


TECHNOLOGY
UNDERSTANDING

CODING GAMES


<https://www.emaze.com/@ALLILOILL/technology-understanding>





The world is changing and, with it, so is education! Classroom dynamics have changed a lot over the last few decades and, today, innovation is one of the key words so that students can have a great experience in class and thus learn in a really efficient way.

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One of these innovations is the use of programming at school, an initiative that is gaining many followers around the world. As well as encouraging students to come into contact with digital resources from an early age, this strategy helps a great deal with the cognitive development of children and teenagers.

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Programming in the school

The use of technology in the classroom is a trend that is attracting more and more institutions. And it's no wonder: after all, it brings a number of advantages to education.

In practice, learning programming can be done in specific classes (ICT) or in the time of other subjects. Everything will depend on the methodology applied and the availability and willingness of the teachers. The important thing, however, is not to stop investing in digital transformation and bringing new realities and new educational practices into the classroom.

Programming is an area of study that uses computer resources in the classroom. With it, students can create programs, games, websites and much more and, in the process, learn concepts from various disciplines.

Benefits of programming

1. Facilitates learning
2. Promotes digital competence
3. Prepares students for the job market
4. Works on various skills
5. Promotes greater engagement
6. Improves performance
7. Promotes different types of intelligence
8. Stimulates cognitive activity



In our school, programming activities are developed in ICT classes in the initial cycles. In secondary school, these activities are developed in courses directly related to ICT. Given the reduced workload allocated to the subject in the initial cycles, not as much time is devoted to coding as would be desirable. But the benefits of programming activities and the activities created under it are not limited to these classes. In other classes, the benefits of activities involving logic are experienced. In Spanish lessons, teacher Isabel Agostinho uses logic activities to get her students to follow instructions in Spanish, while at the same time promoting their self-confidence and reasoning skills. On the other hand, these activities have excellent results in noisy classes or with students who have difficulty concentrating, as they promote relaxation and concentration. Logic games, as well as being great sources of distraction and leisure, are also great for boosting the mind.



toxicode
COMPUTE IT




The students were introduced to <https://compute-it.toxicode.fr/?hour-of-code>. The atmosphere in the class changed completely, the noise and parallel conversations gave way to an atmosphere of concentration and focus. The students were committed to overcoming the levels and carrying out the instructions. Many of them said that they would let their families know about the activities and that they would continue to solve the challenges outside the classroom.



The Hour of Code is an international initiative that aims to increase society's awareness of computer science and information technology as a branch of scientific and technological knowledge.



<https://hourofcode.com/pt/pt>



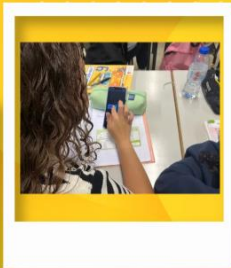
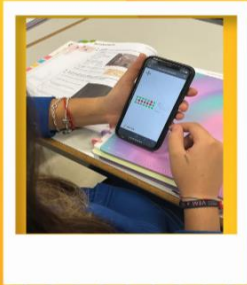
The Hour of Code doesn't aim to teach a new skill in such a short space of time - that would be completely impossible - but rather to give young people an opportunity to learn some fundamental programming concepts in a fun way: what a loop is, a conditional decision, or how to spot logic errors in computer information processing. The fundamental aim is for everyone involved to have the opportunity to better understand the importance of the skills associated with "Computational Thinking", understood as a new fundamental literacy for the future.



The Hour of Code began as an hour-long introduction to computer science, designed to demystify "code", to show that anyone can learn the basics and expand their participation in the field of computer science. Since then, it has become a worldwide initiative to celebrate computer science, starting with hour-long coding activities, but expanding to all kinds of community initiatives. This popular campaign has the support of more than 400 partners and 200,000 educators around the world.

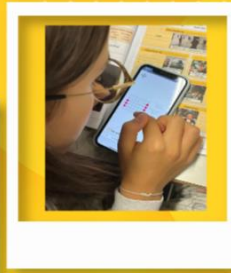
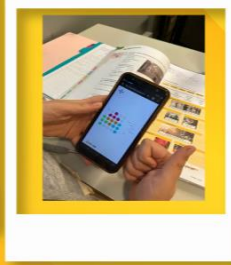
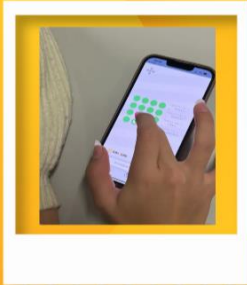


Hour of code in class





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