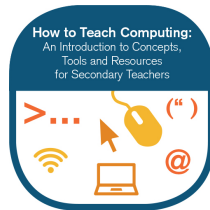


CERTIFICATE OF COMPLETION

How to Teach Computing: An Introduction to Concepts, Tools and Resources for Secondary Teachers

3rd November – 21st December 2014



European Schoolnet Academy

This is to certify that

Kondylo Glarou

has successfully completed the How to Teach Computing online course on the
European Schoolnet Academy

Brussels on 21 December 2014



Benjamin Hertz
Course Coordinator
European Schoolnet



Marc Durando
Executive Director
European Schoolnet

Course details

- Dates: 3 November - 21 December 2014
- Duration: 18 hours (approx. 2-3 hours per week)
- Description: <http://www.europeanschoolnetacademy.eu/web/how-to-teach-computing/>
- Organiser: EUN Partnership aisbl (known as European Schoolnet), Rue de Trèves 61, B-1040 Brussels

The "How to Teach Computing" course has been produced with the assistance of the European Union. The contents of this course are the sole responsibility of EUN Partnership aisbl and can in no way be taken to reflect the views of the European Union.

Course contents

Module 1: Why teach computing at schools?



- Understand the social and pedagogical reasons for focusing more on computing topics at schools
- Reflect on the focus of computing curricula and the methods of delivery at school
- Explore resources that can help and facilitate a discussion about the role of computing at their own school

Module 2: What and how are we teaching computing? Introducing concepts and methods



- Differentiate between the varied terminology used in the context of the computing education field
- Understand key concepts, methods and ways of thinking relevant to the computing education field
- Explore innovative ideas of how to approach the teaching of computing and associated resources

Module 3: How to teach computing - using visual programming tools



- Understand and reflect on different pedagogical approaches to teaching computing
- Understand the value of using visual programming tools
- Explore examples and methods of using visual programming tools

Module 4: How to teach computing - using game design tools & involving more girls



- Understand the advantages and disadvantages of a number of games design tools
- Develop an activity for the classroom using a game design tool
- Reflect on the role of girls in computing and identify strategies to involve more girls

Module 5: How to teach computing - creating for mobile



- Understand the increasing importance of mobile devices and their impact in the classroom
- Explore a selection of mobile development tools for the classroom
- Develop an activity for the classroom using a mobile development tool

Module 6: Final project - designing a learning story for your classroom



- Explore the Learning Designer tool
- Design a learning story incorporating ideas and tools presented on the course
- Peer review a learning story based on selected criteria