CAROMTE (CODING AND ROBOTICS ON MATH THROUGH ENGLISH): THE NEXT CHAPTER ON IMPLEMENTING COMPUTATIONAL THINKING INTO THE CURRICULUM. AN INTERNATIONAL ERASMUS+ KA201 PROJECT

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CaRoMtE

ERASMUS+ KA201 project, Key Action 2: Cooperation for innovation and the exchange of good practices
1 teacher training association, 2 secondary schools and 3 primary schools.
Why?

• Change the mind on teaching/learning coding and robotics

• Improve students' digital literacy: from content consumers into creators of significant knowledge

• Improve our students' digital citizenship through the interaction with other countries, knowing differences and commonalities

• Define new strategies for collaborative learning & teaching by sharing different activities and evaluating their impact in the common context of schools and countries

• Start and consolidate a space of collaboration related with ICT tools in education, to make this experience more and more relevant for students as future citizens.
Objectives

• Improve digital literacy in students on abstract coding of relevant information related with their environment
• Transmission to other students or device
• Build significative knowledge by solving real life problems
• Improve teachers’ confidence in using innovative methodologies
How?

• Collaborative environment defined with teams (teachers & students)
  • Older students train, support, challenge and assess the younger
  • Younger students give conditions for work to the older, ask for challenges, test artifacts, give feedback for improvement and assess their job.
• Permanent improvement by continuous feedback
State

- Training sessions for teachers on code & robotics (Italy + Belgium)
- Training of students (Coding unplugged, Scratch, BeeBots/BlueBots, LEGO EV3)
- Design of labyrinth-like board games with Math problems
- Implementation of labyrinth-like processes for coding robots to move along a given path
- Creation of a transnational network of teachers
- Creation of a webpage (under construction) for dissemination
State

- Training sessions for teachers in coding & robotics unplugged (Italy)
State

- Students and teachers working on robots made with recycled materials (Italy)
State

• Training sessions for teachers in robotics (Belgium)
State

- Training of students (Coding unplugged, Scratch, BeeBots/BlueBots, LEGO WeDo & EV3)
State

- Design of labyrinth-like board games with Math problems
Next Steps

• Transforming the paper labyrinths into digital ones
Website (under construction)

- https://caromteblog.wordpress.com/
Thank you!
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