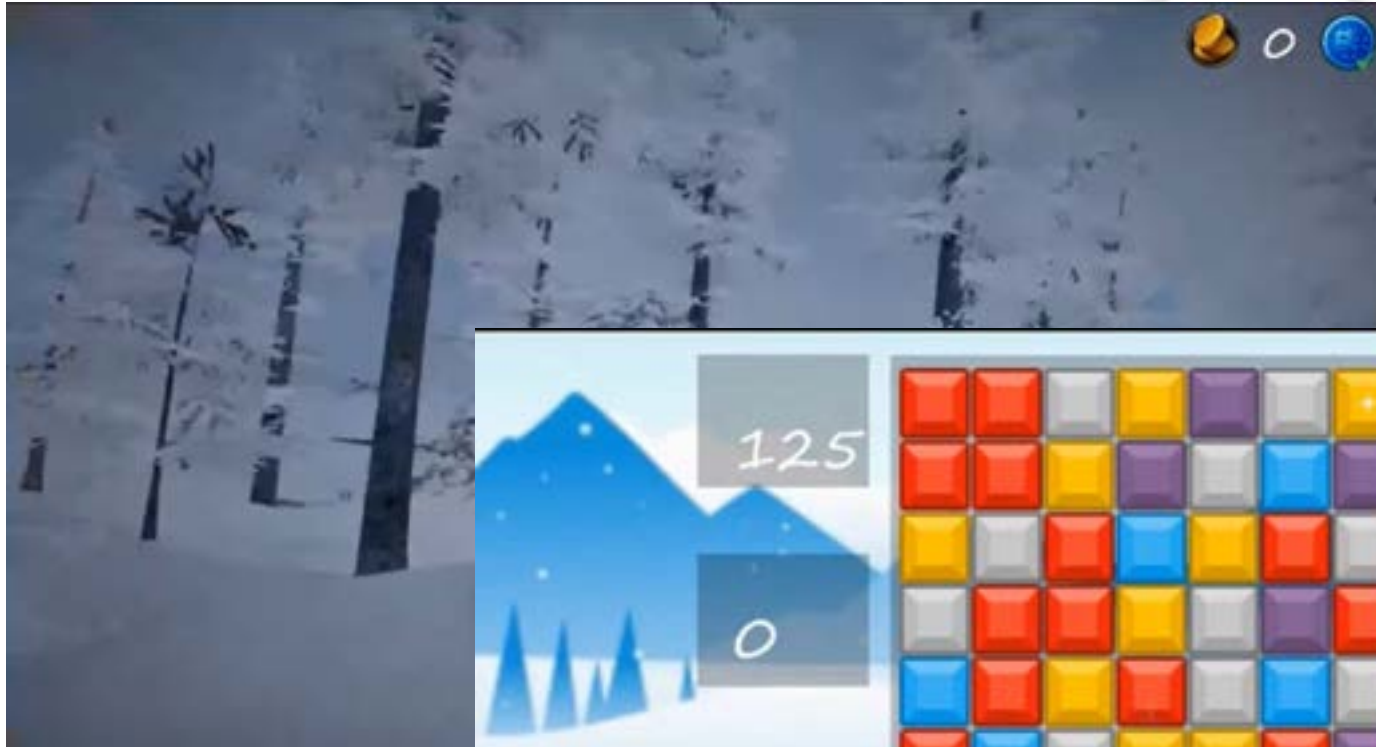


# Students' Game Environment





# Students' Challenge





# Challenges



## Mini Game

Puzzle Game ▾

Timer

120

## Tag

Movement

Movement ▾

1

Instructions

2

Snap template

3

Snap solution

4

Show solution in game

1

Edit

Edit

Edit



2

Edit

Edit

Edit



3

Edit

Edit

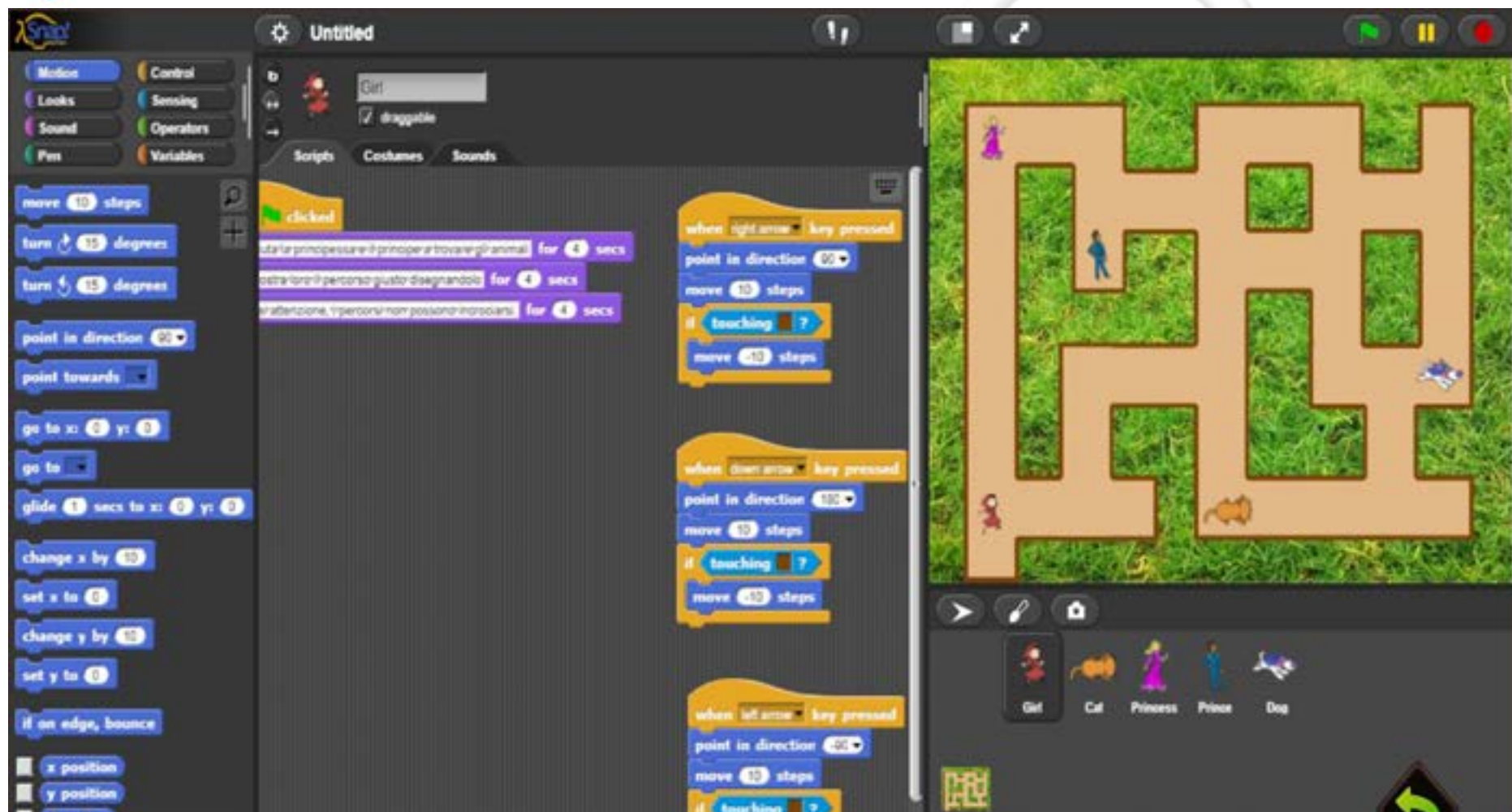
Edit



Activities



# Snap template/solution





# Testing phase

1. Please, compile the following application form:

<https://forms.gle/n8cNwBa1W61MgzNUA>

or

2. Write to [m.tramonti@eu-track.eu](mailto:m.tramonti@eu-track.eu)





# Thank you for your attention!

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Follow us:



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