



3rd workshop – Games and Tools for Programming Workshop schedule

Day 1 (9th January 2019, 9:00-17:00)

Introduction to 3rd workshop (Nataša Hoić-Božić, UNIRI, Jasminka Mezak, UF)

Time: 9:00-9:30

Review of the Module 2 (2nd Workshop - follow-up activities)

Introduction to the 3rd workshop

Session 1: Inquiry Based Learning and basic programming concepts

Time: 9:30-10:30

Lecture: Inquiry Based Learning and basic programming concepts (Daniela Tuparova SWU, Jasminka Mezak UF)

Demonstration: Games Run Marco, Blockly-games, Code.org - the advantages and disadvantages of the games and possibilities for didactical implementation

10:30-11:00 Coffee break

Session 2: Learning programming with games and stories

Time: 11:00-12:30

Lecture: Development of Computational Thinking (CT) with games and stories (Irena Nančovska Šerbec, UL)

Demonstration: Didactic computer stories and games (in ScratchEd community)

12:30-13:30 Lunch

Session 3: Introduction into visual programming with Scratch

Time: 13:30-15:00

Lecture: Introduction into visual programming with Scratch (Mateja Bevčič, Anja Luštek, UL)

Group work: Creating stories and games with Scratch

15:00-15:15 Short break

Session 3 (continued)

Time: 15:15-17:00

Individual work/Group work: Creating stories with Scratch (UL and UF)



Day 2 (10th January 2019, 9:00-17:00)

Session 4: Implementing Computational Thinking with Game-Based Learning

Time: 9:00-10:30

Lecture: How teachers can introduce programming in your classroom from teacher perspective: The Good, the Bad and the Ugly (Vladimir Trajkovik, UKIM)

Presentation: So we know Scratch now. But what is before and after?

Demonstration: Video presentations of ScottieGo usage as a way to learn programming

Group work: Introduction to micro:bit programming - how it differs from Scratch

10:30-11:00 Coffee break

Session 4 (continued)

Time: 11:00-12:30

Lecture: How to apply critical thinking using micro:bit in different school subjects

Demonstration: Creating simple examples for different school subjects with micro:bit

Group work: Creating basic micro:bit applications for different school subjects

12:30-13:30 Lunch

Session 5: Designing learning scenarios

Time: 13:30-15:30

Group work: Developing learning scenarios (Daniela Tuparova SWU, Jasminka Mezak UF)

Practical part: Visualising learning scenarios with LePlanner (James Sunney Quaicoe, TU)

15:30-15:45 Short break

Session 5 (continued)

Time: 15:45-17:00

Group work: Developing learning scenarios (UL, UKIM, SWU, TU, UF)

Individual work: Preparing learning scenarios using written form (developing the first version of the 3rd learning scenario)

Whole-group activity: Debriefing and survey

Closing talk: Introducing and explaining the follow-up activities