

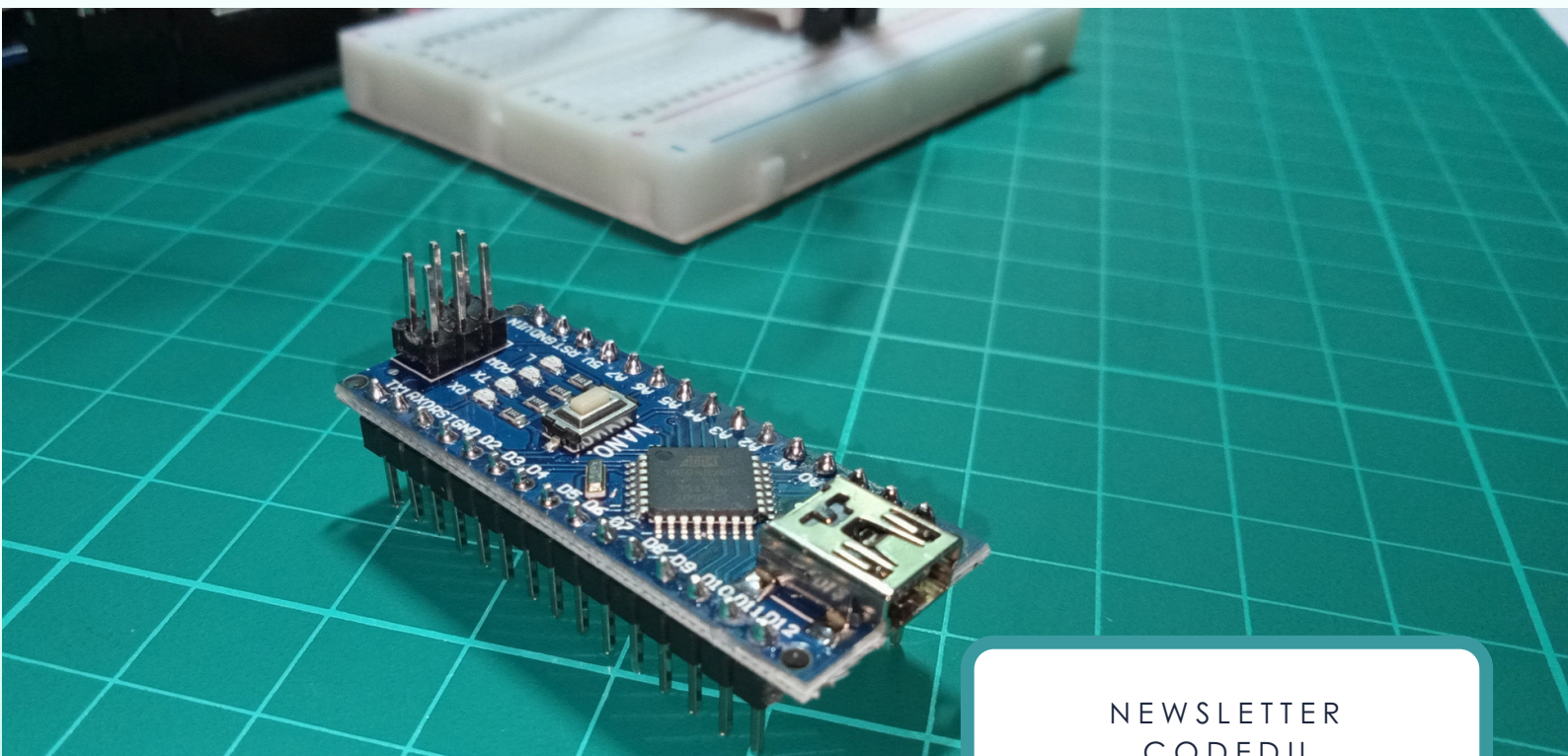


NEWSLETTER

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THE CODEDU TOOLKIT

The CODEDU Consortium is proud to introduce its Teacher's and Student's Toolkits, a robust resource designed to equip educators with the skills to integrate Arduino and innovative methodologies into their classrooms.

The toolkit has been piloted with Students, Teachers and the National Strategic Advisory Groups in each of the partner countries and is currently being translated in all the partner languages.

In the coming months the toolkits will be incorporated in the CODEDU learning platform that was presented during the co-creation workshop in February.

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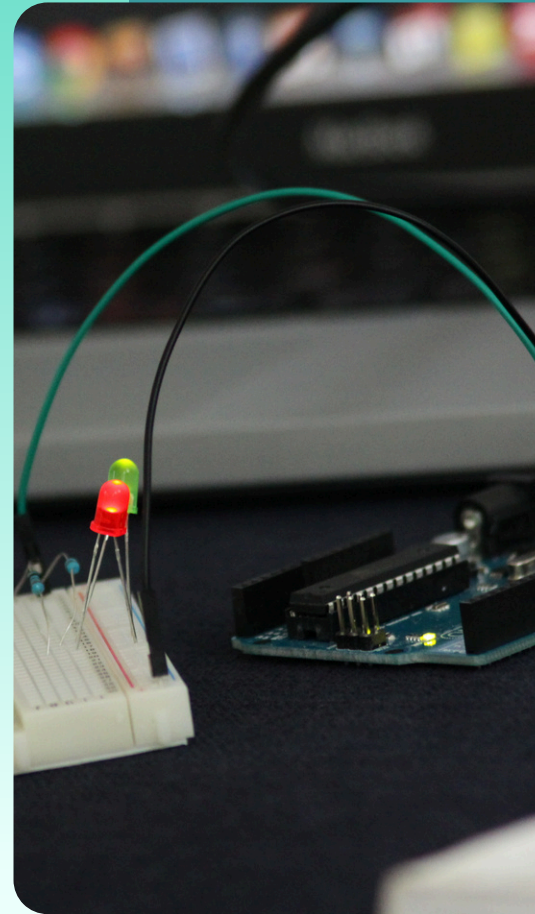
STUDENTS' TOOLKIT

The CODEDU Consortium is excited to announce the launch of its **Student Toolkit**, designed to empower upper-primary and secondary students with coding and Arduino skills. This comprehensive toolkit offers a hands-on, gamified learning experience, making coding accessible and engaging for young learners.

The toolkit includes modules on

- Project-Based Learning (PBL)
- Flipped Classroom techniques
- Gamification
- ensuring students develop critical thinking, creativity, and teamwork.

Through interactive projects like building temperature sensors, light shows, and basic robots, students gain practical skills in electronics and programming. The course also integrates Arduino into STEM subjects, fostering interdisciplinary learning.



TEACHER'S TOOLKIT

The Teacher's Toolkit is a robust resource designed to equip educators with the skills to integrate Arduino and innovative methodologies into their classrooms.

This toolkit provides teachers with:

- **Training modules** on Project-Based Learning, gamification and Flipped Classroom strategies.
- **Lesson plans** and **assessment tools** for seamless Arduino integration across subjects like science, math, and art.
- **Hands-on projects**, from basic circuits to advanced robotics, complete with troubleshooting tips.

Developed through collaborative research in Cyprus, Greece, Portugal, Slovenia, Spain, and Türkiye, the toolkit addresses regional disparities in coding education. It emphasizes inclusivity, Practical application, and ongoing professional development, ensuring teachers feel confident and supported.

PILOTING

The CODEDU Consortium successfully piloted its Teacher's and Student's Toolkits with educators, learners, and the National Stakeholder Advisory Group (NSAG) across six European countries.

Teachers tested hands-on Arduino projects and innovative methodologies like PBL and gamification, while students engaged in coding activities, from basic circuits to robotics. Feedback highlighted the toolkits' accessibility, practicality, and cross-curricular potential.

The NSAG praised the resources for addressing regional educational needs and promoting digital skills.

This pilot phase ensures the toolkits are classroom-ready, with final refinements underway.



CO-CREATION WORKSHOP

On **28 February 2025**, partners and participants gathered online for the CODEDU co-creation workshop. The event focused on exploring innovative learning methodologies and the use of Arduino in education.

Following a warm welcome and an introduction to the CODEDU project, attendees engaged in a dynamic co-creation session, where the concept and features of the upcoming CODEDU platform were presented and collaboratively discussed.

Participants brainstormed ideas to enhance the platform's design and functionality. The session concluded with an open Q&A and an evaluation. The workshop fostered meaningful dialogue and valuable insights to support the platform's development.

The partners

