STEMitUP: Instilling interest in STEM entrepreneurship to European students

ÁNGELA VARGAS ALBA

PROGRAMAMOS

Activity 13: "Hour of Code" event for younger students

Objetive	Help young people learn to organize a coding event for younger students.
Materials	Videos, computers, promotional resources.
Preparation	Students should previously follow an "Hour of Code" tutorial to feel comfortable with the interface and the types of tasks that are required during tutorials to pass them (50').
Time	85 minutes.
Target group	Lower secondary education (students aged 12-15 years).
Theme	Coding and dissemination.
Working method	The teacher explains the activity and students are divided in groups of 4 people (5'). Groups are assigned younger classes and choose tutorials appropriate for those ages, taking into account that different students may have different interests and backgrounds (10'). Groups prepare promotional materials making use of Code.org resources (20'). Finally, each group runs an Hour of Code activity with a younger group of schoolmates (50').

Activity 13: "Hour of Code" event for younger students

- "Hour of Code" web: http://code.educalab.es/hora-del-codigo/rincon-de-la-programacion/

- Description:

  - Tutorials structured in a set of increasingly complex challenges that guide the learner to program a simple game.

  - Encourage problem-solving skills, logic and creativity.

  - Guided tutorials, no previous experience.

Activity 12: Introduction to coding with Cody&Roby

How to teach one Hour of Code

▶ How to Run an Hour of Code: https://www.youtube.com/watch?v=SrnvvWDm73k

▶ Choose tutorial: https://hourofcode.com/es/en/learn

▶ Previous tutorial "Flappy Bird": https://studio.code.org/flappy/1

▶ Celebrate by printing certificates: https://code.org/certificates