



ASEF Classroom Network (ClassNet) ASEF ClassNet Online Collaboration 2016

Factsheet

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

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NAME AND MAILING ADDRESS OF HIGH SCHOOL OR SECONDARY SCHOOL:

Christelijk College Nassau-Veluwe Harderwijk
Stationslaan 26
3842 LA Harderwijk
The Netherlands

COUNTRY:

The Netherlands

PROPOSED PROJECT NAME:

Starting from 'Scratch' - Coding Made Easy

PROJECT DESCRIPTION / SUMMARY

Not all students love to code as they do not want to be bogged down by learning a programming language which they might not use in the future. Nevertheless, coding is the artery for all things that are to do with technology. Students know that an app/software/programme is there to be downloaded but the 'behind the scenes' process is deemed not to be interesting. By getting students to learn how to code in a fun and interactive way, they will learn to use the basics of coding, first of all for fun and then for educational purposes. This is when "Scratch" comes in – an interactive, engaging and yet simple to use web-based program that can also be remixed and used by anyone. During the coding phase, the students will share their experiences with their peers. At the end of this project, students create their own lesson module using "Scratch" which will then be tested by their chosen target group and peers. They will also produce a promotion video about their programme.

OBJECTIVES AND EXPECTED OUTCOME OF THE PROJECT:

The objectives of the project are to:

- learn coding using Scratch
- create a lesson module using Scratch
- learn problem-solving skills when using Scratch
- analyse their own program
- utilise the feedback received from peers/other participants in order to improve/enhance the quality of their program

Expected Outcome

Tangible

- Students will create a module/lesson series based on their chosen subject/learning module using Scratch
- Students will try other participants' module/lesson series and provide feedback based on their experience

Intangible

- Students develop their critical analysing skills
- Students learn how to provide and respond to feedbacks constructively
- Students develop their logical thinking skills

TIMELINE AND PHASES OF THE PROJECT

Phase 1 (January 2016)

- Set-up Facebook group and invite members to the group
- Self-introduction by all participating members
- Participate in the Hour of Code (hourofcode.com)

Phase 2 (February 2016)

- Introduction to Scratch – task-based and according to tutorials
- Explore the possibilities of Scratch and brainstorm ideas for their own program in Phase 3

Phase 3 (March 2016)

- Decide on a topic/module
- Outline the structure of the program on paper and in code

Phase 4 (April 2016)

- Start coding the programme
- Identify the target group for the evaluation phase e.g. primary school students

Phase 5 (May - June 2016)

- Test the programme, improve and implement any changes necessary based on the feedback/evaluation from the target group
- Final project evaluation

EXPECTED CONTRIBUTION FROM ASIAN SCHOOLS/STUDENTS:

- Students create a module/lesson series based on their chosen subject/module and share it with the other students
- Students help each other by posting questions and feedback in Facebook group
- Students provide constructive feedback on the programmes created by other participants
- Participants communicate with each other (chat, mail, Skype, Facebook)

EXPECTED CONTRIBUTION FROM EUROPEAN SCHOOLS/STUDENTS:

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 checked="" type="checkbox"/> Education | <input type="checkbox"/> Sustainable Development |
| <input checked="" type="checkbox"/> Others. Please specify below:
Technology | |

MINIMUM NUMBER OF SCHOOLS/STUDENTS INVOLVED:

No. of Schools / Students : 3-5 Schools / 30 students in total

Students Age Group : 13 – 17

Level of English : Intermediate

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

Duration : 6 months

Start Date : 11 January 2016

End Date : 30 June 2016

ICT TOOLS / SOFTWARE REQUIRED:

- Laptop/PC
- Scratch (online and web-based programming tool)
- Facebook account
- Internet connection

ADDITIONAL RESOURCES NEEDED:

N.A.

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