

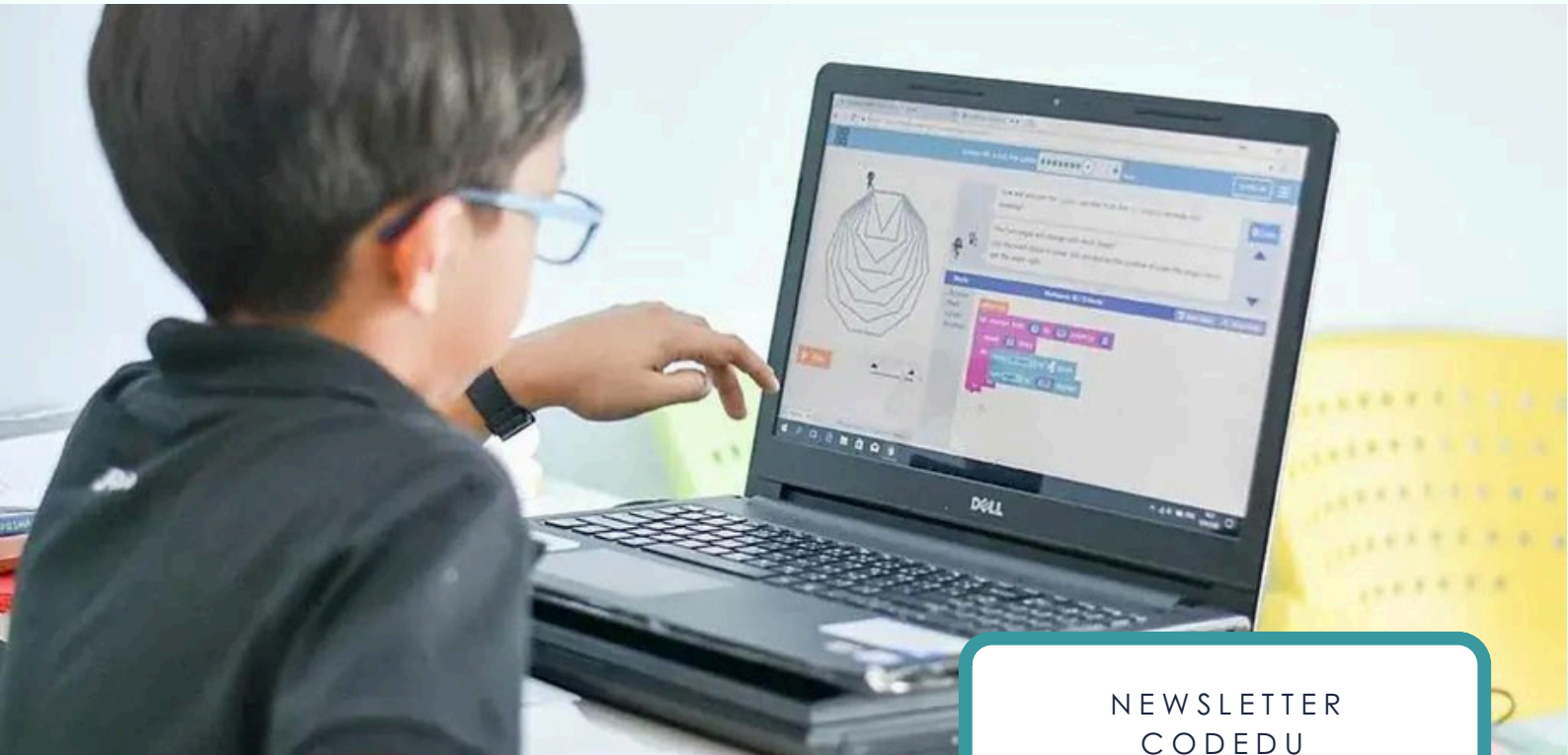


NEWSLETTER

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NEWSLETTER
CODEDU

Project description

The CODEDU project revolutionizes education by emphasizing coding skills through a gamified e-learning platform and an innovative curriculum for teachers. By integrating Arduino modules, CODEDU ensures affordable, visually appealing, and open-source coding education for all students. Aligned with EU digital priorities, this collaborative effort among six European countries aims to bridge the digital divide and prepare students for the digital economy, fostering a network of educators dedicated to advancing coding education.

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Project description

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Where we are now?

Kick-off Meeting in Bilbao

On April 19, 2024, the CODEDU project kick-off meeting was held in Bilbao, Spain, bringing together partners from Greece (Innovation Hive and Innovation Bee), Cyprus (CCS), Slovenia (GoINNO), Turkey (Innomate Ltd.), Portugal (CEPROF) and Spain (UNIVERSIDAD DEL PAIS VASCO/ EUSKAL HERRIKO UNIBERTSITATEA). The meeting started with a comprehensive review of the project management aspects, including the Grant Agreement, Partner Agreement, Project Management Handbook, financial reporting, and the Quality Assurance Plan presented by INNNOMATE.

Discussions then focused on Desk and Field Research (WP2), where CCS provided an overview. GoINNO shared guidelines for the State of the Art Report, CCS updated on the Synthesis Report, and CEPROF presented training material development. The meeting concluded with a presentation by CEPROF on the Communication and Dissemination Plan and a collaborative discussion on next steps and deadlines, ensuring a productive start for the CODEDU project.



Where we are now?

We are excited to announce that the CODEDU project is well on its way to completing WP2 - the Synthesis Report on Coding in Education & Training Materials. Our team has been diligently conducting desk and field research across partner countries to build a comprehensive picture of the current state of educational coding. This research aims to uncover how coding is implemented across the EU and investigate innovative learning methodologies. Stay tuned for our findings and insights as we continue to advance coding education for the digital age.

Our next steps

We aim to create innovative training material to equip educators with the knowledge and skills to teach coding using Arduinos. Our goal is to provide teachers with the tools they need to implement engaging and effective educational activities. By doing so, we hope to inspire students to dive into the world of coding and develop valuable tech skills. Stay tuned for more updates as we continue to make progress!

Stay tuned!



Partners