Coding For Kids

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Abstract

The "Coding for Kids" project, funded by the European Commission under the Erasmus+ programme, aims to enhance digital literacy among primary and secondary students by providing comprehensive coding education. This initiative empowers teachers and students with essential programming skills, addressing the gap in early coding education and preparing learners for a technology-driven future.

The project employs a multi-phase approach, engaging schools and teachers through local networks to integrate the "Coding for Kids" platform into curricula. This platform features user-friendly educational materials, video manuals, and a "train the trainer" module, supplemented by online tools like FreeCodeCamp, Codecademy, and Scratch. Activities include workshops, training sessions, and collaborative projects.

Pilot programmes conducted in Cyprus, Greece, Ireland, Spain, and The Netherlands serve as practical testing grounds. Teachers received specialized training, and schools integrated coding into regular classes using interactive platforms such as Scratch and CodeMonkey. Preliminary results indicate significant improvements in students' problem-solving and logical thinking skills, alongside increased enthusiasm for coding and enhanced teacher confidence.

The anticipated outcomes include improved digital skills among students, better teacher competency in coding education, and broader curriculum integration across Europe. The project also addresses gender disparities in STEM by encouraging participation from all demographics. Long-term benefits include sustained access to the coding platform and continuous learning opportunities.

In summary, "Coding for Kids" aims to make coding an integral part of early education, fostering a generation of digitally literate individuals equipped to navigate and innovate in the digital world.