Training Course for youth workers and teachers
CODING FOR LEARNING - 2019-2-IT03-KA105-016803
Palermo, Italy - October, 15th-21st
(The TC will be held during the EU code week)

Digital skills are the most versatile and are widely used in various professional sectors. The achievement of these, also by educators and youth workers, is essential to facilitate young people's access to the labour market. Through coding it is possible to develop collaboration, communication, critical thinking and creativity that are among the most important competences declared for success in society and in work in the 21st century.

The objective of the project "Coding for Learning" is to enrich the digital skills of **youth workers, teachers and educators** by developing the skills related to basic IT thinking and programming.

The training course based on Coding aims to bring the IT world closer to youth workers **non-professionals in this field**, with the final aim of transferring young people's interest in computer programming, computational thinking and the ability to become creators rather than passive users of digital technologies.

The TC will gather 22 participants among youth workers and teachers from 9 EU e non-EU countries (IT, EE, CK, MK,LV, SP, RS, TUR, BG).

Aims of the training course are:
• To improve digital skills of youth workers, teachers and educators

• To learn the basic concept of computer technology and computational thinking to transfer it to non-formal education and daily work with young people, including those with fewer opportunities and hard-to-reach, such as migrants, young people in conflict with the law, NEETs, and young people living in rural areas

• To know and apply coding to develop digital skills useful for strengthening the transversal skills of young people such as problem solving skills, teamwork, creativity, etc.

• To know digital tools to promote active use of the media

• To use coding to develop in young people, particularly those with fewer opportunities who do not have access to courses on this topic, a positive attitude towards programming, computational thinking and STEM.

METHODOLOGY
Non formal education like work in group, reflection round, brainstorming, learning by doing.
In order to facilitate learning of Coding, we intend to make use of a visual programming language software that facilitates the programming activity by making it visual, accessible to anyone, easy to replicate (even in non-formal contexts) and fun.

RESULT OF THE TRAINING COURSE
In order to support the development of digital skills in the non-formal sector, participants will contribute in the realization of an output to guide youth workers, educators and teachers to use coding for develop soft skills in young people they work with, and, as well as basic digital skills.

	Mon 14th October	
PM		
	Meeting point at the hostel at 18:00	Dinner
	Tue 15th October	
9:30-11:00	Introduction among participants. Get to know each other.	Get to know activities
11:30-13:00	Introduction to the project and its objectives, agenda and expectations	Discussion and contribution
15:30-17:00	The role of informatics and coding in everyday life	Work in groups. The impact of technology and IT in one's daily life, in regards to others, to communications, etc.
17:30-18:30	Introduction to learning diary	Introduction to methodology
	Wed 16th October	
9:30-11:00	Computational Thinking	Introduction to the key concepts of computational thinking and computational practices. Knowledge sharing and concept clarification.
11:30-13:00	Digital and ICT for developing soft skills	Work in groups. Deeping the digitization applied to work with young people in formal and non-formal contexts for the development of transversal skills. Identification of weaknesses and strengths. (sharing result from the visit of Fab Lab and Coderdojo in home country)
15:30-17:00	Introduction to Scratch	Get familiar with the use of the software. Method: Learning by doing, PC exercises. Work in groups of 3-4 pax from different countries to encourage cooperation, mutual support and improvement of foreign language skills.
17:30-18:30	Learning diary – group reflection	Individual reflection and reflection in small groups to deepen the usability of the skills acquired into youth work.
After dinner	Intercultural night	Introduction of own culture and tradition
	Thu 17th October	
9:30-11:00	Learning to Code through Scratch	How to create a simple animation with graphic effects. Method: Learning by doing, PC exercises. Work in groups of 3-4 pax from different countries to encourage cooperation, mutual support and improvement of foreign language skills.
11:30-13:00		
15:30-16:15	Free Time	Small tour organized by IG volunteers
Until 18:30	Free Time	Self-organized
	Fri 18th October	
9:30-11:00	How to develop activities appealing for youth in the digital space	How to create video games by using various ways (question/answer, random, levels).

11:30-13:00		Method: Learning by doing, PC exercises. Work in groups of 3-4 pax from different countries to encourage cooperation, mutual support and improvement of foreign language skills.
15:30-16:30	Develop and deepen what's been acquired so far	Practice and exercise
17:00-17:30	Mid-Term Evaluation	Check. Self-evaluation, sharing of feedback
17:30-18:30	Learning diary – group reflection	Individual reflection and reflection in small groups to deepen the usability of the skills acquired into youth work.
Sat 19th October		
9:30-11:00	Coding for Education purposes	Coding and Scratch applied to hardware: (Makey Makey, MicroBit, Arduino and Raspberry). Method: Learning by doing, PC exercises. Work in groups of 3-4 pax from different countries to encourage cooperation, mutual support and improvement of foreign language skills.
11:30-13:00		
15:30-17:30	Digital Tool Fair	Sharing of digital tools (applications and platforms) for educational and communication purposes, and tools (such as workshops on media education, digital tools, methods, etc). Space for sharing practice among participants and local organizations, schools. Toolfair method.
Sun 20th October		
9:30-11:00	Coding and digital devices. Get to know APP inventor* (*Android device needed)	Introduction to software to learn how to create a simple game to play on smartphone/Tablet. Work in groups of 3-4 pax from different countries to encourage cooperation, mutual support and improvement of foreign language skills.
11:30-13:00		
15:30-17:00	Digital practices for non- formal education	Sharing and evaluation in plenary of what learnt and recorded by each reflection group on the usability. On the basis of what is shared, the contents to be included in the output will be identified. Division in work groups.
17:30-18:30	Shaping the output	Division in groups according to topics identified
Mon 21st October		
9:30-11:00	Working and finalizing the output	Work in groups
11:30-13:00		Work in groups
15:30-16:30	Open Space	Space for sharing feedback, contribution and networking
17:00-18:30	Erasmus Plus, YouthPass and Final Evaluation	Sharing of knowledge on EU Programmes. Distribution of YouthPass. Final Evaluation
Tue 22nd October		
AM	Departure	

DATE AND PLACE

Activity days are from 15/10/2019 to 21/10/2019
arrival day – 14/10/2019 (meeting point at 19:00 at the hostel)
departure day – 22/10/2019

ACCOMMODATION

The activity will be host in Palermo at Domus Carmelitana Siculorum
Via Giovanni Grasso, 13, 90134 Palermo PA (Google maps available HERE)

Participants will share a double room with private bathroom

HOW TO GET TO THE HOSTEL
from PALERMO airport "Punta Raisi" to Central train station "Palermo Centrale"

By bus - Prestia e Comandè shuttle https://www.prestiaecomande.it/
from airport to Terminal "Stazione Centrale"
PRICE: 6.30€ one way. 11€ return tickets. **Important!** Purchasing the ticket online, it's cheaper. Tickets can be bought at the airport or on the bus.

By train – TRENITALIA https://www.trenitalia.com/
from airport "Punta Raisi" to Terminal "Palermo Centrale"
PRICE: 5.90€ one way. Tickets can be bought online or at the airport (electronic machine) or at the train station.

>>>From the Central Train Station to the hostel you can walk. Please check this map (Google maps available HERE)

WHAT TO BRING
- A laptop with the software Scratch (check how to download it for free in the next box)
- A waterproof jacket and shoes. Check whether forecast before coming to Palermo. However we recommend to bring some waterproof clothes. Palermo is quite humid place even in sunny days. Long pants and long leaves can be useful.
- European Health Card.
- Information about your work and your organization (flyers, etc.)
- Snacks and material for intercultural night.
- Digital tools (applications, platforms, etc...) for educational and communication purposes, tools (such as workshops on media education, methods, etc) to share during the Digital Tool Fair.

HOW TO GET PREPARED - Important!

In order to be ready for the topic and get closer to IT dimension we invite you to check and visit any "FAB LAB" and "CODERDOJO" existing in your town. If you don't know any, you can search for them online, on the website https://zen.coderdojo.com/find or just typing "Coderdojo + name of your city" on Facebook or on the search engine.
We invite you to visit them to discover which activities they implement, which digital material they promote, to get inspired. THE RESULT OF YOUR VISIT will be shared during the training course in Palermo.

During the activities we will use SCRATCH. Please download for free the software from the official website https://scratch.mit.edu/download and save it in your pc.

During the training course we will share information and experiences in the use of digital materials and tools for educational purposes, as well as tools and activities related to media education. Please FILL THIS FORM to let us know more details about you and information about what you would like to share. Thank you!!!

FINANCIAL CONDITION

Board and lodging are covered by Associazione InformaGiovani with the support of Erasmus Plus during the activity period.
Travel costs will be reimbursed on actual costs incurred and up to the limit for each country as listed below and based on Erasmus+ Distance Calculator.
Visa cost will be reimbursed up to 70 euro per each participant after receiving invoices.

Reimbursement will be done via bank transfer to the sending organization after we receive all the original tickets and EU Survey is completed by participants.

IMPORTANT - Please consult us before purchasing the ticket. **BEFORE booking it, please send the travel details to**

monic@informa-giovani.net. Thanks!

Organization	Country	Number of participants	Travel cost (up to)
Associazione InformaGiovani	Italy	4	€0
Mtü Noortevahetuse Arengu Ühing Estyes	Estonia	2	€360
Mezinarodni Vzdelavaci Centrum Gems	Czech Republic	2	€275
Council For Prevention Of Juvenile Delinquency Kavadarci	Republic of Macedonia	2	€275
Associazione I Girasoli onlus	Italy	2	€0
Vainodes vidusskola	Latvia	2	€360
Asociación para el Desarrollo y Fomento de las Cinco Villas	Spain	2	€275
Asocijacija Duga	Serbia	2	€275
Sof Dagi Genclik Ve Spor Kulubu Dernegi	Turkey	2	€360
Profesionalna gimnaziya po transport i agrarni tehnologii "N.Y.Vapcarov"	Bulgaria	2	€275

For any information please contacts us at **monic@informa-giovani.net**

Thank you! IG team