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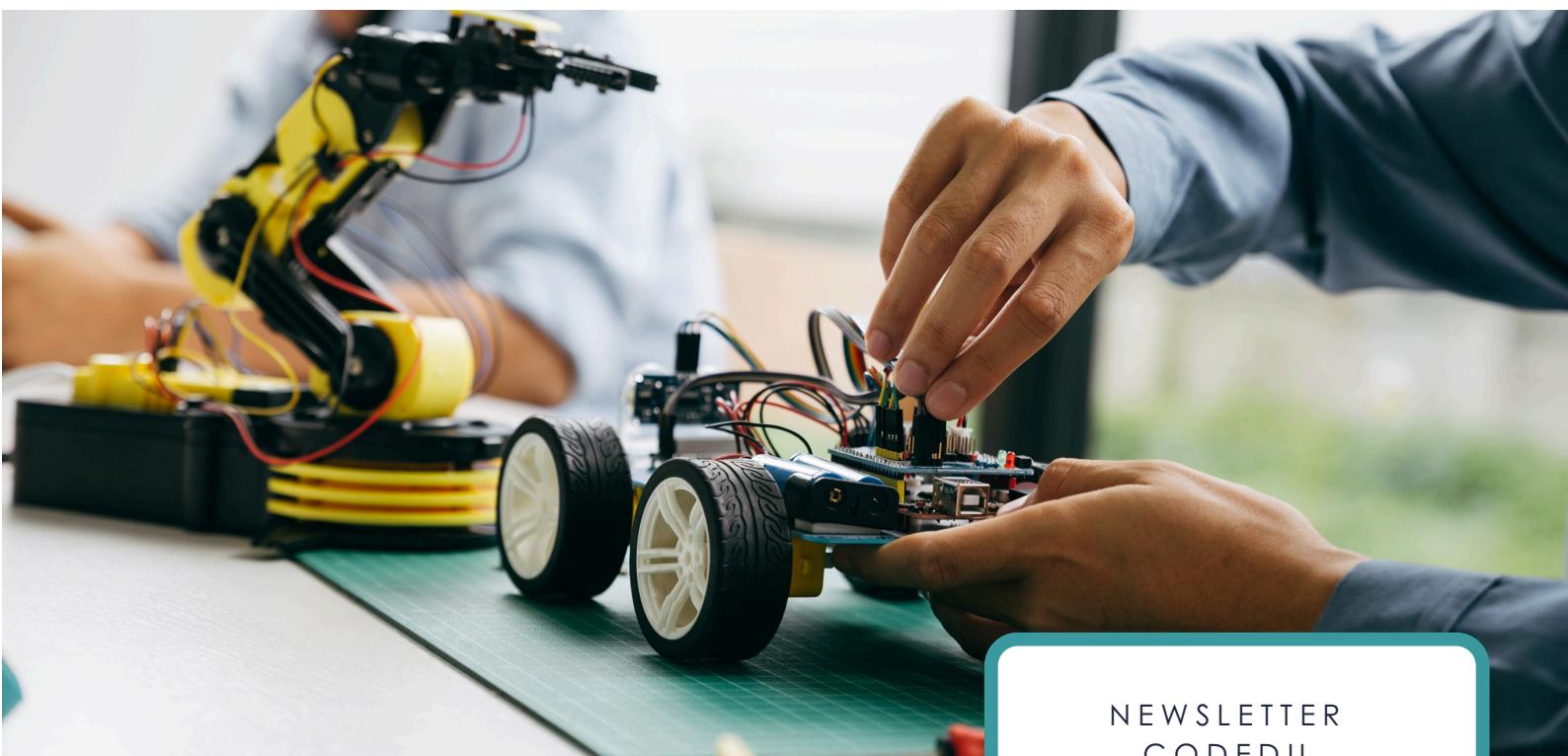


# NEWSLETTER

4TH EDITION • DECEMBER 2025

Project number: 2023-1-ES01-KA220-SCH-000151376

Project end and start date: 1/10/2023 - 31/12/2025



## ARDUINO WORKSHOPS

The CODEDU team has had a very busy couple of months. October, in particular, was full of activities and events. We organised two important online workshops: one with teachers and the other with students.

- The **teachers' workshop** took place on the 17th of October. Its main purpose was to gather feedback from teachers on the developed gamified platform that simulates working with Arduino.
- The second workshop was held on the 30th of October and was **designed for students**, with a similar goal — to collect their perspectives on the gamified platform.

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## THIS EDITION'S CONTENT

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Across both workshops, we gathered around **100 valuable feedback** contributions from teachers and students from several countries: Portugal, Spain, Slovenia, Greece, Cyprus, and Turkey.

This feedback from both students and teachers is invaluable, as it guides our final updates and plays a key role in shaping the final version of the platform.

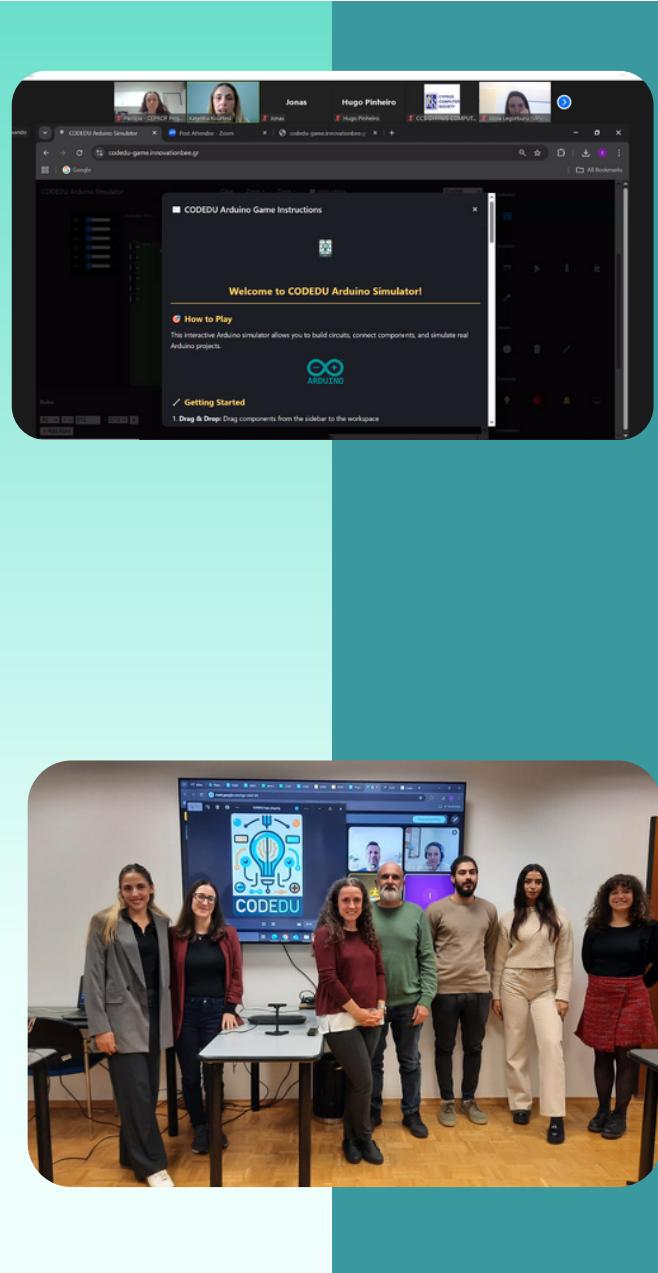
## LAST TPM

October was also the month in which the final transnational partners meeting took place. After previous meetings in Bilbao (Spain) and Larissa (Greece), this time the partners gathered in **Nova Gorica (Slovenia)**.

This last in-person meeting provided an important opportunity to review the progress achieved so far and to plan the final steps as the project approaches its conclusion.

The main activities discussed during the meeting included:

- **The second Arduino workshop for students**
- **Piloting activities scheduled for November**
- **Multiplier events planned for December**



## PILOTINGS

One of the key events discussed during the TPM was the **last piloting phase**, which is taking place throughout November and early December. As in previous activities, we are organising separate pilotings for teachers and for students: students will test the **Students' Toolkit** developed by our team, while teachers will test the **Teachers' Toolkit**.

Both groups will help us refine and finalise the **gamified e-Learning platform** by providing valuable, target-group-specific feedback.

Across all partner countries, the pilotings will involve at least **105 students and 105 teachers**.

# FINAL STEPS

## Countdown to the Multiplier Events!

As the project gradually approaches its conclusion, partners will host a series of Multiplier Events across all partner countries this December. These events aim to showcase the project's outputs and actively engage stakeholders and organisations.



Some of the key results that will be presented at these events include:

- **A synthesis report** on coding and new educational methods that compiles the results of extensive field and desk research activities carried out in 6 European nations;
- **Teachers' training curriculum**, with 7 modules;
- **Students' training course**, with 7 modules;
- **Gamified e-learning platform**;
- **Students' toolkit**;
- **Teachers' toolkit**.

Stay tuned for more details about dates and locations in your country!

## The partners