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EARLY CODE

Developing Teaching Materials for
Preschool Teaching Undergraduates on
Computation Thinking and Introduction to Coding

[EARLYCODE]
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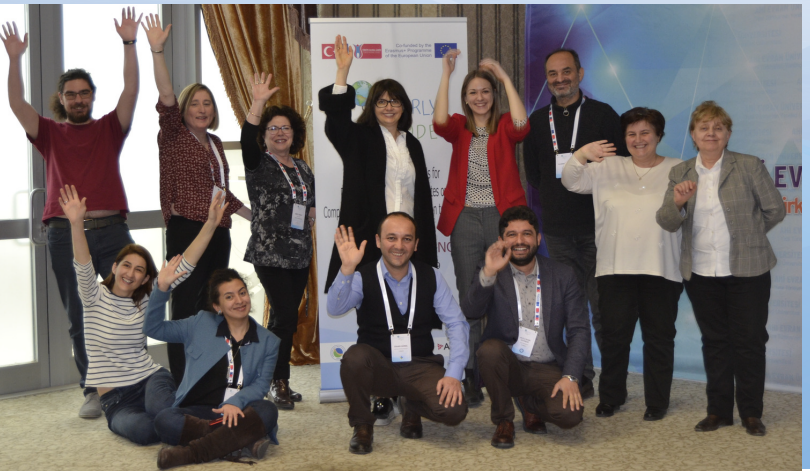
PROJECT DESCRIPTION

EARLYCODE is an European project (2018-1-TROJ-KA203-058832), having the main aim of fostering developing computational and algorithmic thinking in early years.
The project's consortium is made up of public and private or organizations from five countries: Turkey, Romania, UK, ılraly and Latvia.

Within the project, the following outputs will be produced: a curricullum, teaching materials and linked games for undergraduates to practice with in early childhood settings and teach them how to produce their own materials for children. In addition, a lecturer's manual will be preapared to be used in the training activity.

Training Activities will create added value by testing the Curriculum, training resources and manual on prescool teaching undergraduates who are the target group of the project.

Local panel discussions will take place where the project outputs will be introduced and discussed at multiplier events in each country.



OUTPUTS

CURRICULUM
FOR PRESCHOOL TEACHING UNDERGRADUATES

EDUCATIONAL RESOURCES
FOR FOSTERING AND DEVELOPING COMPUTATIONAL THINKING ND INTRODUCTION TO CODING

MANUAL
FOR COMPUTATIONAL THINKING AND INTRODUCTION TO CODING

MULTIPLIER EVENTS
FIVE DISCUSSION PANELS

TRAINING ACTIVITIES
FOR COMPUTATIONAL THINKING AND INTRODUCTION TO CODING

COMPUTATIONAL THINKING

Computational thinking is the us of problem-solving methods, by formulating problemss and searcing for solutions in a way that a computer could understand. Now, Computational Thinking (CT) and programmig are at the centre of the debate on exploiting the full porential of ICT emerged as a new concept to the help prepare children for future challenges in an increasingly digital society. Indeed, these skills are now considered by many as being as fundamental as numeracy and literacy.

EARLY COMPUTATIONAL THINKING

Contributes to a better understanding of using computer-based technologies, necessary for today's world and the future. Enhacing computational thinking and teaching coding, encourages children to create and develop new products istead of just being passive users of technology. ECE forms the basis of social, emotional, physical and cognitive development of children and contributes throughout the lifelong learning process. Developing computational thinking skills will enable children to be effective decisions makers, problem solvers and creative innovators in the future.