Course

The goal of this course is to help educators learn about computational thinking (CT) and coding.You will explore examples of CT and coding integrated into your subject areas, experiment with examples of activities for your subject areas, and create a plan to integrate CT and coding into your own curricula. Depending on your expectations you have a broad choice.

Day	Time	Content
Monday	9 - 10.30	• Short introduction into the Taccle 3 project (Annemie) • Icebreaker activity using computational thinking (Annemie and Christel) • Week overview and program (Annemie and Christel)
	10.30 - 11.00	• Coffee Break
	11.00-12.30	• WHY - Computational thinking as 21st century skills • WHAT (part 1) Unplugged and bridging activities (decomposition)
	12.30 - 13.30	• Lunch Break
	13:30-15.00	• WHAT (part 2) Unplugged and bridging activities (algorithm)
	15.00 - 15.30	• Coffee Break
	15.30 - 17.30	• WHAT (part 3) Unplugged and bridging activities (using patterns)
	19:00-20:00	• Welcome Dinner at (we will decide later on)

Tuesday	7:30-8:45	• Breakfast
		(Annemie, co-teacher Christel)
	9:00-10.30	• Free online coding tools & resources - free resources and tools which we can use in the classroom • WHAT (part 4) Unplugged and bridging activities (abstraction)
	10.30 - 11.00	• Coffee Break
	11.00 - 12.30	• Scratch - Introduction to Scratch (on Android) • Scratch - creating animations and games
	12:30-13:30	• Break
	13:30-15.00	**(Annemie, co-teacher Christel)** **Computational thinking - unplugged (continued)** • Continue Scratch - creating animations and games
	15.00 - 15.30	• Coffee Break
	15.30 - 17.30	• HOW to assess computational thinking and coding • Development of own lesson part 1: unplugged or bridging activities (to present on friday)
	19:00	• Evening meal

Wednes-day	7:30-8:45	Breakfast
	9:00-10.30	**(Annemie, co-teacher Christel)(Christel, co-teacher Annemie)** **Introduction to floor robots** • Dash and Dot • Ozobot
	10.30-11.00	• Coffee Break
	11.00 - 12.30	**Robotics for young children: Ozobot bit and Ozobot EVO** • Ozobot coding with colors • classroom projects examples
	12:30-13:30	• Break
	13:30-15:00	**(Christel, co-teacher Annemie) (Christel, co-teacher Annemie)** **Using robots with younger Children: Ozobot bit and Ozobot EVO** • Ozobot coding with Ozoblockly (visual programming) • Classroom projects examples • Robotics Clubs and competitions - give us examples of clubs and competitions which are international where we can compete
	15.00-15.30	• Coffee Break
	15.30-17.30	• Classroom projects examples • Educational resources • Project Examples
	19.00	Evening meal

Thursday	7:30-8:45	Breakfast
	9:00-10.30	**(Christel, co-teacher Annemie)** **Let's code with BBC micro:bit** • **Concept**: Introduction to the BBC micro:bit's key features • **Skills**: Access & operate the simple programming editor • **Discover**: Explore the micro:bit's built in sensor types & the values they report
	10.30 - 11.00	• Coffee Break
	11.00-12.30	• Q&A • Make your own lessons part 2: plugged
	12:30-13:30	• Break
	13:30-15:00	**(Christel, co-teacher Annemie)** • Q&A • Presentation of what you have learned
	15.00-15.30	• Coffee Break
	15.30-17.30	• Week evaluations • Closing activity
	19.00	Dinner

Friday	7:30-8:45	Breakfast
	9:00-10.30	Conclusions and Writing of Reports