

3rd workshop – Games and Tools for Programming Session 1: Inquiry Based Learning and basic programming concepts

Daniela Tuparova, South-West University "Neofit Rilski", Blagoevgrad

Jasminka Mezak, Faculty of teacher education, University of Rijeka

Expected Learning Outcomes

- 1. Describe principles of Inquiry Based Learning.
- 2. Identify the basic programming concepts.
- 3. Recognise the basic programming concepts in examples of different didactic games.
- 4. Analyse and compare existing examples.

Teaching Methods/Approaches

- 1. Teacher presentation and instructions
- 2. Group activity collaboration
- 3. Individual activity

Sources of training materials

Games:

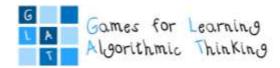
Run Marco: https://runmarco.allcancode.com/ (5.1.2019.)

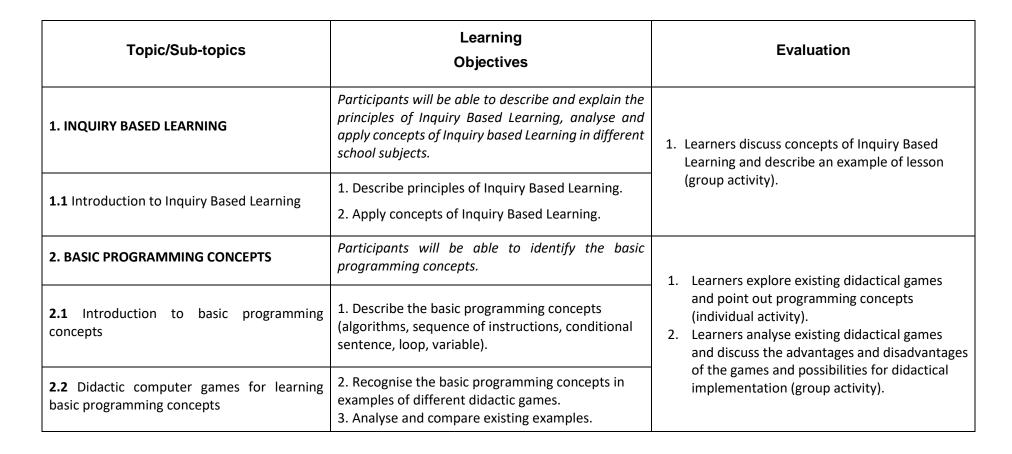
Blockly-games: https://blockly-games.appspot.com/?lang=en (5.1.2019.)

Code.org: https://studio.code.org/ (5.1.2019.)

Duration: 60 minutes

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