



EUROPEAN TEACHERS ACADEMY

Course title:	Coding in the classroom: computational thinking and playful learning
Course description:	<p>“don’t buy your next videogame, create it!”</p> <p>Kids always built their own games, and learnt while playing with them. Why shouldn’t they be able to still do it nowadays, with videogames and digital cartoons?</p> <p>Today “digital natives” instead have no clue about what’s happening inside the many digital devices they use, making the definition of “digital consumers” much more fitting for them.</p> <p>This training course will make you able to fill this gap, using coding in your classroom (through the worldwide - renown free platform Scratch, developed by MIT Boston USA) and using the unique appeal of technology to engage your classroom in lessons of many different subjects, coding your own games and digital cartoons.</p> <p>According to different grades and ages of students, the course will show you how to use the platform to teach maths, geometry, English and other languages, visual arts, science etc in a playful and engaging way, with the aim of giving you the skills for designing by yourself your next lessons and to activate your classroom boosting their creativity and learning with coding.</p>
Competences acquired by participants:	<p>These are the objectives of the training course:</p> <ul style="list-style-type: none"> • learn coding with Scratch • understand the basic principles of game-based learning • debating computational thinking: what we mean with it and how to improve it • learn how to design a playful coding activity • learn how to apply coding to maths, algebra and geometry in a playful way • using coding for digital cartoons • learn how to apply coding to science, history, geography • learn how to apply coding to languages, visual arts • applying non formal learning to coding

Target groups:	Teachers from last years of primary schools (kids aged 8+) and middle school (kids aged 11 to 13).
Daily programme:	<p>The programme will be developed around the topic of coding as an active learning tool. A balanced agenda including active methodology, presentations and working group will be offered. Topics of the course will include:</p> <ul style="list-style-type: none"> • computational thinking • creativity and coding • designing coding activities • apply coding to “normal” school lessons <p>Working groups topics will cover:</p> <p>principles of designing an engaging coding activity elements for designing a coding activity regarding maths & geometry elements for designing a coding activity regarding science elements for designing a coding activity regarding languages and arts</p>
Will participants receive a ready set of teaching materials / course methodology for future implementation in their school?	YES - pdf guides and digital materials to improve the coding activities will be provided
Dates in 2021:	25-31 July.
Location:	Kraków, Poland
Social programme:	The social programme activities are included within your course fees!



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