

1st workshop – Game Based Learning (GBL) and unplugged activities

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Session 3: GBL with unplugged activities

Expected Learning Outcomes

- 1. Finding examples of unplugged activities for development of algorithmic thinking in different school subjects.
- 2. Analyzing and comparing existing examples.
- 3. Modifying existing examples of unplugged activities for different school subjects.

Teaching Methods/Approaches

- 1. Presentation and instruction
- 2. Discussions
- 3. Group activity Collaboration

Sources of training materials

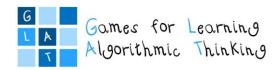
CS Unplugged. Available: http://csunplugged.org/ (Accessed: 14.12.2017.)

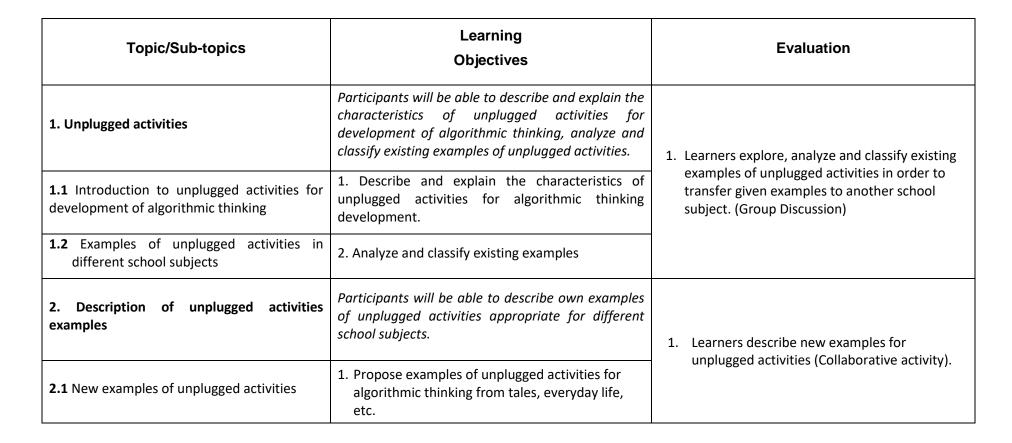
Code Studio. Available: https://code.org/courses, https://studio.code.org/courses, https://stud

Duration: 45 minutes

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