

## CERTIFICATE OF COMPLETION

"Introducing Computing in your Classroom"

16th November 2015 - 20th December 2015



European Schoolnet Academy

This is to certify that

**Marin Popov**

has successfully completed the Introducing Computing in your Classroom online course on the European Schoolnet Academy

Brussels, 20th December 2015



Benjamin Hertz  
Course Coordinator  
European Schoolnet



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### Course details

- Dates: 16th November 2015 - 20th December 2015
- Duration: 15 hours
- Description: <http://www.eunacademy.eu/web/introducing-computing-in-your-classroom>
- Organiser: EUN Partnership aisbl (known as European Schoolnet), Rue de Trèves 61, B-1040 Brussels

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## Course contents

### Module 1:



Module 1 focuses on general background questions on the topic of teaching computing at schools. The module explores what computing is, why it is important to teach and what areas to focus on in teaching computing. The module activities require the participants to reflect on and identify the situation of computing teaching in their country, identify everyday activities that can engage students in the topic and develop non-technical skills associated with computing.

### Module 2:



Module 2 focuses on strategies of how to teach computing at schools. The module explores how computing can be taught without computers, looking in particular at the CS Unplugged resources. Furthermore, the module looks at strategies to teach computing collaboratively with the Pair Programming technique, how to create links to other subjects and how to ensure the subject is taught gender inclusively. The module activities require the participants to reflect on the introduced strategies as well as identify own ideas of how to teach the subject.

### Module 3:



Module 3 focuses on tools and resources that can help to teach computing at schools. It looks in particular at the advantages of using visual programming tools like Scratch but also introduces educational robotics and tools to develop apps in the classroom.

### Module 4:



Module 4 focuses on tools and resources that can help to teach computing at schools. It looks in particular at game design tools like Kodu or Minecraft but also introduces microcontrollers as well as resources to help with lessons focusing on web design and computer networks. At the end of this module participants are required to draft a lesson plan that incorporates ideas, resources, or tools introduced on the course and that they can use in their own classroom. Furthermore, they are required to review and provide feedback to the lesson plans of 3 other course participants.