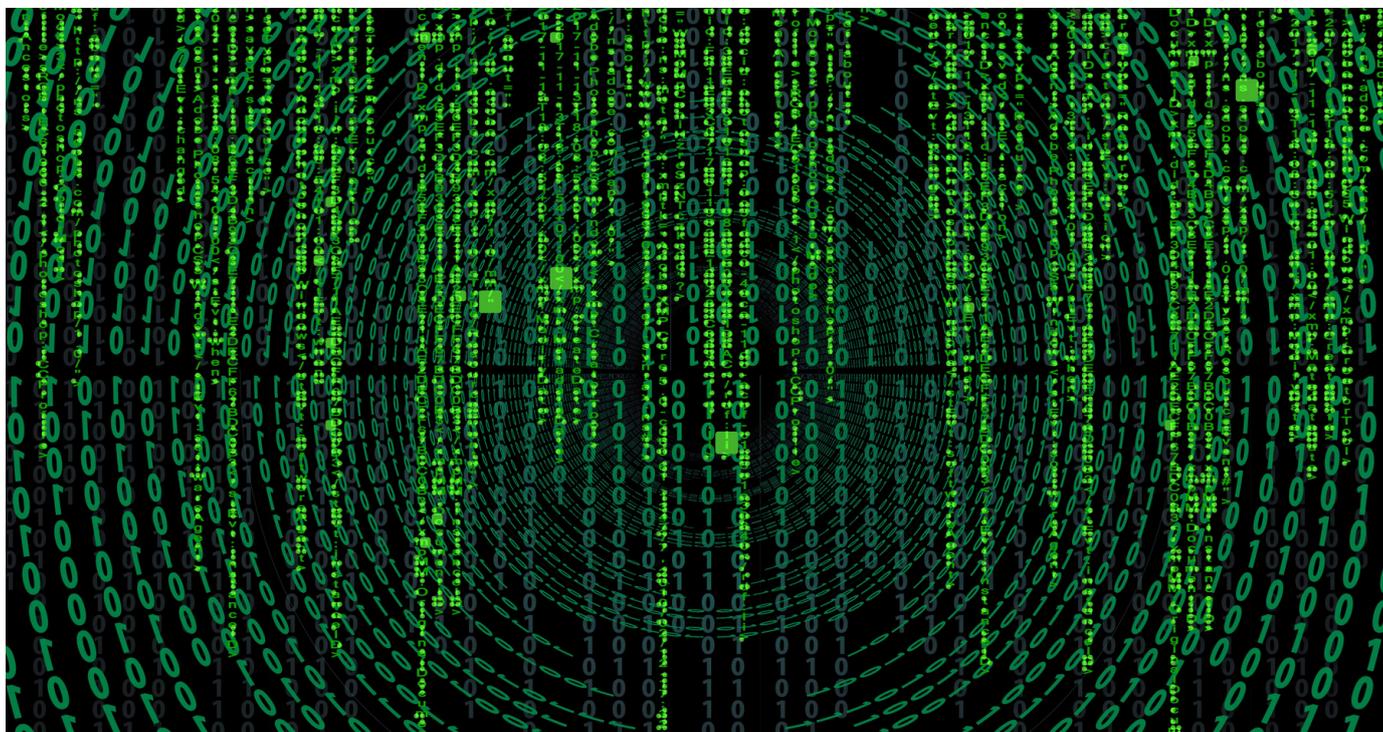# CodER

Teaching coding and microcontrollers to young people through Virtual Escape Rooms

About the project

Having in mind two of the most valuable skills of the 21st century, programming and microcontrollers knowledge, young people should be able to gain basic coding skills, without necessarily being in the techonology area.

Basic programming knowledge is a skill needed in every field discipline nowadays, from social sciences to business and entrepreneurship. It, also, helps to develop a whole range of applicable skills in real life, like critical thinking, problem analysis, problem-solving, and logic, essential for today's labor market.

CodER, the "Escape Rooms for Coding and Microcontrollers" project, intends to do exactly as its title suggests; develop educational escape rooms that incorporate programming challenges as an innovative method of increasing young people's motivation in learning how to code.

Co-funded by the European Union

Project Results

To do as suggested, CodER will offer the following free resources:

- **An introductory Module on Basic Coding and Microcontrollers**
- **A Methodological and Pedagogical guide on the use of Escape Rooms as educational tools**
- **A Handbook with Escape Room Scenarios, including programming and microcontrollers challenges**
- **An Escape Room Generator that will give the opportunity to design and use a personally modified Escape Room**
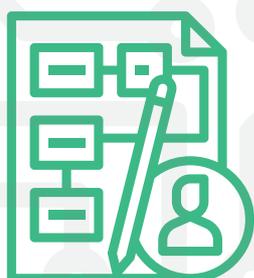
Projects' Impact

- **Increase youth workers' knowledge of programming and microcontrollers by providing them with *The Code to Escape Module.***
- **Align the learning objectives with the labor market needs.**
- **Create a methodological guide for the pedagogical use of Escape Rooms for coding, appealing to the Youth Sector.**
- **Increase youth organizations' knowledge of different scenarios that could teach young people programming and microcontrollers.**
- **Give youth organizations worldwide a very useful tool that will help raise the level of young people's knowledge in programming and microcontrollers (*The Digital Escape Room Generator*).**
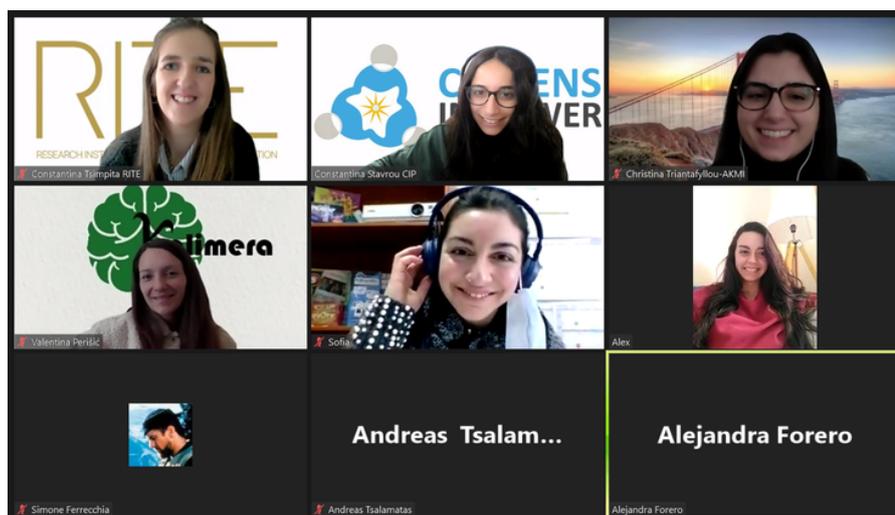
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Project launch

CodER is a project of 2 years duration (2022-2024). It was launched in January 2022, the month in which the partnership had its first, virtual meeting. During the meeting, the project coordinator shared with the partners the work plan and objectives to be achieved. Each partner has been assigned a role and some tasks, which were further presented and discussed.

Six organizations from four european countries form this partnership - *Digijeunes* **(France),** *Challedu- inclusion |games|education* **(Greece),** *C.I.P: Citizens In Power* **(Cyprus),** *RITE- Research Institute for Technological Evolution* **(Cyprus),** *AKMI* **(Greece) and** *Kalimera* **(Croatia).**

The collaboration among partners has been very fluid and the objectives are starting to be seen.

Besides, online meetings are held on a monthly basis in order to discuss the progress of the project and the next steps; assuring that way a very strong teamwork.
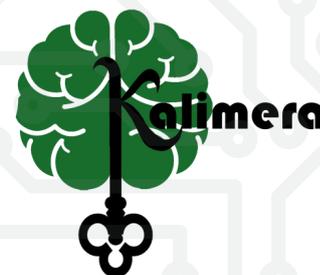
Partnership

Find CodER on:

🌐 **www.coderproject.eu**

f **@coder.eu**

📷 **@coder_eu**

▶️ **CodER**

Stay tuned for:

The CodER Module

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