

Éva Andrea Kőteleki | ISZE - Association of IT Teachers | Budapest | Hungary

The Name of the Game: CODE

How I do IT in class?

Coding is a complex task: with the knowledge of the **problem** itself students **plan** and **create** a robot and its programme in order to solve the task.

During the working process there are countless opportunities to apply cooperative **teamwork** not to mention the possibility of acquiring programming knowledge within a **playful** study environment.

My project is about **coding for junior primary students.**

The ultimate goal is to develop children's IT-skills especially algorithmic thinking.



Coding is fun with BeeBot, LightBot, KODU, Scratch, Minecraft, LEGO Mindstorms & micro:bit!
The basis of the game is creative **competition**, which is strongly **motivating** for children.

100%
CODE!

Robotprogramming itself is the innovation that makes coding attractive for today's kids. In the meantime this form of studying allows them to put creativity and differentiation in focus.