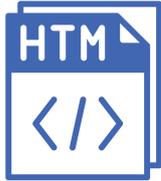


CodER

Teaching coding and microcontrollers to young people through Virtual Escape Rooms



CodER's Third Project Result

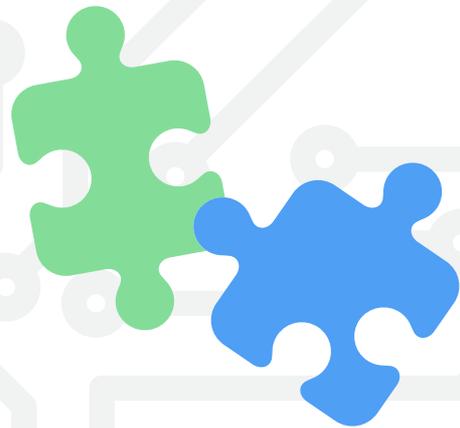
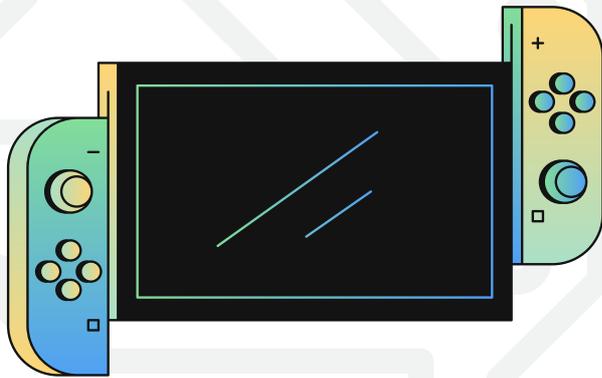
The CodER Scenarios bring our ideas and concepts to life, building upon the successes of our previous projects. These scenarios provide youth workers with the tools they need to recreate them and give participants a dynamic way to approach programming learning.

This handbook features 6 ready-to-use Escape Rooms, including 3 physical and 3 digital versions. Each storyline is unique and presents different levels of difficulty, with specific requirements that must be met to solve it.



The CodER Scenarios

- Include relevant scenarios, riddles, enigmas and other challenges, hints, printable graphic material and digital tools,
- Focus on programming and microcontrollers
- Focus on female role models in STEM in order to motivate the female population to get involved with the subject
- Will be accompanied by pedagogical explanations, a fact that will enable them to be used as complete educational tools
- Will contemplate a time for reflexion and debriefing in order to clarify the concepts and talk about the eventual difficulties found during the game
- Are a clear example of how to transform the learning process in something interesting and fun



The ER scenarios contest



The CodER consortium is excited to announce an upcoming ER scenarios contest! Each partner organization will create a team of three young people to participate as candidates in the contest. Youth organizations will guide their teams in developing the ER scenarios and collect them for submission. At the final conference of the project, the three best ER scenarios will be rewarded with a 200 euro voucher each!

The trailers

We have created two trailers to help introduce you to the world of ER scenarios. You can find them on our youtube channel and our website by visiting us online.



Completing the CodER Handbook

The CodER scenarios mark a significant milestone in achieving our project goals. The team has worked tirelessly to deliver valuable materials for youth workers and users alike. Pilot tests were conducted in France, Greece, Cyprus, and Croatia to ensure the activities functioned effectively, were consistent, and met the project's learning objectives.

We are thrilled to report that the entire process has been a resounding success so far, and the CodER scenarios are now available on the project's website in all partner languages (EN, FR, EL, CR). We're excited to continue our journey towards the next project result: the CodER Digital Escape Room Generator. Stay tuned for more updates!

Partnership



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inclusion | games | education

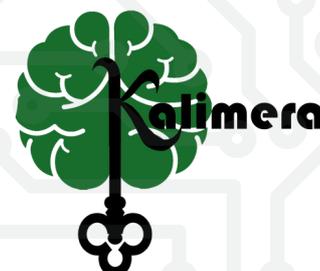


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Stay tuned for:

**The CodER
Digital Escape
Room Generator**

