



CODE YOUR
FUTURE



TÜRKİYE ULUSAL AJANSI
TURKISH NATIONAL AGENCY



Co-funded by the
Erasmus+ Programme
of the European Union

Training Programme

Introduction to programming. Creating our virtual world in VR and AR





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MY VIRTUAL WORLD

DAY1

About lectures

Rimantė

- For 5 years Primary and Secondary School **IT Teacher**
- In 2019 among **TOP 3** of Lithuania's Most Innovative Mathematics and IT Teachers
- 2019-2020 gave lectures for Lithuanian primary teachers on **IT integration in lessons**
- For 4 years Sourcery for Kids **Mentor** (Programming academy for 7-12 age kids)
- For 2 years **Organiser** of the children's camp "Informiko akademija" (Programming summer camp for 7-12 age kids)



Neringa

- For 8 years **Coordinator** of educational international projects and **Technician** in international projects in PI "eMundus"
- For 4 years **Researcher and Academic Assistant** in Informatics Faculty of Kaunas University of Technology
- For 3 years Sourcery for Kids **Mentor** (Programming academy for 7-12 age kids)
- For 2 years **Organiser** of the children's camp "Informiko akademija" (Programming summer camp for 7-12 age kids)

COURSE STRUCTURE

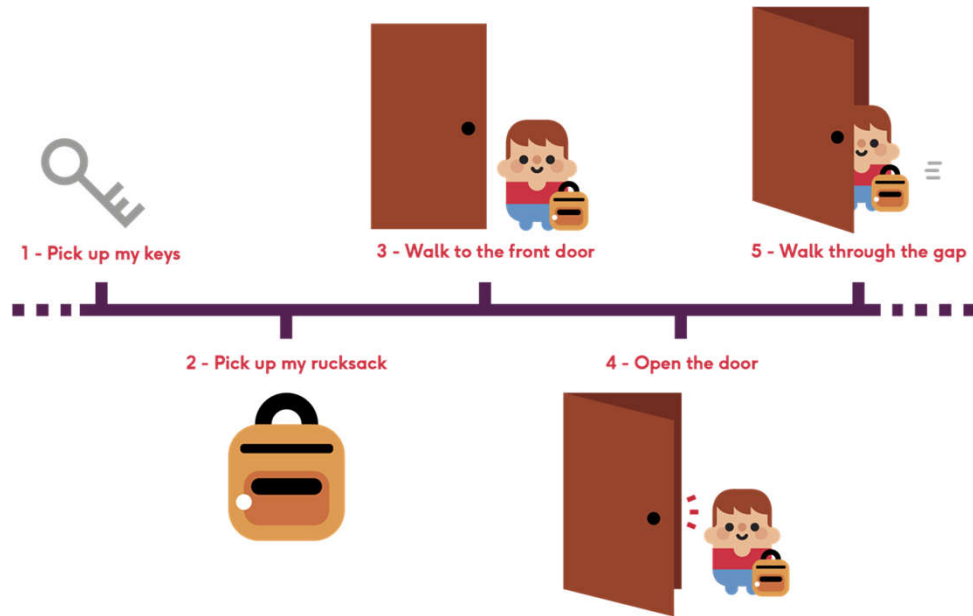
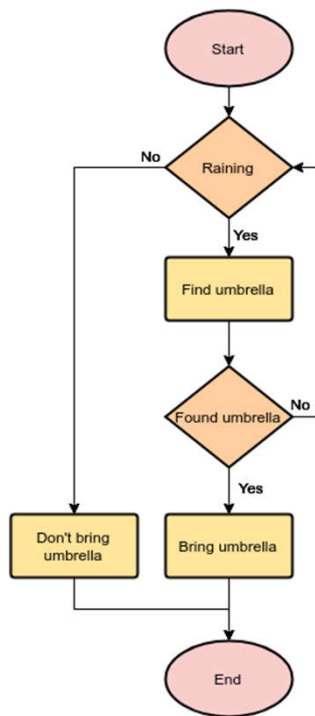
	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5
30 min Theory	Basics of programming. How simply explain what is programming and algorithms for kids?	Virtual and augmented reality. History and VR, AR in our life	Equipment and tools for discovering and presenting 3D in the classroom	What is 3D modelling? 2D vs. 3D	CoSpaces Teachers account opportunities, class management
30 min Demonstration according instructions of Practice part	Introduction to CoSpaces Project 1: My virtual world Competencies: navigation in the system, language, programming	Project 2: Tell your story Competencies: creativity, language, writing, programming Subject: native language, English, IT	Project3: Can you count? Competencies: counting, writing, Math, programming Subject: any subject, useful for flipped class method, English, IT	Introduction to TinkerCAD Project 4: My geometric hero Competencies: creativity, counting, modelling, Math, Geometry Subject: any subject, Math, English, IT	Project 5: The Maze Competencies: counting, programming Subject: English, IT
10 min	Assessment (Kahoot)				
10 min	Break				
60 min Developing the projects Consultations	Participants individually developing the project example according the script/instructions and consultations.				
10 min	Feedback (fill the form)				

WHAT IS AN ALGORITHM?



https://www.youtube.com/watch?v=kM9ASKAni_s







EXAMPLE OF ALGORITHMS



EXAMPLE OF ALGORITHMS IN REAL LIFE

Making a grilled cheese sandwich

Visual Support

-  Get two slices of bread
-  Put butter on the bread
-  Put a slice of cheese on the bread
-  Cover the sandwich with the other slice of bread
-  Put the bread in a pan and grill it.
-  Eat and enjoy!

Smarty Symbols

HOW TO BRUSH YOUR TEETH



-  1
-  2
-  3
-  4
-  5
-  6
2 minutes

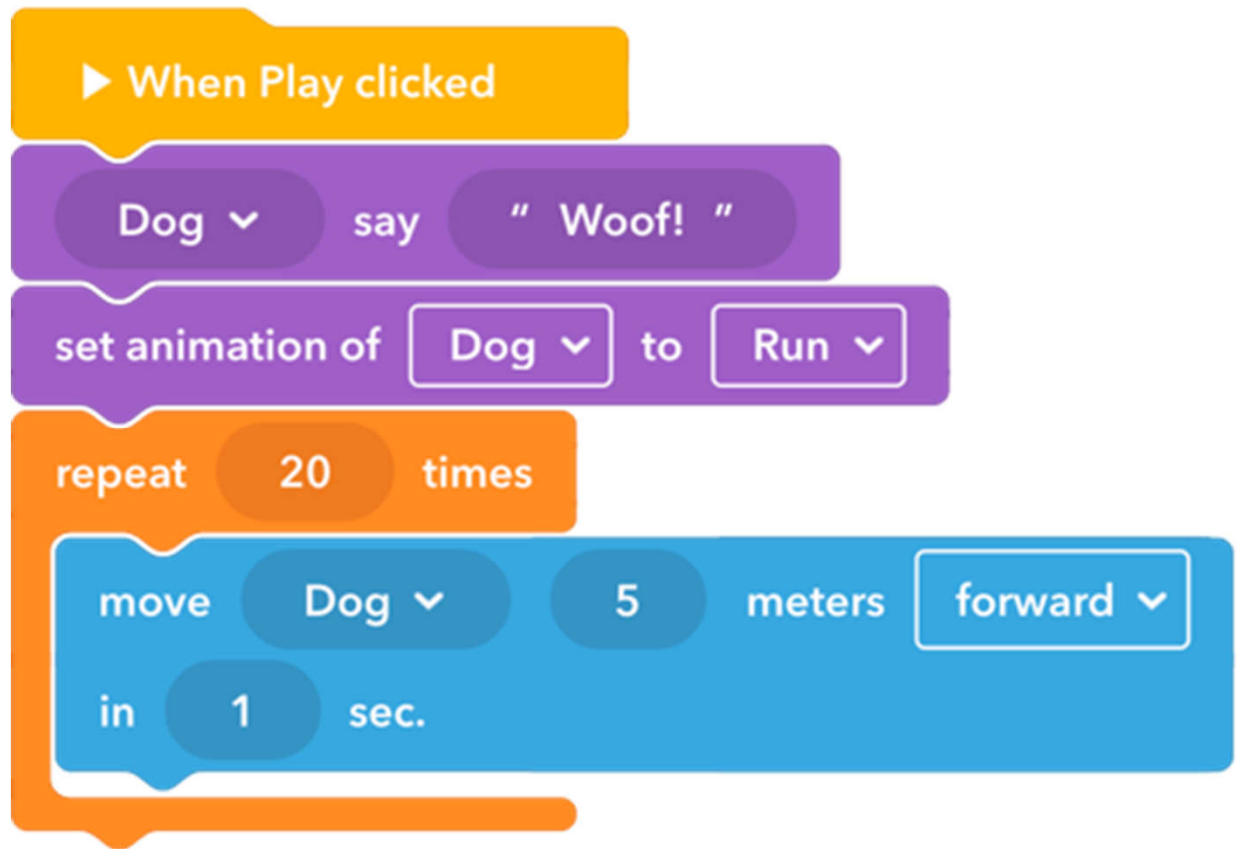
PROGRAMING LANGUAGE



CODE. WHAT PROGRAMMERS DO

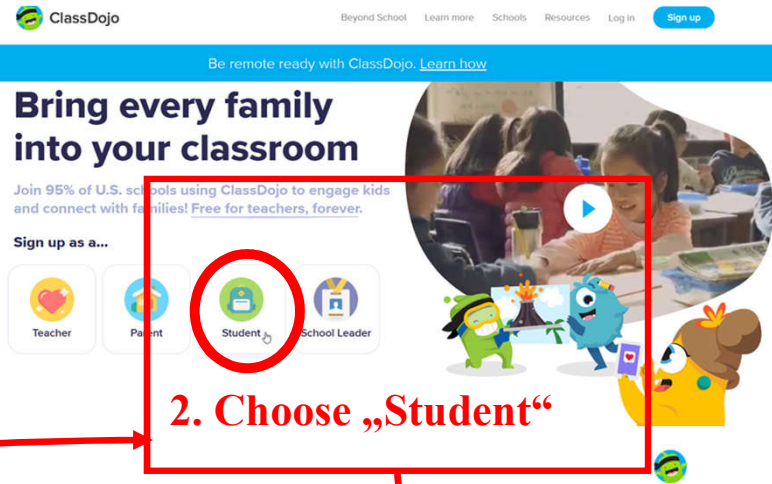
```
1 import java.util.*;
2 class matrix{
3     public static void main (String args[]) {
4         Scanner sc = new Scanner (System.in);
5         int num[][]=new int[3][3];
6         for (int i=0;i<num.length;i++) {
7             for (int j=0;j<num.length;j++) {
8                 num[i][j]=sc.nextInt();
9             }
10        }
11
12        for (int i=0;i<num.length;i++) {
13            for (int j=0;j<num.length;j++) {
14                System.out.print (num[i][j]+" ");
15            }
16            System.out.println();
17        }
18    }
19 }
```

CODING WITH CHILDREN

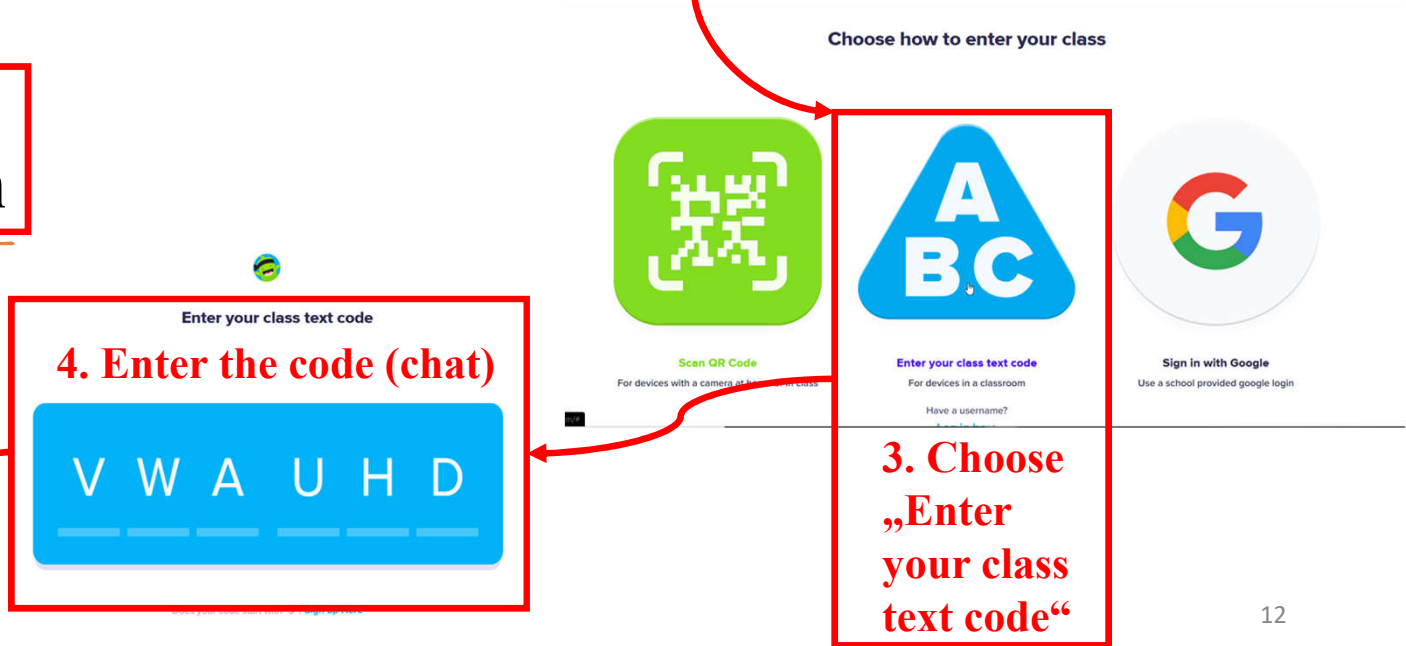




- All week training slides, instructions, videos
- Sharing your projects
- Asking questions and discussions (in English or national language)
- Answering the learners (help each other and discover together)
- Asking lecturers by private message (in English or national language)



1. Enter
CLASSDOJO.com



4. Enter the code (chat)

V W A U H D

5. Choose your name

