

WORKSHOP 3

EMPOWERING YOUNG MINDS WITH CODING4KIDS - MASTERING CODING THROUGH ELEARNING

Facilitators:

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Objectives:

- Introduce the Coding4Kids (C4K) eLearning platform.
- Provide a comprehensive overview of platform navigation, available resources, and the user registration process.
- Engage participants in hands-on exploration of the modules offered by the platform.
- Encourage the utilization of digital tools to enrich teaching methodologies.

Methods:

Interactive Presentation: Deliver an in-depth overview of the platform's features. Live

Demonstration: Demonstrate the platform's functionalities in real-time.

Hands-on Session: Facilitate participant interaction with the platform for practical learning.

Q&A Session: Foster an open forum for questions, feedback, and discussions.

Evaluation Questionnaire: Collect participant feedback on their experience with the eLearning platform.

Outline:

The workshop begins with an interactive presentation introducing the Coding4Kids (C4K) eLearning platform, covering navigation, user interface, and available resources in detail. A live demonstration will follow, illustrating the registration process, content access, and key features, including the AR app, with practical examples of classroom integration.

Participants will then engage in a hands-on session, where they will register on the platform, explore tools, and complete interactive tasks. The workshop will conclude with a Q&A session, allowing participants to ask questions, share feedback, and discuss best practices and solutions. A summary of key takeaways and next steps will follow, culminating in an evaluation questionnaire to gather participants' feedback on their experience with the eLearning platform.

This workshop aims to equip educators with the knowledge and skills needed to effectively use the Coding4Kids platform, empowering them to enhance their teaching methodologies and inspire young minds in the field of coding.