EU Code Week
Teach Day
22 May 2021
9:30 a.m. CET

Agenda*

Updates in progress

9.15	*Welcome coffee/networking*
9.30	**Welcome address**
9.33	**Opening speech, Thierry Breton**, European Commissioner for Internal Market
9.43	**Keynote speech, Technology and creativity - social aspects of knowledge sharing, Massimo Banzi,** Co-founder of Arduino
9.55	**Icebreaker session**
10.10	**Panel discussion: Innovation in education,** with international education experts and researchers
10.50	**Masterclass: Humanized Computing, Alessandro Bogliolo**, EU Code Week ambassador coordinator, Professor, School of Information, Science and Technology at the University of Urbino
11.20	*Coffee break*
11.30	**Parallel workshops**
12.15	Opening of exhibitions with EU Code Week partners // Lunch
13.45	**Welcome back and icebreaker session**
13.55	**Masterclass: Playful learning with Scratch: a creative approach to coding,** MIT Media Lab

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14.35   **Panel discussion: Diversity in coding,** with education experts and researchers

15.15   *Coffee break*

15.25   **Parallel workshops**

16.10   **Wrap up session**

16.15   Networking

17.00   EU Code Week #TeachDay closes

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Parallel workshops

- **AI and machine learning: real life use cases – Marco Neves**, Informatics Teacher, AE Batalha

  An ecosystem of various digital technologies is revolutionizing our way of life. Artificial intelligence is probably the most powerful and impactful, especially through Machine Learning. During the workshop, you will explore some of the most striking examples of AI in our lives and understand how they shape our daily activities.

- **Computational thinking and 3D modelling/printing in mobile devices – Artur Coelho**, EU Code Week Leading Teacher

  This workshop will demonstrate how to use 3D design and printing on mobile devices to foster computational thinking skills, within interdisciplinary approaches in arts and ICT: developing activities which use CT skills to foster creativity, artistic skills and understanding additive manufacturing.

- **Create challenges for learning to code in the classroom at home – Laurent Touché**, EU Code Week Leading Teacher

  This workshop will explore how a robotics platform can help you to teach code in the classroom and at home. Students will be able to learn programming by following mini challenges of your choice, without having to create an account.

- **Creative coding in JavaScript – Elina Ingelande**, EU Code Week ambassador for Latvia

  This is an inventive hands-on workshop ideally for 7th - 12th grade teachers. During the workshop you will program different shapes and colours to make interactive animations in JavaScript.

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- **e-literature, the poetic side of coding – Jaka Zeleznikar**, Guest Teacher, School of Arts of the University of Nova Gorica

  This workshop will provide an introduction toe-literature (creative writing + digital platforms + computation, not e-books). In practice, you will focus on a simple but interesting task: writing over websites. No damage will be done as changes will be only local, but this task provides great insight into the importance of the context of a message, as well as practical experience of the easy manipulation of digital content, raising awareness of the dangers of on-line manipulation.

- **Game design for starters! Creating interactive experiences in 30 minutes or less – Matthias Löwe**, EU Code Week ambassador for Germany

  Games can be many things – from big 3D worlds to a form of artistic expression to an experimental performance…In this workshop, we will showcase some games, talk about game design as a creative method, and actually: create a full game in 30min or less. No prior knowledge necessary!

- **Inclusion, accessibility and coding – Danijel Forjan**, ICT teacher, O.Š Pantovčak; **Marijana Smolcec**, EFL teacher and eTwinning featured group Inclusive Education administrator, Gimnazija i strukovna škola Bernardina Frankopana

  The workshop will deal with making learning materials accessible to all learners and will answer the question "how can various free tools and apps such as Immersive Reader and Microbits get students more engaged and motivated for learning."

- **In the age of Web 3.0 – Adil Tugyan**, EU Code Week Leading Teacher

  Web 3.0 shifts the web from an informational medium to a service-oriented and community-based medium. Web 3.0 is being referred to by experts as the 'semantic web' (semantic meaning data driven). The data will come from the user and the web will essentially adjust to meet their needs.

- **Learn to code creatively with music! – Elisabetta Nanni**, EU Code Week Leading Teacher & Music Teacher and Digital Innovator, Istituto Comprensivo Rovereto Nord

  STEM or STEAM? What's the meaning of A in STEAM? A is for arts and schools must develop creativity in their students with arts and music. Elisabetta Nanni will introduce you to a digital toolbox that can help to improve the creativity of your students. Scratch3.0 and Sonic Pi will help you learn to compose or perform music using code.

- **Makecode Arcade: Hands-on with game design and development – Kyriakos Koursaris**, EU Code Week Leading Teacher & Learning Innovation and Technology Integration Specialist, United Lisbon International School

  In this workshop, you will experience how block-based coding is used to create video games with MakeCode Arcade. The workshop will explore fundamental game and coding concepts like sprites, variables, and coordinates, and use these concepts to create and customize a playable game.

- **Schools, defenders of the Earth – Anthi Arkouli**, Kindergarten Teacher of 2nd Kindergarten of Peristeri & ICT Trainer; **Maria Tsapara**, EU Code Week Leading Teacher, Kindergarten Teacher of 2nd Kindergarten of Perama, ICT Trainer & Scientix Ambassador

  This workshop will present activities inspired by the framework of the 17 sustainable development goals as a part of an eTwinning project called "Schools, defenders of the Earth". The purpose of the project was to inform and raise awareness of the causes of

climate change and to take action to eradicate them. In this project, coding has become a tool to enrich the educational practices of teachers. Through these activities pre-primary school pupils can develop and cultivate competencies such as collaboration, communication, creativity and computational thinking.

- **ScratchJr, a tool to promote CT in preschool education – Stamatis Papadakis**, EU Code Week Leading Teacher

ScratchJr is an introductory programming language that enables young children (ages 5-7) to create their own interactive stories and games. Children snap together graphical programming blocks to make characters move, jump, dance and sing.

- **Tinkering and STEAM with micro:bit – Pauline Maas**, EU Code Week ambassador for the Netherlands & EU Code Week Leading Teacher

This workshop will demonstrate how to use micro:bit in your STEAM lessons. You will learn about the creative ideas and kind of tinkering Pauline Maas uses with her students. She will explain the use of a design canvas for micro:bit, so you can use the 21st century learning skills in your lessons. Take a look at her Instagram to get an idea: @microbit101.

- **Women in science! Let's learn Python programming – Ellen Walker**, EU Code Week ambassador for Switzerland & Founder, RightsTech Women

This workshop will introduce a fun activity that any teacher can do with their students, using just a computer and a web browser, to help them learn computational thinking using the Python programming language. You will explore Python dictionaries and how they store and retrieve information, and at the same time, you will learn about famous women in science, technology, engineering and mathematics (STEM).

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