

28-30.09.2017

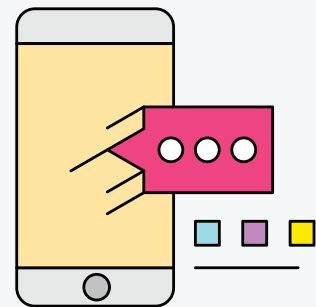


eTwinning

THEMATIC CONFERENCE



Learning To
THINK
In a **DIGITAL**
SOCIETY



Programme

| Hashtags: #Learning2Think #eTwinning



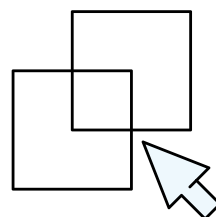
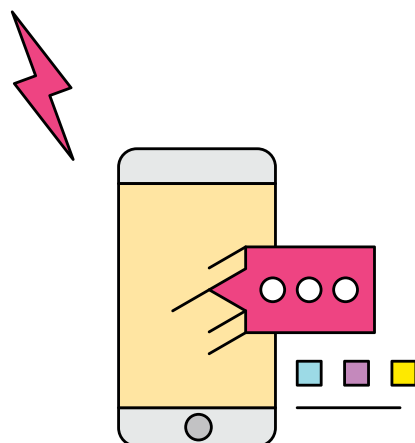


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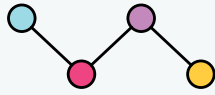
Learning To
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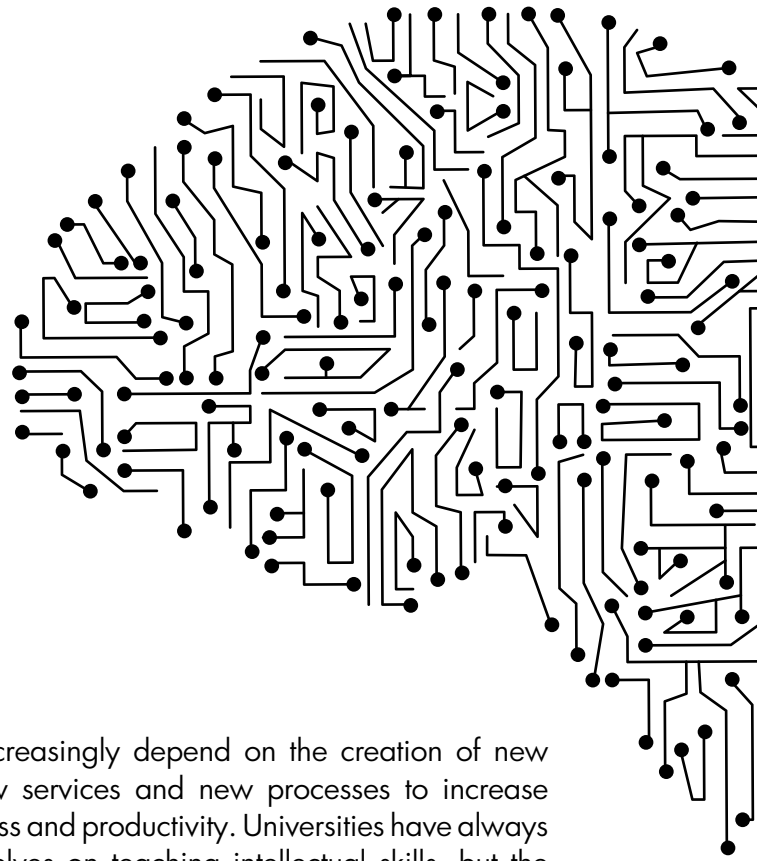


Venue: Athens, Greece, Divani Caravel **Dates:** 28, 29, 30 September 2017

Target group: Teachers of primary, secondary and vocational education

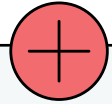


Nowadays, it is the role of schools to foster the use of new technologies in a very conscious and active way, as well as to experiment with new modalities and new contexts in order for students to reflect, collaborate and develop creativity during their learning process. Thinking skills (computational thinking, critical thinking, problem-solving, creativity, originality, strategising) are some of the most important skills that teachers are expected to develop in their students, matching the need for knowledge-based workers in the marketplace.



Businesses increasingly depend on the creation of new products, new services and new processes to increase competitiveness and productivity. Universities have always prided themselves on teaching intellectual skills, but the challenge to involve students at earlier age, especially at the undergraduate level, has an impact on the current paradigm. Also, it is not just in the higher management positions that these skills are required: from the trades to the public sector, workers are expected to identify needs and find appropriate solutions, at all levels.

In this Thematic Conference the emphasis is given to computational thinking skills. Computational Thinking represents a universally applicable attitude and skill set that everyone, not just computer scientists, should learn and use, and this is highlighted in the European Reference Framework on key competences for lifelong learning. eTwinning, the largest teachers network in Europe, has long promoted the ideas of innovation, creativity and critical thinking. The time has come to offer, through this thematic conference, an overview of Computational Thinking concepts and applications, unveiling its potential for those involved in compulsory education, and showcasing how eTwinning can contribute to the process.



Main Objectives

1. Introduce the application of Computational Thinking in education, and how it can enable students to think in a different way while solving problems, and to analyse everyday issues from a different perspective.
2. Prepare teachers to facilitate the use of Computational Thinking in schools and in their eTwinning activities

| Day 1



Thursday 28.09.17

14:00 – 15:30

Registration

15:30 – 17:30

Plenary session

| **ROOM: MACEDONIA HALL**

| *Welcome addresses*
(European Commission DG EAC,
Greek Ministry of Education)

| *eTwinning in relation with*
computational thinking
(Anne Gilleran CSS/EUN)

| *Keynote speech "A Brief History*
of Computational Thinking at the
Media Lab": Michail Bletsas Director
of Computing in the MediaLab of
MIT <https://www.media.mit.edu/>

20:00 – 23:00

Dinner

| **ROOM: AMALIA**



| Day 2



Friday 29 .09.17

9:00

Orientation for workshops
at registration desk

9:30 – 11:00

* Thematic parallel sessions

11:00 – 11:30

Coffee break

11:30 – 13:00

parallel workshops 2

13:00 – 14:30

Lunch buffet

14:30 – 16:00

parallel workshops 3

19:00 - 22:00

Dinner at

<http://cookoovaya.gr/en/>

| Day 2



Saturday 30.09.17

9:00

Orientation for workshops
at registration desk

9:30 – 11:00

parallel workshops 4

11:00 – 11:30

Coffee break

11:30 – 12:30

Panel Session: Learning to think in
a digital society: looking ahead

12:30 – 13:00

Closing session
(European Commission DG EAC)

13:00

Lunch / departure

* Thematic Parallel Sessions

The integration of Computational
Thinking across school curricula

| **ROOM: Macedonia A**

| *Anusca Ferrari and Katja Engelhardt*

On the quest for assessing computational thinking

| **ROOM: Macedonia B**

| *Jesus Moreno*

Training teachers In Computational Thinking

| **ROOM: Ilissos**

| *Miles Berry*

Computational Thinking as a way for inclusion

| **ROOM: Kozani**

| *Ruth Sanders*



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Workshop Sessions

| Day 2



11.30 - 13.00

WS-01

Recording and studying earthquakes in the school
| ROOM: KOZANI

WS-02

The basics of Communication Protocols
| ROOM: EDESSA

WS-03

Mission to Mars
| ROOM: NAOUSA

WS-04

ICARUS
| ROOM: FLORINA

WS-05

Understanding Nature, studying Science subjects through Programming
| ROOM: MACEDONIA A

WS-06

Vehicles and means of tomorrow's transportation
| ROOM: MACEDONIA B

WS-07

Hobbits Vs Orcs: Crossing a river with Tolkien heroes
| ROOM: ILISSOS A

WS-08

The motorway problem
| ROOM: ILISSOS B

| Day 2



14:30 - 16:00

WS-09

Playing with the shadows: The Tower of Brahma
| ROOM: KOZANI

WS-10

Exploiting Ubiquitous Computing, Mobile Computing and the Internet of Things to promote STEM Education
| ROOM: EDESSA

WS-11

Edu Web Combating Digital Exclusion: Children educate digitally illiterate adults in safe and creative web
| ROOM: NAOUSA

WS-12

Using 3D Virtual Worlds Technology in Education: VR4STEM and World of Physics Erasmus+ projects
| ROOM: FLORINA

WS-13

Up2University
| ROOM: MACEDONIA A

WS-14

FORETELL - Flood and Fire Safety Awareness in Virtual World
| ROOM: MACEDONIA B

WS-15

Inclusive learning through digital technology
| ROOM: ILISSOS A

WS-16

Training teachers
| ROOM: ILISSOS B

| Day 3



9.30 - 11.00

WS-17

Assessing computational thinking skills with tools in the classroom
| ROOM: MACEDONIA A

WS-18

CT across school curricula
| ROOM: KOZANI

WS-19

New tool to support schools with the uptake of digital technologies
| ROOM: EDESSA

WS-20

Coding Apps for kids
| ROOM: NAOUSA

WS-21

Practical show-cases of eTwinning projects on coding
| ROOM: FLORINA

WS-22

Micro:Bit
| ROOM: MYCENE

WS-23

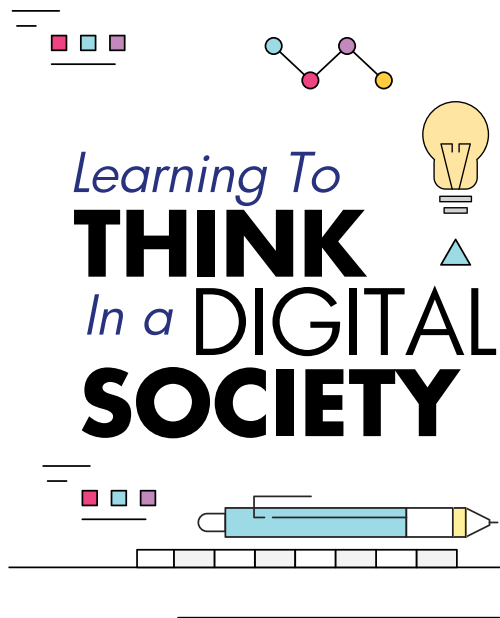
Integration of scientific and engineering practices into STEM approach using Arduino
| ROOM: MACEDONIA B

WS-24

Use of widely spread open platforms for educational purposes and production of Open Educational Resources
| ROOM: IPELLA



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Partners



Funder

