

CodER

The CodER Methodological & Pedagogical Guide



CodER's Second Project Result

The CodER Methodological & Pedagogical Guide represents the second step aiming to enhance the youth workers' knowledge on how to create educational escape rooms that will help young people learn about coding and microcontrollers - their use and how to program them.

The guide is addressed to youth workers who are interested in engaging their youth groups with coding and microcontrollers through an innovative game-based way of teaching and learning. At the moment there are no books or guides that explain how to connect educational escape rooms with coding.



The chapters of the CodER Methodological & Pedagogical Guide

- In CHAPTER 1, the readers can find information about the theory behind the Escape rooms as pedagogical tools.
- In CHAPTER 2, the readers can find more practical information on how to design an escape room.
- In CHAPTER 3, the readers will be able to learn how to connect the learning objectives of the escape rooms with the coding and microcontrollers.
- In CHAPTER 4, the readers will be able to explore how to adapt the escape rooms to different target groups that will play the games (NEETs,unemployed people, people with geographical obstacles,etc.)
- In CHAPTER 5, there will be some conclusions regarding the game based learning methodology and escape rooms as pedagogical tools for coding and microcontrollers.



2nd Transnational Project Meeting

The CodER Consortium met in Athens on 3rd & 4th of October for the second Transnational Project Meeting!

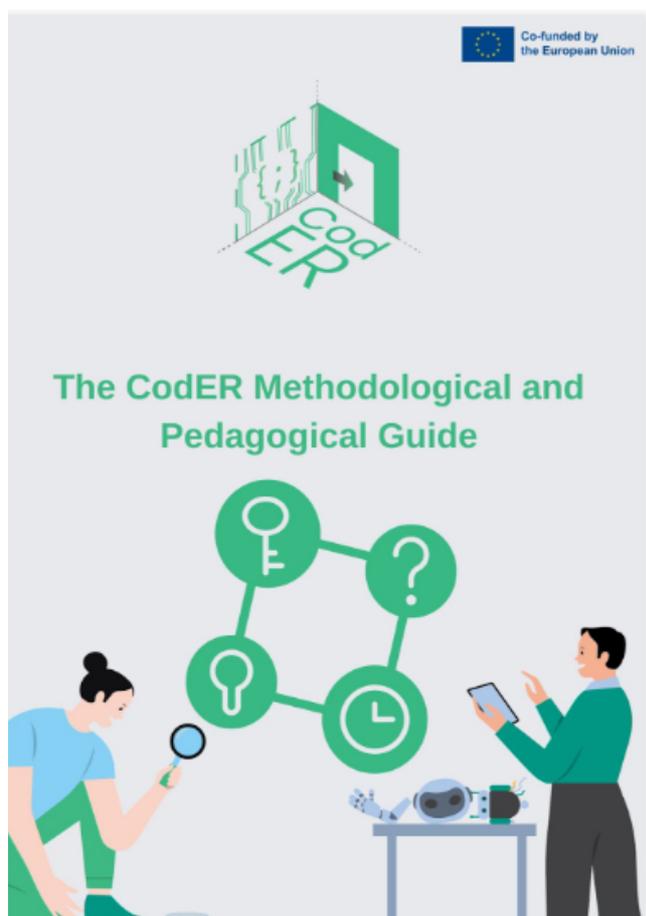
The meeting was hosted by Challedu. The partners discussed the current state of the project, the next steps in the design and development of the Escape Rooms Scenarios and ER Generator!



Completing the CodER Methodological & Pedagogical Guide

The efficient collaboration of the partners in the development and completion of the CodER Methodological and Pedagogical Guide has led to the successful development and completion of the guide.

As our second project result has been completed, the CodER methodological and pedagogical guide is now available on the project's website in all partner languages (EN, FR, EL, CR) as an Open Educational Resource (OER).



We are looking forward to sharing with you the CodER Escape Room Scenarios that we are currently developing!

Consortium



DIGIJEUNES

challedu
inclusion | games | education

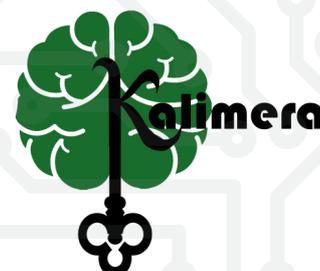


CITIZENS
IN POWER

RITE

RESEARCH INSTITUTE FOR TECHNOLOGICAL EVOLUTION

AKMI
I.V.T THE LEADER IN EDUCATION



Find CodER on:



www.coderproject.eu



[@coder.eu](https://www.facebook.com/coder.eu)



[@coder_eu](https://www.instagram.com/coder_eu)



[CodER](https://www.youtube.com/CodER)

Stay tuned for: The CodER Scenarios Handbook

