



# CODESKILLS 4ROBOTICS

## E-PLATFORM VIDEO MANUAL

CODESKILLS4ROBOTICS: Promoting Coding & STEM Skills through Robotics: Supporting Primary Schools to Develop Inclusive Digital Strategies for All

IO4: [CODESKILLS4ROBOTICS Interactive Portal and Mobile App](#)

Partners: [N.C.S.R. "Demokritos" Greece](#), [Emphasys Center, Cyprus](#)

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## Introduction

The e-learning and e-assessment platform (or Interactive Portal) of the project, is an online platform, which can be accessed at:

<http://codeskills4robotics.iit.demokritos.gr/>

It is accompanied by a Mobile App, which offers the same functionalities and can be downloaded from the Google Play Store [here](#).

There is also a link to download the Mobile App on the front page of the e-learning platform.

The e-learning platform is offered in all partner languages (Greek, Swedish) and in English and hosts all the educational material that was developed in the framework of the project again, in all consortium languages (Greek, Swedish) in the form of e-courses.

The educational material is dual. There are the teachers courses with tips and solutions to the exercise sheets and the students courses.

Teachers, students and other stakeholders can register on the e-platform, create their digital profile and self-enrol in the available e-courses.

The e-platform also offers the recognition and validation mechanism for the newly acquired knowledge through the awarding of the Open Badges. In other words, the e-learning and the e-assessment (Open Badges eco-system) platforms have been integrated into one e-platform. This way all the educational material, the assessment procedures, the open badges, the digital profiles and e-communication capabilities are in one place to ease the process for all involved participants.

Finally, in what concerns Interactivity and Interconnectivity, apart from the setting up of the e-Academy of experts, IT teachers and professionals, etc. and the uploading of all the produced educational material (e-courses), an e-community has been built per e-course where participants will have the opportunity to communicate with each other in real-time through the available chat rooms as well as non-real-time through the available forums.

The following FAQ gently introduces the users to the platform and its functionalities and shows how to navigate through it, through video manuals.

All videos are uploaded on the project YouTube Channel.

## How do I register on the e-learning platform?

If you want to register on the e-learning platform, all you have to do is create an account. To do this all you need is to have a valid email address.

Enter your personal details, fill in your email address and verify your account by clicking the link that will be sent to you.

The process can be seen in the video below.

<https://youtu.be/5VsC99B-5CY>

## Once I have an account what are the next steps to access the training material?

All CODESKILLS4ROBOTICS courses are freely available whether you are a student or a Teacher.

By selecting the category that concerns you (Student Courses / Teacher Courses) and with just a few clicks you can access any course you want.

The process can be seen in the video below.

<https://youtu.be/oFFdJSxOfCg>

## I am a teacher and I want to implement the CODESKILLS4ROBOTICS training package, which are the steps I need to follow?

First you have to enroll in the courses aimed at teachers. You will do this by selecting the Teacher Courses category and clicking on the register button.

In these courses you will find all the educational material alongside with the solutions of the indicative exercises. After studying the material, you are ready to become CODESKILLS4ROBOTICS Mentors (The process is described below).

Then you can help your students gain a personal account on the platform and enroll in Student's lessons.

## How can I become a CODESKILLS4ROBOTICS Mentor? What exactly does this mean?

As a teacher, once you have studied the educational material, you can earn the Open Badge CODESKILLS4ROBOTICS Mentor. An "Open Badge" is an online recording and certification of the recipient's achievements and abilities. Thus, by earning this Badge, you will be certified by the project consortium as a Mentor and you will be able to award Digital Badges to your students.

The Badge will be awarded to you through an automated process. You will need to answer some questions related to the educational material (a Quiz of 12 questions). If you answer 8 of them correctly, you will earn the Badge while at the same time you will gain increased rights in the students' lessons (Teacher Rights).

The process can be seen in the video below.

<https://youtu.be/cdRmk8bBfeY>

### **I am a CODESKILLS4ROBOTICS Mentor, how can I award "Open Badges" to my students?**

There is a total of 8 Digital Badges for students on the platform. Three for the first module, one for each of the 4 training scenarios and one overall. When students successfully complete the activities, as a reward, you can award them the corresponding Digital Badges.

The process can be seen in the video below.

<https://youtu.be/vGEBgyoN3r8>

Please note that you must have received the CODESKILLS4ROBOTICS Mentor Digital Badge in order to be able to award Open Badges to your students which appear on their profile page.

### **I am not a CODESKILLS4ROBOTICS Mentor, can I use the CODESKILLS4ROBOTICS training package?**

Of course you can, since both Students and Teachers lessons are available to everyone. But unfortunately, you will not be able to award Open Badges to your students...

It is really very easy and we urge you to try it!