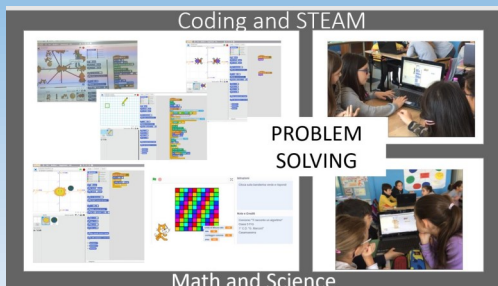


CODING@SCHOOLS

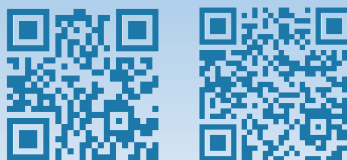


Coding and STEAM

PROBLEM SOLVING

Math and Science

CODING4STEAM



MATH AND SCIENCE WITH SCRATCH

CODING4COMMUNICATION

EU CODEY GAME
A STORYTELLING WITH
MAKEY MAKEY TO WISH
MERRY CHRISTMAS



INTERCULTURE
CLIL

EU CODEY
GAME

CODING4BUILDING



POLYGONES

3D
VIRTUAL WORLD

EDMONDO

BUILDING

VIRTUAL LIBRARY

GAMING

CODYROBY

BY CODING

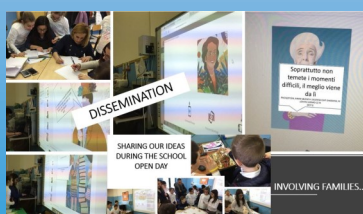
MAKING GAMES, POLYGONES AND LIBRARIES WITH SCRATCH4SL IN EDMONDO

CODING4ONLINEROBOTICS



TO BE CONTINUED...

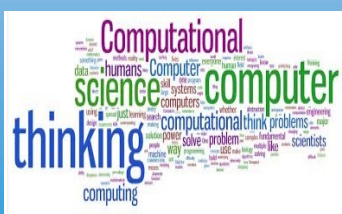
EVALUATION AND DISSEMINATION



DISSEMINATION

SHARING OUR IDEAS
DURING THE SCHOOL
OPEN DAY

INVOLVING FAMILIES...



COOPERATING ONLINE
TO BUILD PICTURES
TOGETHER
BY USING
THE SAME CODE

COOPERATION



WHO?

45 children

9-10 years old

WHEN?

Starting from 2017...

To be continued...

WHAT?

Coding and Robotics
activities to share on line
together with other
European friends.

WHERE?

At school by TwinSpace,
Skype and EdMondo

WHY?

Computational thinking
is the mental activity in
formulating a problem to
find a solution that can
be carried out by a hu-
man or machine. In this
project we aim at intro-
ducing coding and com-
putational thinking
across the curriculum



Visit our padlet