



EU Code Week Icebreaker course 2020

*Meet and greet
11 May 2020*

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Καλώς ήλθατε



Have you
ever heard or
participated
in Code Week
before?




Coding
Computational
Thinking
Digital
creativity





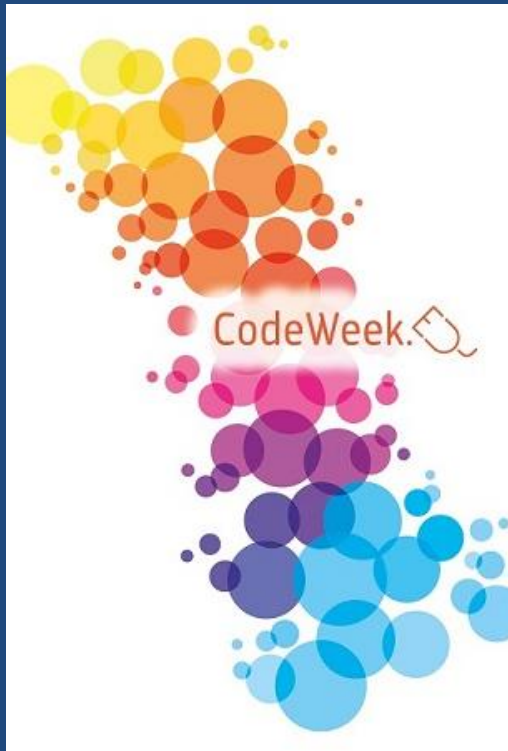




Every teacher
can bring
coding to the
classroom



Code Week is for all!



Children, pupils, students, young adults, adults, seniors, parents, **teachers**, librarians, entrepreneurs and policymakers can organise and participate in coding activities

But what is
Code Week?

CodeWeek. 



What is Code Week?

A grass-root initiative run by volunteers established in 2013

⇒ promoting computational thinking, coding and tech related activities,

⇒ bringing ideas to life with code, making programming more visible,

⇒ bringing people together to explore and learn about our digital world,

...with a new goal: reach as many schools and students as possible by 2020
(50%?)

Commission adopts Digital Education Plan

The Commission today adopted a new Digital Education Plan setting out a series of initiatives to support people and organisations in dealing with rapid digital change. The Action Plan focuses on the development of digital skills (skills, knowledge and attitudes) for work and participation in society more widely, the effective use of technology in education and the use of data and foresight to improve education systems. Measures will include supporting schools with high-speed broadband connections, scaling up SELFIE, a new self-assessment tool developed by the Commission to help schools better use technology for teaching and learning and a public awareness campaign on online safety, cyber hygiene and media literacy.



Students learning digital skills

17/01/2018

EU Commissioner for The Digital Economy and Society Mariya Gabriel said: "The digital age is into all areas of our lives, and it is not just those who work in IT that will need to be alert of the transformation. The digital skills gap is real. While already 90% of future jobs require some level of literacy, 44% of Europeans lack basic digital skills. The Digital Education Action Plan we propose will help Europeans, educational institutions and education systems to better adapt to life and work in increasingly digital societies."

The Action Plan has three key objectives:

- making better use of digital technologies for teaching and learning;
- developing the digital skills needed for living and working in an age of rapid digital change;
- improving education through better data analysis and foresight.



2018



A grassroots initiative





Ambassadors



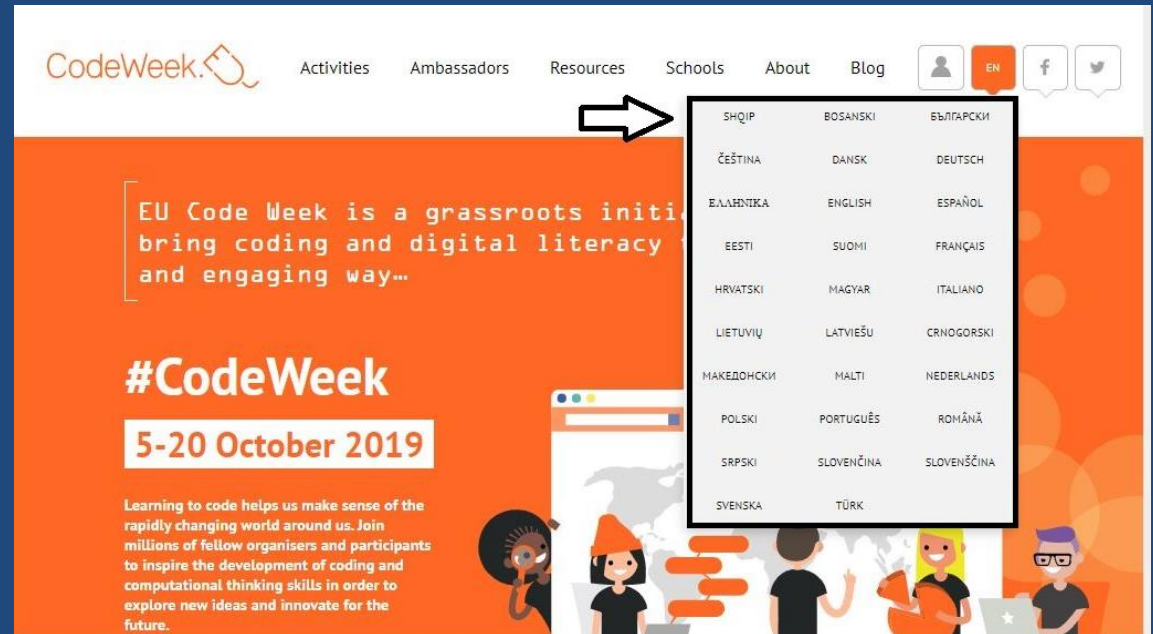
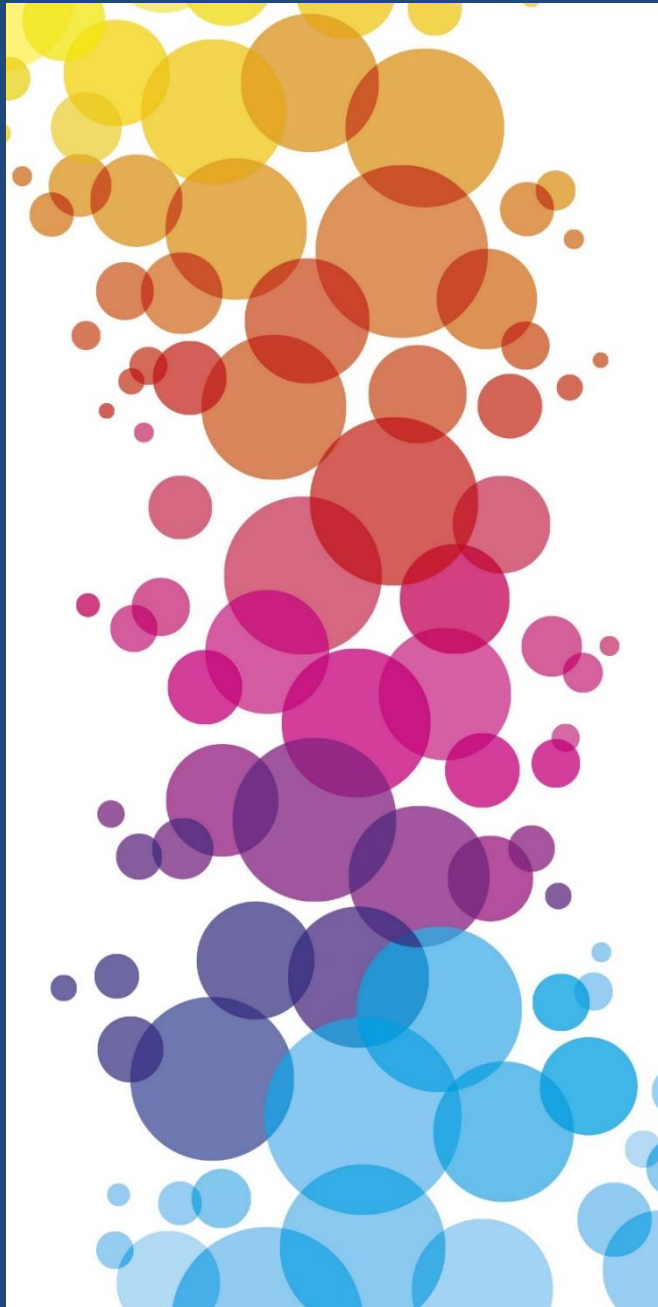
EDU
Coordinators



Leading
teachers



What can
Code Week
offer to
teachers and
parents?



New website in 29 languages

New resources and lesson plans

Also in 29 languages!

Training

CODEWEEK LEARNING BITS



Are you considering participating in EU Code Week but you don't know where to start?

Here you can find free training materials & resources that will help you get started and plan your next innovative lesson.

No previous coding or programming experience is needed, and each module takes only around 15 minutes to complete. The modules introduce you to key concepts related to coding and computational thinking activities. In addition, the modules also give you practical tips and advice on how to integrate the concepts in your classroom.



Coding without digital
technology (unplugged)

By Alessandro Ronzolo



Computational thinking
and problem solving

By Miles Barry



Visual programming –
introduction to Scratch

By Marnie Tingwi



Creating educational
games with Scratch

By Leslie Morgan León

Learning Bits for Teachers

technology work.

In this video, Alessandro Bogliolo, Professor of Computer Systems in Italy and Europe, discusses activities that can be practiced without any electronic device. The main purpose of unplugged coding in every school, regardless of funding and equipment.



INTRODUCTORY TEXT

Unplugged coding activities unveil the computational aspects of the physical world around us.



VIDEO TUTORIAL

[Download the video script](#)

Ready to share what you learnt with your students?

Choose one of the lesson plans below and organize an activity with your students.

- [Activity 1 - CodyRoby for Primary School](#)
- [Activity 2 - CodyRoby for Lower Secondary School](#)
- [Activity 3 - CodyRoby for Secondary School](#)



LESSON PLANS

Lesson plans available to download

'Modules d'apprentissage pour la Semaine du code: CodyRoby

Par Alessandro Bogliolo

Durée estimée: 1 heure

Tranche d'âge: élèves du primaire

Objectifs d'apprentissage, aptitudes et compétences:

Ce cours présente une activité de codage hors ligne invitant les élèves à participer à un jeu qui favorise la compétition/la coopération et les familiarise aux grands principes du codage.

Activités et rôles:

Au cours de cette activité, les élèves:

- travailleront en coopération et seront mis en compétition;
- apprendront la séparation des rôles entre un codeur (Cody) et un robot (Roby);
- se familiariseront avec les concepts d'instruction élémentaire et de jeu d'instructions;
- apprendront qu'une séquence d'instructions élémentaires peut résoudre un problème;
- mettront à l'épreuve l'exactitude d'un programme donné en simulant son exécution;
- comprendront que le codage nécessite davantage de raisonnement que de technologie.

L'enseignant donne les instructions, apporte son aide et formule des observations si nécessaire.

De quoi avez-vous besoin?

- Un [kit Cody Roby à faire soi-même](#) avec des cartes de grande taille;
- un sol avec des dalles carrées ou au moins dix dalles de tapis souple ou du ruban adhésif;
- du papier à dessin et des crayons ou marqueurs de couleur.

@CodeWeekEU | [codeweek.eu](#) | [codeEU](#)

Scratch Basic

Durée estimée: 1 heure et 30 minutes

Tranche d'âge: élèves du premier cycle du secondaire; convient aux élèves âgés de 10 ans et plus.

Objectifs d'apprentissage, aptitudes et compétences: Les élèves se familiariseront avec les machines, les algorithmes, les langages de programmation, les instructions, les événements, les instructions conditionnelles, les directions, le plan cartésien, les coordonnées et le débogage.

À la fin du cours, les élèves auront appris que:

- un algorithme est un processus (recette) permettant de résoudre un problème;
- Scratch est un environnement de programmation visuelle;
- certaines instructions ne sont exécutées que si elles sont déclenchées par un événement (programmation d'événements);
- certaines instructions sont exécutées l'une à la suite de l'autre (programmation séquentielle);
- certaines instructions ne sont exécutées que si une condition spécifique est remplie (instructions conditionnelles).

Activités et rôles:

Les élèves découvrent l'environnement Scratch et créent un jeu avec un labyrinthe. L'enseignant donne les instructions, supervise la classe et aide les élèves si nécessaire.


De quoi avez-vous besoin?

Pour la classe:


- un projecteur vidéo (ou un tableau intelligent);
- (FACULTATIF) une clé USB pour sauvegarder tous les projets.

New resources in 'Teach' tab

#CodeWeek Teach



[Share](#)



**académie
Besançon**


Région académique
BOURGOGNE-FRANCHE-COMTÉ

"Let's talk pedagogy and digital!": Educational robotics

Webinaire "Parlons pédagogie et numérique I": la robotique éducative - Présentation par Margarida ROMERO, enseignante en technologie éducative à l'ESPE de Nice et d'un projet à l'école de Montgesoye avec le robot Thymio par Eric GRIS-PEREZ, conseiller pédagogique et ERUN dans deux circonscriptions bisonnines.

Types:

Lesson Plan



**académie
Besançon**

Région académique
BOURGOGNE-FRANCHE-COMTÉ

Activité: comprendre l'IA, essayer de créer un algorithme simple

Le but de cette activité est de faire comprendre ce qu'est l'Intelligence Artificielle (IA) à des élèves de collège.

Types:

Lesson Plan

all you need is
{ C<3DE }

All you need is code

The webportal for European Coding Initiative. Information about coding as well as resources such as lesson plans can be found for free.

Types:

Website Video Lesson Plan

Last year's MOOC was a success

"The course was very useful, especially as it allowed me to have a constructive exchange with other colleagues from other parts of the world."

Great tools!

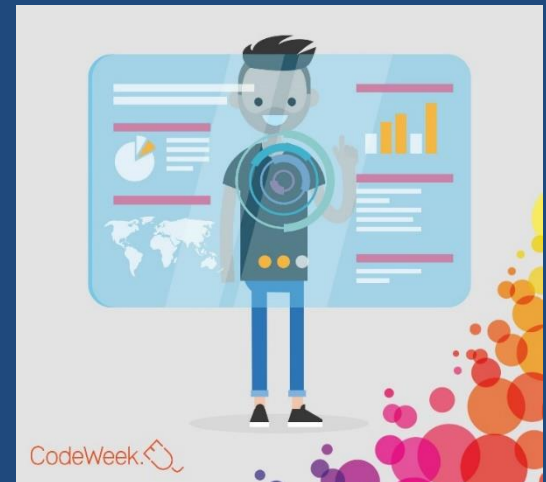
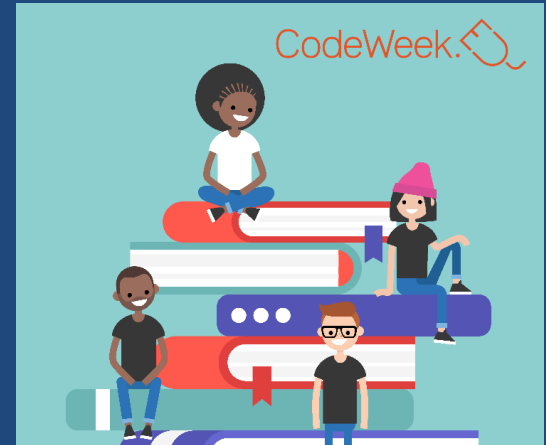
Very useful for me.

The course covered clearly and comprehensively how to participate with pupils in Europe Code Week 2019, how to register activities on the Code Week map, how to integrate coding into my classroom, how to share activities with participating colleagues.

Another great MOOC. A great starting point for those considering EU Code week.

EU Code Week Icebreaker MOOC rerun

- In this course you will:
 - Learn about the importance of coding and computational thinking
 - Gain Access to Free Resources and Materials
 - Be part of an international community
 - Learn to inspire digital creativity in your children/students
 - Take part in interesting and engaging activities and live events



Course Activities

- Range of different activities from **discussions** to **live events** and **quizzes**
 - Share and discover new resources
 - Try out coding activities at home with your children or students
 - Learn best practices from more experienced teachers/parents
 - Find colleagues and partners for your next activity
 - Take part in Interesting and engaging Live events
 - Q&A 18 May, at 17h CEST
 - Multilingual Twitter Chat 6 June, at 13:00 CEST
 - TeachMeet, 08 June 2020 at 17:00 CEST
 - Assess what you've learned



A few tips to help you get the most out of this course:



PACE YOURSELF



PARTICIPATE OFTEN



SHARE RESOURCES
AND BEST PRACTICES



ASK QUESTIONS



LEARN BY DOING



Tell us

What are your
expectations from
this course?

What can teachers do?



Check the resources, choose one lesson plan and do it with your students> register activity in the map!



Participate in the CodeWeek4all challenge



Use and promote the Teachers toolkit



Spread the word in social media #CodeWeek @CodeWeekEU



Check the map and join an existing activity



Organise your own coding activity

What is an 'activity'?

- A lesson with your students
- An online seminar or remote lesson
- A presentation about Code Week for teachers, parents students in your school
- Public institutions may organise coding workshops or round table discussions at their premises
- If you code: hold coding classes, share their lessons plans, organise workshops for colleagues.
- If you don't : organise seminars or invite parents, students or coders to teach each other coding.
- One hour of Code (Code.org website)
- One hour with Scratch or any other tool, resource, etc
- Join any online activity (CodeWeek4All)
- And many more!



Register
your
activity in
the Code
week map

CodeWeek. 



Report back!



#CodeWeek

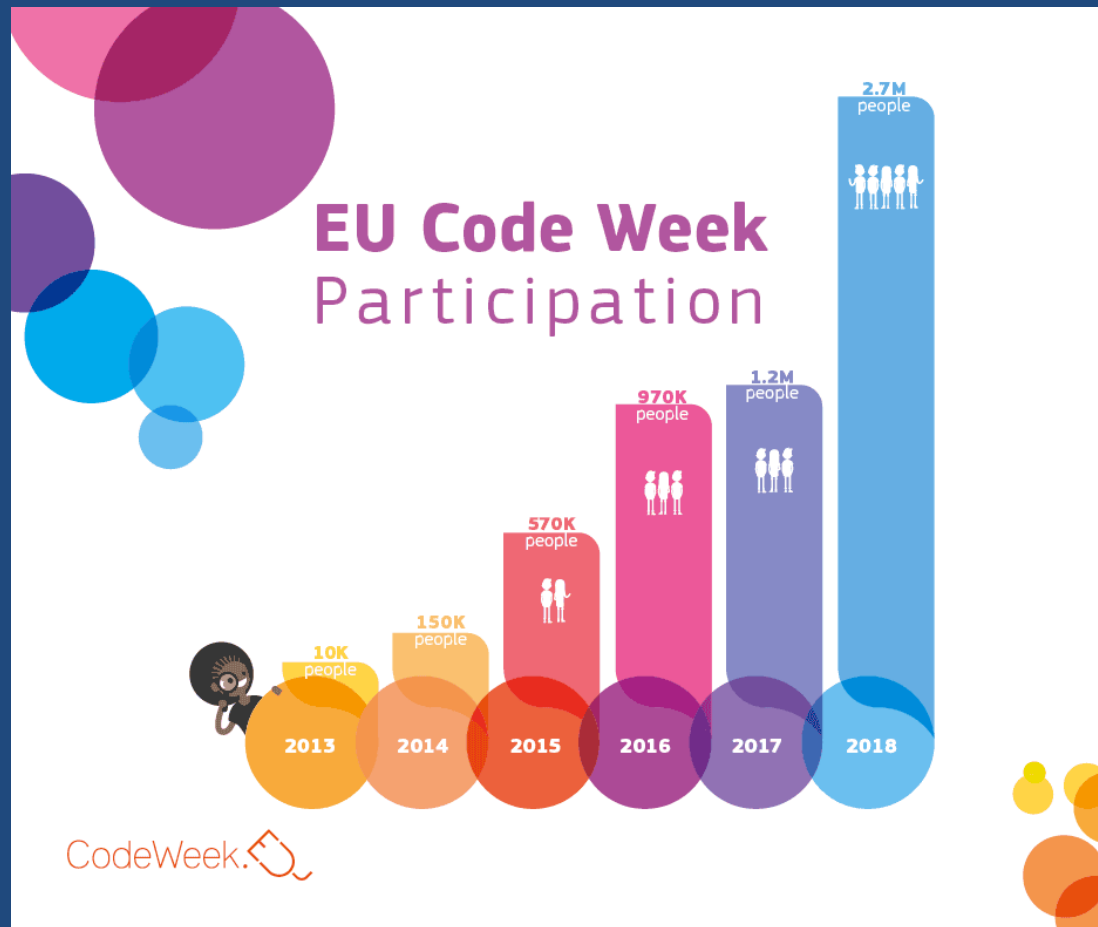
Presentations and Toolkits



Teacher's toolkit

- EU Code Week flyer, infographic: print and distribute among colleagues
- EU Code Week poster: print out and stick in the walls
- Teachers info presentation
- Teachers badge
- EU Code Week certificate
- Twiboon Frame, bubbles logo, etc

Code Week in numbers

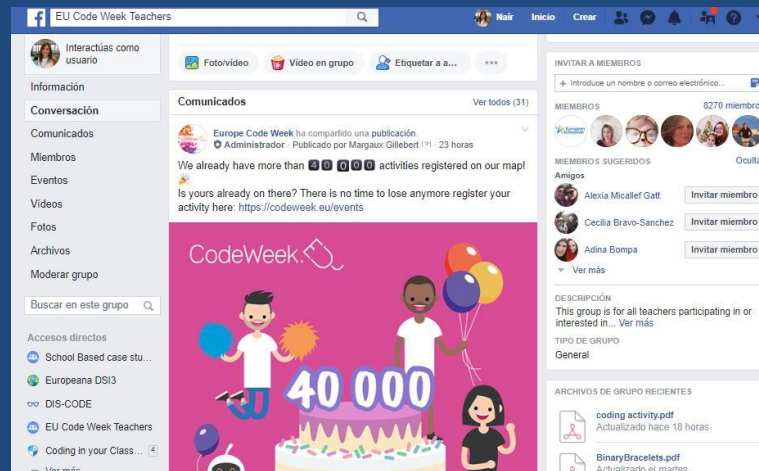


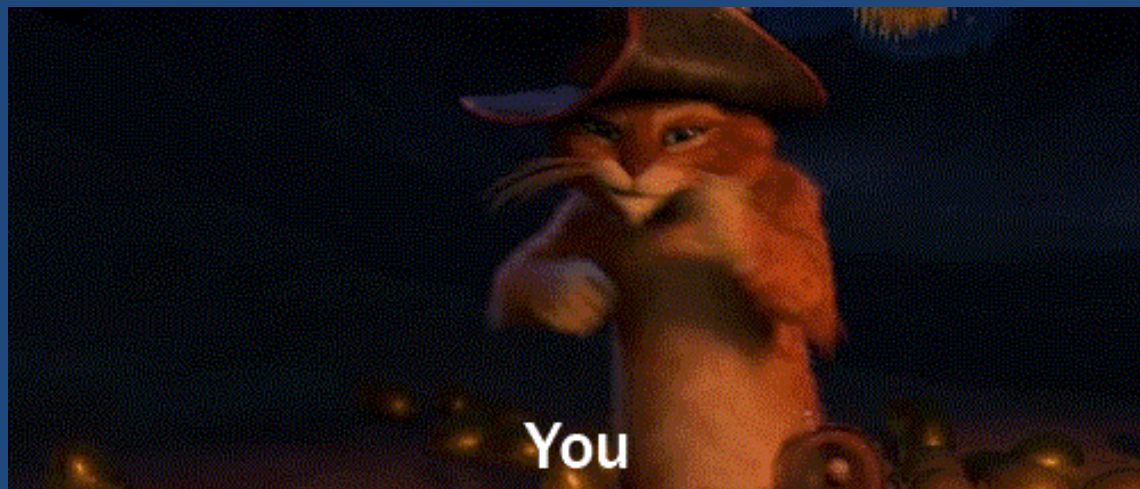


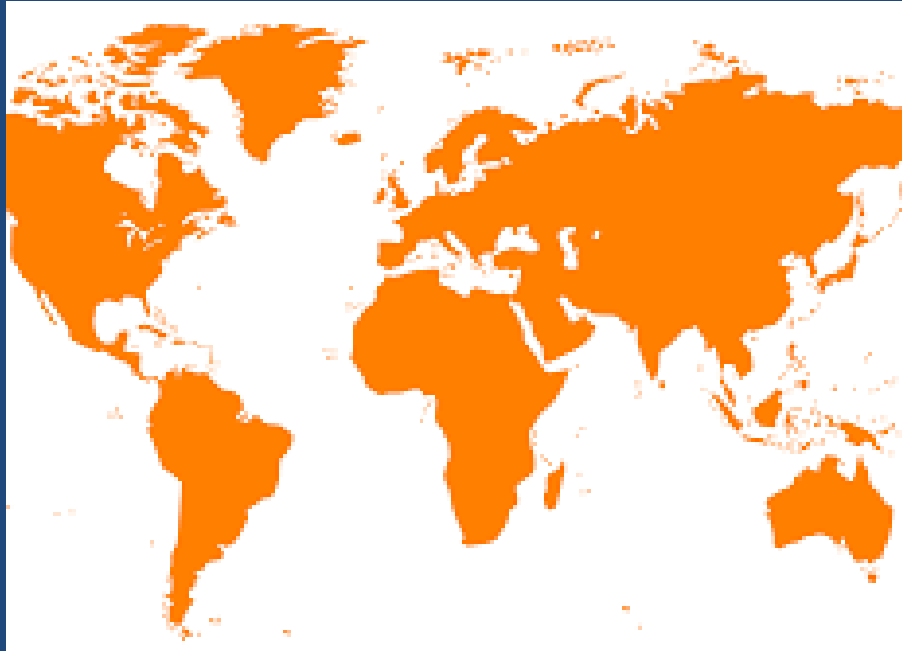
Code Week Facebook group



<http://bit.ly/codeweekfacebookgroup>







Who's in the Room?

Let's get to know each other better

Meet the Code Week Team in the European Commission



Annika Ostergren



Jakub Kajtman

Meet the Code Week Team in European Schoolnet

European Schoolnet Code Week Team



Stay connected

- Codeweek.eu
- @CodeWeekEU
#CodeWeek
- CodeEU





Any
questions?



Thank you!