Digital School

Erasmus+ Course:

CREATION OF EDUCATIVE VIDEOGAMES SYSTEM

Training Course Information and Training Course Programme (Form 08-03)

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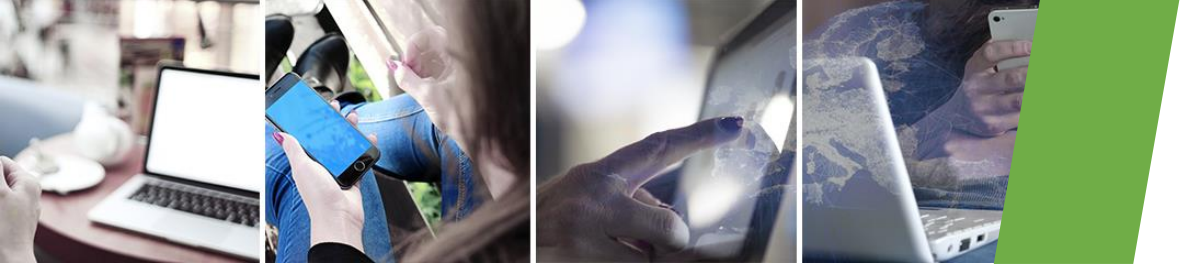

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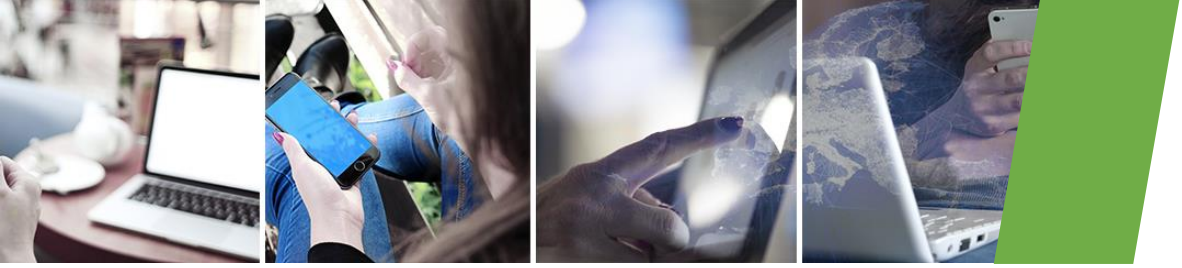
Thank you for registering for our training courses!

Here you will find detailed information regarding the training course:



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1. Training Course Information.

"Programming is not an exclusive tool for the engineers anymore! Learn how a computer program works and how to create them with your students using visual coding"

Training Course: CREATION OF EDUCATIVE VIDEOGAMES SYSTEM.

Course Code: LC------

Program: Digital School (Erasmus+).

Venue:

Address:

Dates:

Duration: 50 hours (7 days).

Training fee covered: 100%

Special instructions: 100% presence is required.

Preliminary requirements: Internet knowledge.

Additional resources available: computers, Internet connection, digital projector, speakers, tutors, online platform with supporting materials, papers, pens.

Methods and schedule for evaluation: This training course will follow a Non Formal methodology in every domain, in order to promote the interaction between students and trainers as well as between students themselves.

Different methods will be developed within the in-person sessions, giving special attention to the Case method and the Interrogative one.

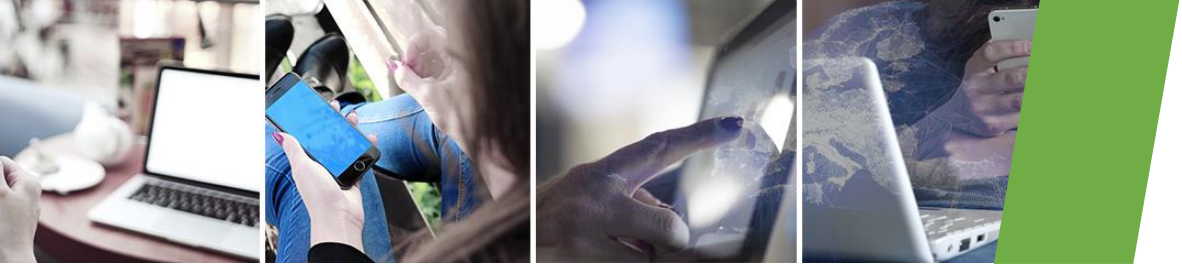
Moreover, students will work on the Inercia Digital's online platform. It will be useful to download the learning and supporting materials, to participate in debate forums, to ask doubts, to interact with other students, to complete the required tasks for evaluation, and to do the final theoretical questionnaires. The students will have access to the online platform at any moment, 24/7.

In case you are dissatisfied with any aspect of our services or you would like to make any suggestion for improvements, please feel free to contact with Inercia Digital at the e-mail training@inerciadigital.com to check our complaints procedure.

Evaluation:

- *Theoretical:* The wide theoretical knowledge will be evaluated at the end of the course with a questionnaire that will be done on the online platform. The theoretical evaluation is the 40% of the final mark and it is compulsory in order to pass the course.

- *Practice:* This training course is based on to the Continuous Assessment. Therefore, the students will participate on the debates and sessions planned. The participation and realization of the sessions tasks will be the 60% of the final mark and it's compulsory in order to pass the course. The tutor will write every evaluation of the sessions on the online platform.



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Objectives of the Course: The objective of the course is to help professionals, students and teachers understand the fundamental ideas about computers and programming, and develop some basic problem-solving and project design skills. It will also help teachers to integrate basic programming instruments into their educational process in order to increase the students´ versatility when it comes to creative ways in which they can approach real life problems.

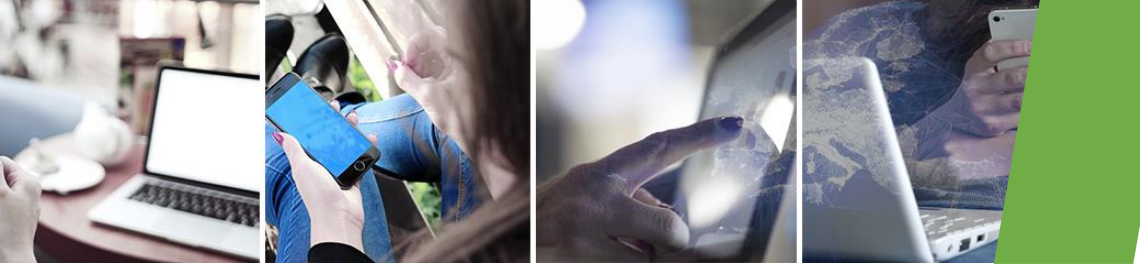
Specific objectives of the Course:

- Knowledge of the concept of programing,
- Educative use and values of creating applications,
- Solving real problems using code.

Learning outcomes:

- Participants will learn the fundamental principles of coding and how it can be used in the educational process,
- Participants will be familiarised with the Scratch Development Environment,
- Participants will learn how to create videogames in an easy way in order to make coding an interesting activity for their students.

The course also includes this online activity that will be daily developed on the online platform.



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2. Training Course Programme.

DAY 1. ARRIVAL. (SUNDAY)

10:30 - 11:00 **Welcome. Greetings and introductions** (meeting each other).

11:00 - 11:30 **Presentation of the Training Course and Training Programme.**

- Aim topics and methods. Importance of the active participation

11:30 - 12:00 **Presentation of the Moodle Platform.**

- How to use the online platform. Online activities.

12:00 - 13:00 **Foster understanding of the culture and mentality of the host country.**

13:00 - 14:30 **First activity: Developing content for the course.**

DAY 2. INTRODUCTION TO PROGRAMMING. (MONDAY)

9.00 - 9.15 Welcome.

9.15 - 10.45 What is coding? How can it help us?

10.45 - 11.15 Break.

11.15 - 12.45 The environment and the basics.

12.45 - 13.00 Sharing. Group Conclusions.

13.00 End of the sessions (morning).

Activities on the online platform.

16.30 - 20.30 **Reading the content of the topic discussed and completing the required task on the platform.**

20.30 **End of the sessions (afternoon).**

DAY 3. GETTING OUR HANDS DIRTY. (TUESDAY)

9.00 - 9.30 Review of topics covered the previous day. Exhibition Objectives Session.

9.30 - 10.45 Scratch programming language: our first application.

10.45 - 11.15 Break.

11.15 - 12.45 The coordinates system. Animations.

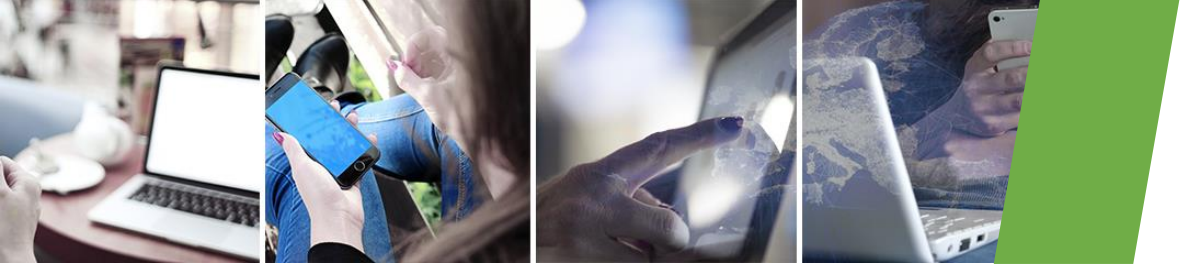
12.45 - 13.00 Sharing. Group Conclusions.

13.00 End of the sessions (morning).

Activities on the online platform.

16.30 - 20.30 **Reading the content of the topic discussed and completing the required task on the platform.**

20.30 **End of the sessions (afternoon).**



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DAY 4. LOCAL GOOD PRACTICES: VISITS DAY. (WEDNESDAY)

09:30 - 11:30 Visit to High School.

11:30 - 12:30 Andalucía Compromiso Digital.

12:30 - 13:30 Visit to the University of Huelva.

13:30 End of the sessions (in the morning). Activities on the online platform.

Activities on the online platform.
16.30 - 20.30 Reading the content of the topic discussed and completing the required task on the platform.
20.30 End of the sessions (afternoon).

DAY 5. THE SCRATCH LANGUAGE. (THURSDAY)

9.00 - 9.30 Review of topics covered the previous day. Exhibition Objectives Session.

9.30 - 10.45 Variables and conditionals.

10.45 - 11.15 Break.

11.15 - 12.45 Creating a game.

12.45 - 13.00 Sharing. Group Conclusions.

13.00 End of the sessions (morning).

Activities on the online platform.
16.30 - 20.30 Reading the content of the topic discussed and completing the required task on the platform.
20.30 End of the sessions (afternoon).

DAY 6. STEPPING UP A LITTLE. (FRIDAY)

9.00 - 9.30 Review of topics covered the previous day. Exhibition Session Objectives.

9.30 - 10.45 Introduction to Python.

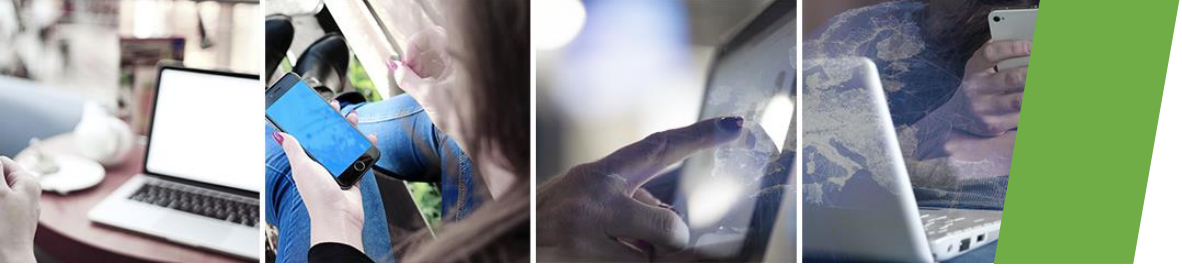
10.45 - 11.15 Break.

11.15 - 12.45 Solving small problems with Python.

12.45 - 13.00 Sharing. Group Conclusions.

13.00 End of the sessions (morning).

Activities on the online platform.
16.30 - 20.30 Reading the content of the topic discussed and completing the required task on the platform.
20.30 End of the sessions (afternoon).



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DAY 7. GOODBYE, EVALUATION AND DEPARTURE. (SATURDAY)

9.00 - 9.30	Review of topics covered the previous days. Doubts and Comments.
9.30 - 10.45	Complete the assessment questionnaire course.
10.45 - 11.15	Break.
11.15 - 11.50	Evaluation and conclusions of the course. Suggestions.
11.50 - 13.00	Complete the quality evaluation's questionnaires.
13.00	Goodbye and have a nice trip back!

END OF THE COURSE

Inercia Digital has instituted the ISO 29990:2010 in every course and service of formation (specific norm of quality for the suppliers of learning services of non-formal education and formation). Introduced as a result of CooperActive- Erasmus+, Ka2 Project-Capacity Building in the field of Youth Project (2015).

Date: --.--.----

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Boost your digital skills

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