

CODING AND 21ST CENTURY SKILLS.

Training & Professional Development

We can bring our coding/robotics instructors to your school or district for training as part of your school's Professional Development Day. The learning experience on coding is meant to train teachers and/or support student interest. Our Finnish team will offer *project-based* learning content relevant to coding, robotics and artificial intelligence (AI).

Based on project-based learning model (PBL), our Design-based project learning approach promotes innovation, creativity and sharing information. It drives students to learn more and to become creative problem-solvers. They learn to think creatively and succeed no matter what the future brings. In Design-based project learning the teacher's role shifts into a coach. Teacher's role is to foster failure and to turn failures into learning opportunities. Most notably, the teacher does not need to be the best coder in the classroom.

The course also works for teachers with no previous computer science background.

We believe any teachers can teach coding and 21st Century skills. The curriculum and teaching materials are based on academic research and Finnish education model. We align with the learning objectives of international and national curricula globally. We offer teaching materials for schools. We train teachers all over the world to teach coding, robotics and AI.

The format for the in-person professional development on coding, will be as follows:

1. Online kickoff 2h Zoom: Introduction in design-based project learning
2. Onsite training: Our team from Finland will conduct an in-person training at your school with focus on hands-on activities. We will also provide links to downloadable material which your school can use, etc.

We will conduct training and exercises for 3-4 hours each day for 3-days. The 3 days will be divided as follows:

- Focus on the pedagogical model
- Focus on programming
- Focus on robotics, general ICT skills and AI

This training works very well as the course is designed by teachers for teachers. It offers important fundamentals for teaching coding that are easy to understand and easy to put into practice. It's about adopting an instructional approach that makes coding, robotics, and AI *fun and effective*. We provide all ancillary materials, and we offer follow-ups on-line.

ADDITIONAL INFORMATION

Target group Teachers and instructors for class levels 3-9 (elementary and middle schools).

Workshop content is suitable for both beginner-level teachers and those already familiar with programming. Maximum number of participants per workshop is 20.

Duration Each workshop is 3.5 hours with a break.

Format Onsite in a classroom. Participants are to bring their own laptops or tablets. Each workshop is preceded by an online questionnaire allowing our instructor to tailor the workshop content to the group's needs.