









# Programming in School Computer Club (Scratch) & (Python)

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## Introduction (why?)

- ICT lessons are not compulsary in a school curriculum
  - Students are interested in computers and programming
- Lack of teachers, who are capable of teaching programming
- Not many materials in Estonian
- Praxis in need of software developers
- Growth of Institute of Computer Science.















## Sisukord

- Project
- Learning materials
- Teacher training
- Schol visits
- Research
- What's next?











# **Project (1/2)**

- Project ProgeTiiger (programming tiger)
- The Information Technology Foundation for Education (ITFE)
- University of Tartu, Institute of Computer Science

#### Goals:

- Creating webpage <u>www.progetiiger.ee</u>
- Creating learning materials about programming in languages
   SCRATCH and PYTHON for students and teachers
- Conduct a teacher training
- Conduct school visits.













# Project (2/2)

### Some principles we are following

- Free of charge:
  - Software
  - Learning materials
  - Teacher training
- For everyone:
  - Free software
  - Does not depend on OS
  - Public learning materials, which can be used and modified by everyone.











# **Learning Materials (1/3)**

#### SCRATCH:

- Visual programming
- For key stages 2-3 (10-15 years old)
- Materials for students and teachers
- Capacity: 18 lessons
- Example: <a href="http://progetiiger.ee/content/13-m%C3%A4ngude-n%C3%A4ited">http://progetiiger.ee/content/13-m%C3%A4ngude-n%C3%A4ited</a>

#### PYTHON:

- Syntax-based
- For key stage 4
- Materials for students and teachers
- Capacity: 36 lessons
- Example: <a href="http://progetiiger.ee/content/pythoni-materjalid">http://progetiiger.ee/content/pythoni-materjalid</a>













# **Learning Materials (2/3)**

```
#main program starts here
playAgain = 'yes'
while playAgain == 'yes' or playAgain == 'y':
    scene1()
    #use the makeChoice function to get
    #the player to decide which way to go
    firstChoice = makeChoice()
    #this if else statement will show the next
    #scene based on the players choice
    if firstChoice == '1':
        scene2A()
    else:
        scene2B()
    secondChoice = makeChoice()
    #this if else statement will show the next
    scene based on the players choice
    if secondChoice == '1':
        goodEnd()
    else:
        badEnd()
    print('Do you want to play again? (yes or no)')
   playAgain = input()
```

```
when 🔁 clicked
set playAgain to yes
repeat until not playAgain = yes
 set firstChoice to makeChoice
if firstChoice = 1
 scene2A
 else
 scene2B
 set secondChoice to makeChoice
if secondChoice = 1
 goodEnd
 else
 badEnd
                                            Eesti
Infotehnoloogia
Kolledž
 ask enterves to play again and wait
                                            ITL 🔊
 set playAgain to answer
stop all
```

## **Learning Materials (3/3)**

- Can be used in a regular ICT lesson
- Testing learning materials at schools
- Help of students
- Videomaterials.











## **Teacher Training**

#### **Information**

- 50 teachers
  - SCRATCH 30 teachers
  - PYTHON 20 teachers
- Free teacher training, accommodation, transportation.
- Visiting IT companies
- Course was full in about 24 hours

#### **Teacher training**

- I session (18-19 October 2013)
- E-learning in Moodle environment (8 weeks)
- II session (10-11 January 2014).













## **School Visits**

- Compulsory
  - 2 school visits in 2013
  - 4 school visits in 2014
- What? Where? Who? When?











## Research

- Kristin Liba's master's thesis.
  - Questionnaire about the teacher motivation before the first teacher training session

• ...













## What's next?

- Second session in January
  - Developing learning materials
- New teacher training courses
- Visiting schools
- Outputs events, competitions, ...
- Translating materials
- Continue with reseach.









