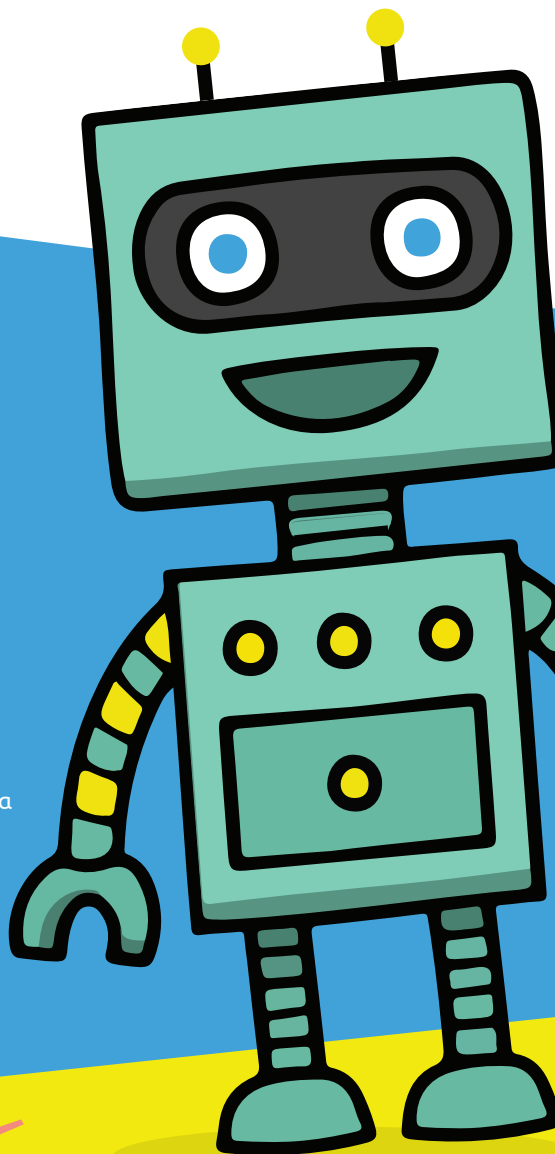


**CODESKILLS
4ROBOTICS**

Promoting coding and STEM skills through robotics.

Supporting primary
schools to develop
inclusive digital
strategies for all.

Το Ευρωπαϊκό Πρόγραμμα
'CODESKILLS4ROBOTICS' προωθεί
τον ψηφιακό αλφαριθμητισμό, τον
προγραμματισμό, καθώς και τις
δεξιότητες STEM μέσα από τη διδασκαλία
της Ρομποτικής, σε μαθητές δημοτικής
εκπαίδευσης. Ανώτερος στόχος του
προγράμματος είναι η στήριξη των
σχολικών μονάδων στην ανάπτυξη
ψηφιακών στρατηγικών κοινωνικής
ενσωμάτωσης για όλους ανεξαιρέτως
τους μαθητές.



codeskills4robotics.eu

The **CODESKILLS4ROBOTICS** project joins the efforts of Member States to promote coding and STEM skills in primary schools through robotics while engaging in an effective and innovative way the local community of the school in an attempt to create a holistic approach into dealing with multiplex digital competences.

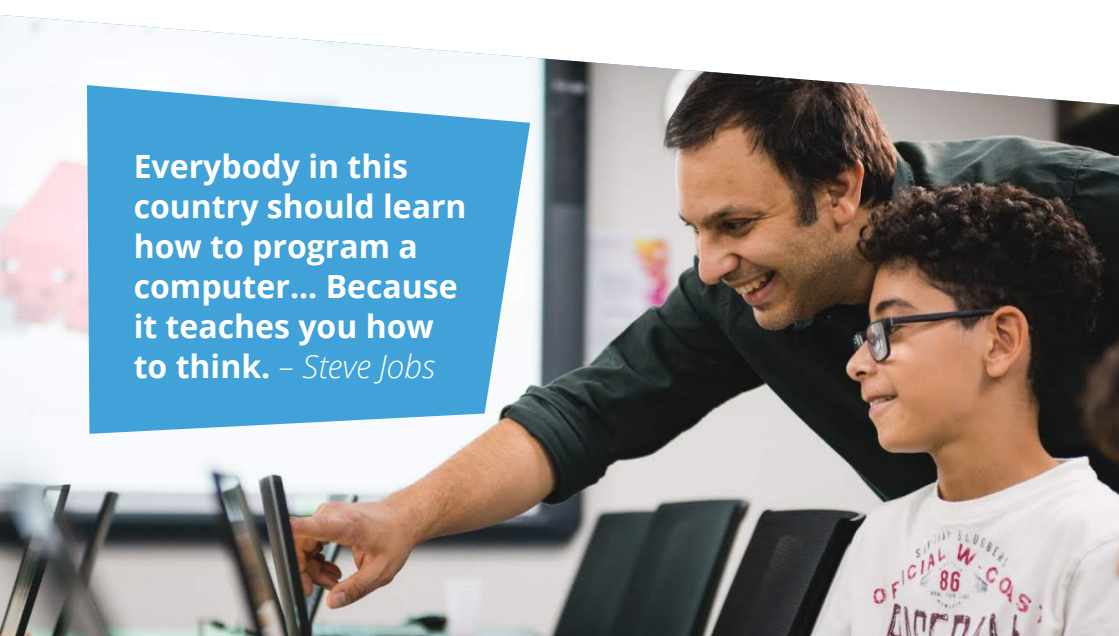
Programming and computational thinking skills are becoming ever more important in our society and working life: an increasingly digitalised economy has transformed the labour market and brought digital skills to the forefront of the educational scene. In response to this trend, the CODESKILLS4ROBOTICS project seeks to facilitate the development of programming and computational thinking skills among primary school students by producing a comprehensive set of tools designed for teachers, parents and policy-makers. Students will be introduced to coding through robotics, a channel which effectively initiates them to various STEM disciplines while promoting transversal employability skills such as problem solving, leadership and creativity. All project results and resources will be made available on the CODESKILLS4ROBOTICS interactive portal and mobile app.

PROJECT AIMS

The CODESKILLS4ROBOTICS project pioneers to design an innovative programme which aims to introduce 'coding and robotics' to primary school students (9-12) by:

- › Supporting schools to design their own DIGITALSKILLS@SCHOOL Strategy / Action Plan in order to implement the CODESKILLS4ROBOTICS programme.
- › Utilizing the extra-curricular time available in a constructive way to set up CODESKILLS4ROBOTICS Clubs in schools / educational institutions for students who voluntarily want to learn how to code, as purported by the COM(2015)408 ET2020 report.
- › Creating Synergies between the school and various stakeholders such as ICT professionals, providers, NGOs, enterprises etc. based on the principle of Volunteers Mentors who will support and guide throughout the process the primary school (teaching staff) to set up and run a CODESKILLS4ROBOTICS Club.
- › Introducing the Open Badges as a method to validate and award the coding skills and competences acquired by both the teachers and the students.

TARGET GROUPS



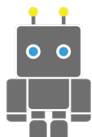
Everybody in this country should learn how to program a computer... Because it teaches you how to think. – Steve Jobs

Direct target group





Primary school students aged 9-12 years old with emphasis on children with fewer opportunities (+girls) who will learn how to code.

Indirect target group

Primary school teachers whose profiles will be upgraded and strengthened through the professional development programme to acquire the essential digital and coding skills to be gradually involved in the implementation of the programme as Trainers.



**CODESKILLS
4ROBOTICS**

-  [Website: codeskills4robotics.eu](https://codeskills4robotics.eu)
-  [Platform: codeskills4robotics.iit.demokritos.gr](https://codeskills4robotics.iit.demokritos.gr)
-  fb.com/codeskills4robotics
-  instagram.com/codeskills4robotics/

Coordinator



Program Partners



Erasmus+

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ERASMUS+ KA2 STRATEGIC PARTNERSHIP IN SCHOOL