



BotSTEM – Erasm+ KA2 Project 2017-1-ES01-KA201-038204

Good practice information



Title of the activity / practice	Learn Coding – Be a superhero
Origin of the activity	<p>The project was an initiative of mathisis.org team, with the aim to promote coding to a wide range of students across Cyprus, from elementary and higher education. It started on October 2017 and it is still running for a 2nd academic year. It is approved by the Cyprus Ministry of Education.</p> <p>A team of various organizations were engaged to fund and bring this to life, including Cyprus Computer Society, Frederick Robotics Academy, Science & Space café Nicosia, etc.</p> <p>Schools visit the lab daily, to take part in the activities. Lessons are offered without fees.</p>



Age of the students	6 – 15 years old															
Target group	<ul style="list-style-type: none"> • Primary school students • Higher school students <p>Max 25 students on each visit (More than 3000 students so far have participated)</p>															
School subjects + topics concerned	Coding and Robotics															
Educational goals of the practice	<ul style="list-style-type: none"> • To promote coding to a wide range of the Cypriot student population, as well as their teachers • To cultivate skills of critical and creative thinking through coding activities 															
Duration	<ul style="list-style-type: none"> • October 2017 – Still active • 3 hours duration each visit 															
Place	Science & Space café Nicosia															
Short description of the activity	<p>Each lesson is divided in 2 parallel workshops to accommodate students form 2 separate groups. One group works for 80' on programming while the other on robotics. After a 20' break they switch workshops.</p> <p>The distribution of the lessons according to the level of the pupils is as follows:</p> <table border="1"> <thead> <tr> <th>Grade</th> <th>Programming</th> <th>Robotics</th> </tr> </thead> <tbody> <tr> <td>Primary 1 & 2</td> <td>Run Marco</td> <td>Robot Mouse</td> </tr> <tr> <td>Primary 3 & 4</td> <td>Hour of code</td> <td>Lego WeDo2</td> </tr> <tr> <td>Primary 5 & 6</td> <td>Scratch</td> <td>Meet Edison (EdBlocks)</td> </tr> <tr> <td>Higher 1, 2 & 3</td> <td>HTML</td> <td>Meet Edison (EdWare)</td> </tr> </tbody> </table>	Grade	Programming	Robotics	Primary 1 & 2	Run Marco	Robot Mouse	Primary 3 & 4	Hour of code	Lego WeDo2	Primary 5 & 6	Scratch	Meet Edison (EdBlocks)	Higher 1, 2 & 3	HTML	Meet Edison (EdWare)
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Higher 1, 2 & 3	HTML	Meet Edison (EdWare)														
Materials / Resources / technical requirements	<ul style="list-style-type: none"> • Software and robotic kits: Run Marco, Scratch, Robot Mouse, Lego WeDo2, Meet Edison etc. • Computer lab 															

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