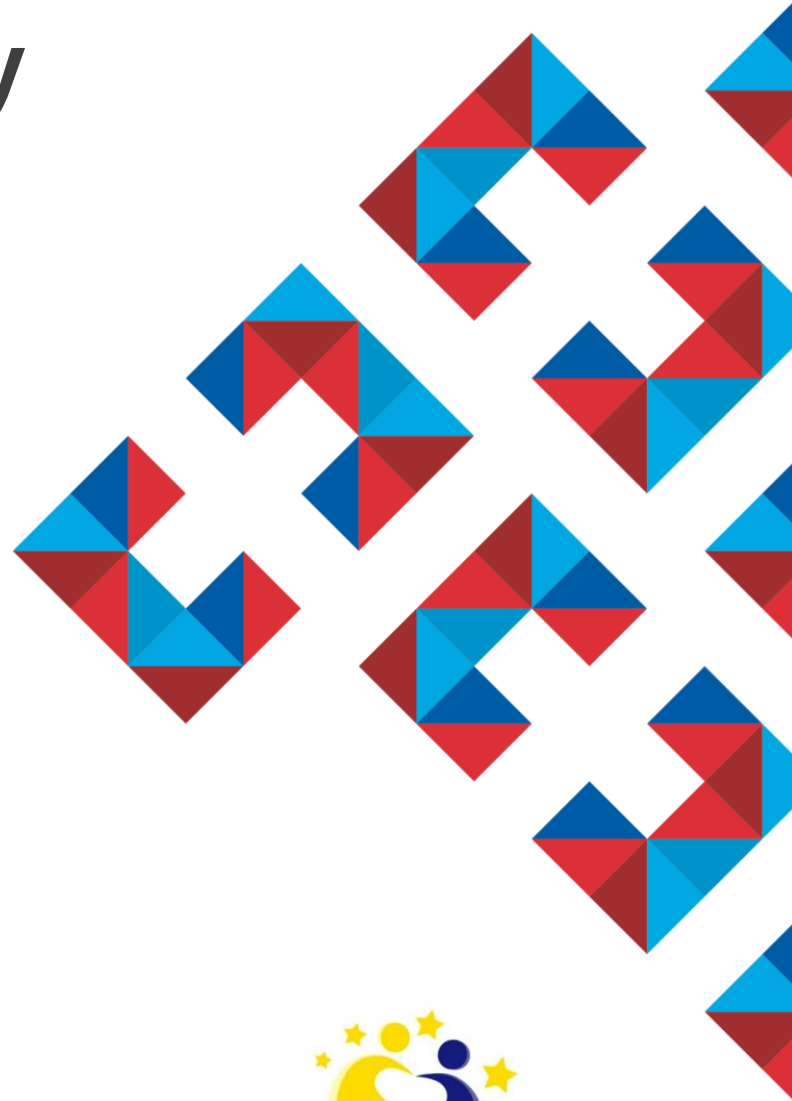


Numeracy and Literacy through Coding and Robotics

TacCLE Course 3 - Milan
19th – 23rd August 2019



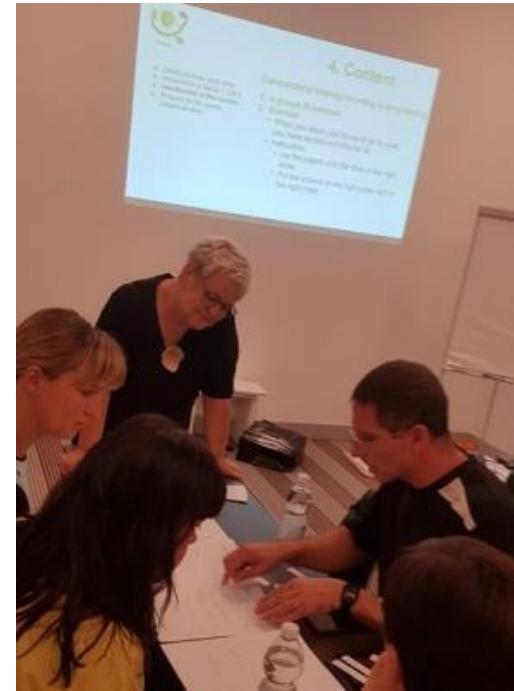
**St Nicholas College
Rabat Primary**



The Goals of Taccle 3 Course

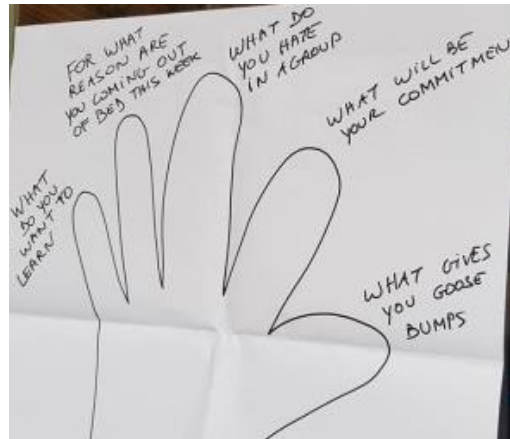
Teaching Coding to Children

- To help educators learn about computational thinking and coding.
- To explore examples of computational thinking and coding integrated into subject areas
- To experiment with examples of activities for subject areas
- To create a plan to integrate computational thinking and coding into curricula.



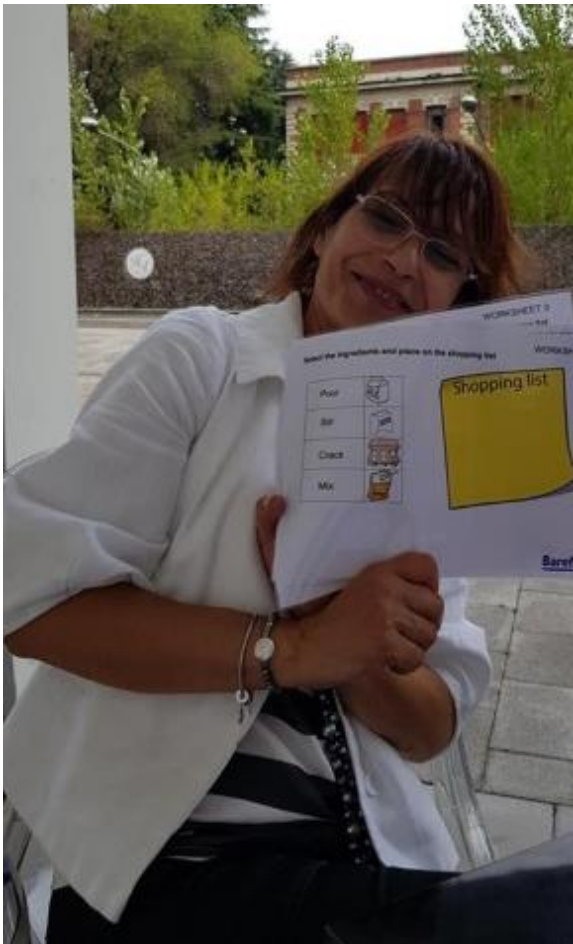
Day 1 – Learning Computational Skills

- Decomposition
- Abstraction
- Pattern Recognition
- Algorithmic Thinking & Logic

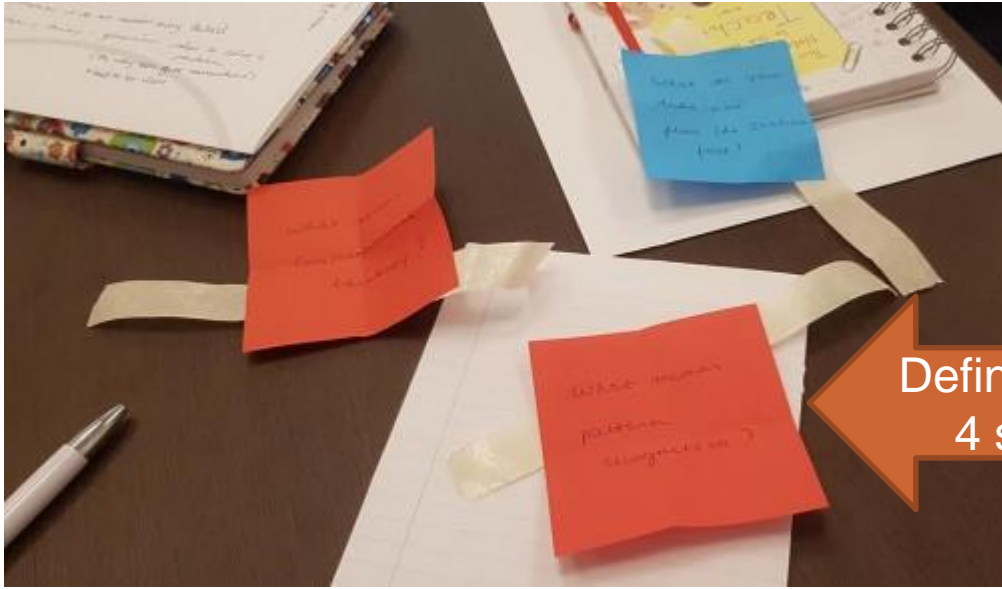


Day 2 – Working Unplugged

- How to teach computational thinking skills using various activities in class to learn about these 4 skills



Day 2 – Working Unplugged

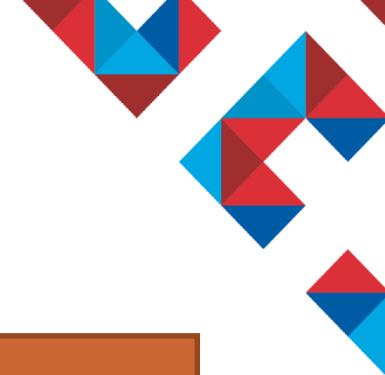


Defining the 4 skills

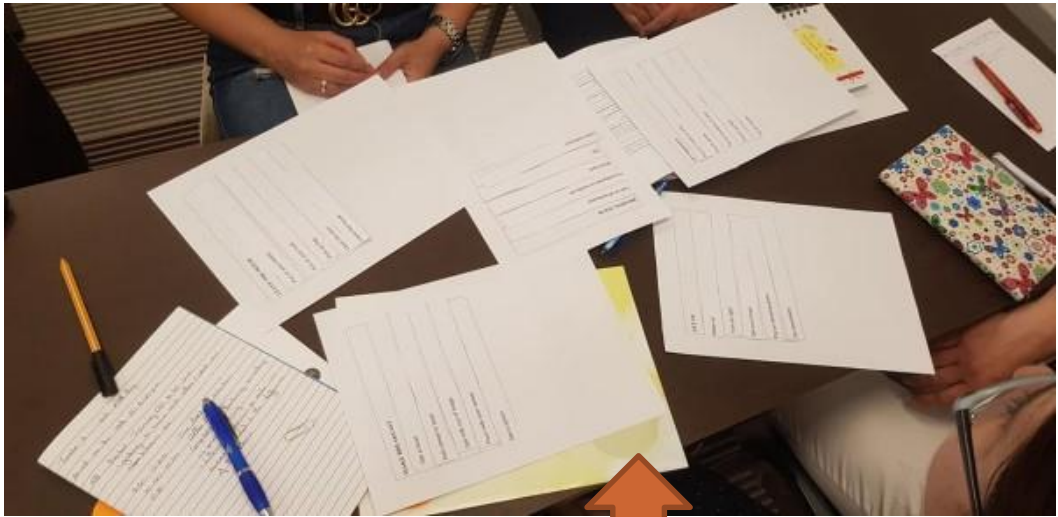


Pattern Recognition

Day 2 – Working Unplugged



Flying to code...
Coding to fly!



Abstraction (sorting)

Day 3 – From Computational Thinking to coding

- Scratch (Jr), Ozobot, Micro:bit
- Programming code with blocky interface
- Integrate the above in school projects.



Day 3 – From Computational Thinking to coding



More coding
with Ozobot

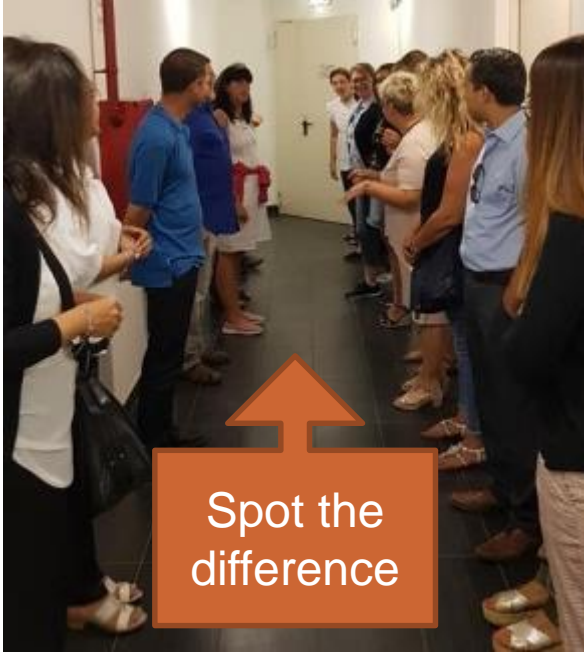


Coding using paper and
pen or the software

Day 3 – Programme code with blocky interface



Breaking the Ice and Team building...



Spot the difference

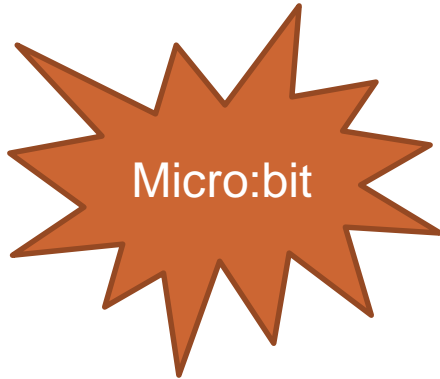


Sort the blocks



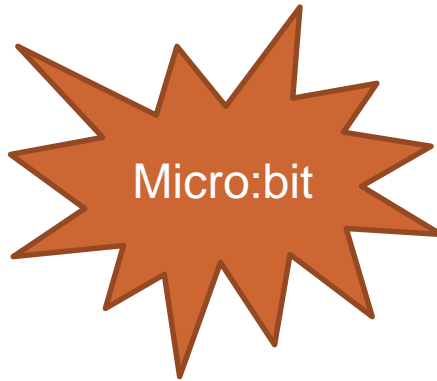
Day 3 – More coding

– Introduction to Micro:bit



Day 3 – More coding

– Having a go with coding



Day 4 – Sharing of Good Practice

- Every country presented ways of how computational thinking is currently integrated at school in a local context.



Day 4 – Integration of Computational Thinking into curricula



Sharing ideas



Day 4 – Lesson Presentations

- Participants were asked to prepare lessons for the rest of the group. The resources were shared on the Tackle Course Website.



[My Hat has a Hole](#)



Day 4 – Bringing Fine Art to Life

Participants had to recreate a painting improvising with props found in the hotel!



Death of Dragut
(Cali)

Horse Drawn
Cart (Edward
Caurana)



Day 4 – Bringing Fine Art to Life

As a class, students will discuss what they have done, highlighting abstraction, i.e. the removal of unnecessary detail.



Day 4 – The Cup Song

Pattern recognition to coding...



Slovenia and Belgium

Portugal and Belgium



Slovenia and Italy

Day 5 – Closure and Evaluation

- The Erasmus+ country representatives during the evaluation meeting in preparation for the up-coming mobility in Portugal.
- A discussion about logistics regarding the way forward and dissemination followed!



Group
Leaders

Group Photo 😊



Erasmus+



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Thank you for a great learning experience!

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About Taccle Course 3:

<http://www.taccle3.eu/en/>



Erasmus+



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