



## ASEF Classroom Network (ClassNet) ASEF ClassNet Online Collaboration 2016

### Factsheet

#### NAME AND CONTACT DETAILS OF PROJECT CO-ORDINATOR(S)

Mrs Zsuzsanna Szalayné Tahy  
Teacher  
Budapesti XIV. Kerületi Szent István Gimnázium  
Hungary  
Email: sztzs@szigbp.hu / sztzs@infokatedra.hu

#### NAME AND MAILING ADDRESS OF HIGH SCHOOL OR SECONDARY SCHOOL:

Budapesti XIV. Kerületi Szent István Gimnázium  
Ajtsi Dürer sor 15.  
Budapest H-1146  
Hungary  
Tel: +36-1-3430005  
Fax: +36-1-3440347

#### COUNTRY:

Hungary

#### PROPOSED PROJECT NAME:

Guess the Code

#### PROJECT DESCRIPTION / SUMMARY

Applications are programs. Programs were written by programmers. Programmers write codes, implement algorithms. It is not magic, it is guessable. If you have some problem with application you have to think how it works. You have to guess the code.

How could happen that 0.2-0.2 is not exactly zero? How do computers store data? What kind of algorithms, methods are running in the background when I click? How does spreadsheets or graphical programs work? There are hundreds and thousands of questions what participants could ask and try to answer by exploring applications. Through this exercise, students will meet several problems and they practice to solve them. This Question and Answer project focuses on applications we use every day.

The outcome of the project is a new way to understand the digital world. Participants learn to model, to test and understand systems. Many use tips and tricks without understanding the reason of the rules. The project gives an inside look at the programs and improve competencies to prepare tips and tricks.

#### **OBJECTIVES AND EXPECTED OUTCOME OF THE PROJECT:**

The objectives of the project are to:

- Improve efficiency of work in digital world.
- Collect problems and solutions.
- Understand how digital tools work.

##### Expected Outcome

###### *Tangible*

- Tips and tricks in using software
- Explanation of “magic” effect – the algorithm and the data structure behind the user interface

###### *Intangible*

- Improving computational thinking (defined by J. Wing)
- Rising digital literacy

#### **TIMELINE AND PHASES OF THE PROJECT**

##### **Phase 1 (January 2016)**

- Set-up community and invite members to the group (Facebook or Google+ or similar)
- Self-introduction by all participating members
- Two stories start, participants plan the time to join the stories

##### **Phase 2 (February 2016)**

- Publication of problems

##### **Phase 3 (March to May 2016)**

- Suggested solution and explanations of proposed problems
- Proposed solutions, testing and correcting explanations
- Publication of new problems
- Collecting the same type of problems (classification)

##### **Phase 3 (May to June 2016)**

- Evaluation: collect the best explanations, solutions
- Evaluation of activity

**EXPECTED CONTRIBUTION FROM ASIAN SCHOOLS/STUDENTS:**

- Explore applications
- Ask about applications
- Explore and test applications
- Discuss about the questions

**EXPECTED CONTRIBUTION FROM EUROPEAN SCHOOLS/STUDENTS:**

Same as above

**THE PROJECT FALLS UNDER THE MAIN THEME FOR:**

Please tick (✓) only one main theme

- |   |  |
|---|--|
| <input type="checkbox"/> Culture  | <input type="checkbox"/> Governance              |
| <input type="checkbox"/> Economy  | <input type="checkbox"/> Public Health           |
| <input type="checkbox"/> Education  | <input type="checkbox"/> Sustainable Development |
| <input checked="" type="checkbox"/> Others. Please specify below:<br>Technology |  |

**MINIMUM NUMBER OF SCHOOLS/STUDENTS INVOLVED:**

No. of Schools / Students : 6-10 Schools / 30 Students  
Students Age Group : 12-19  
Level of English : Intermediate

**PROPOSED DURATION OF PROJECT (PLEASE STATE TENTATIVE START AND END DATE):**

Duration : 5 months  
Start Date : 1 January 2016  
End Date : 31 May 2016

**ICT TOOLS / SOFTWARE REQUIRED:**

- Computer
- Internet
- Paint software
- Graphical software
- Word processor
- Spreadsheet application

**ADDITIONAL RESOURCES NEEDED:**

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