



CODESKILLS 4ROBOTICS

Programming and computational thinking skills are becoming ever more important in our society and working life: an increasingly digitalised economy has transformed the labour market and brought digital skills to the forefront of the educational scene.

In response to this trend, the CODESKILLS4ROBOTICS project seeks to facilitate the development of programming and computational thinking skills among **primary school students** and **teachers** by producing a comprehensive set of tools designed for teachers, parents and policy-makers.

Students will be introduced to coding through **robotics**, a channel which effectively initiates them to various STEM disciplines while promoting transversal employability skills such as problem solving, leadership and creativity.

OUR OBJECTIVES

STUDENTS



Setting up **CODESKILLS4ROBOTICS Clubs** for students who voluntarily want to learn to code: utilising extra-curricular time in a constructive way!

Introducing the **Open Badges system** in schools and educational institutions: for students and teachers to validate their coding skills

SCHOOLS



Supporting schools in developing **DIGITALSKILLS@ SCHOOL**: their own digital-inclusive strategy for the promotion of coding, robotics and STEM among students and teachers

Creating synergies between schools and stakeholders: **Volunteer Mentors** from ICT providers, NGOs, enterprises etc. will support schools in setting up and running CODESKILLS4ROBOTICS Clubs



STAKEHOLDERS

Opening channels of communication with the institutions: **policy recommendations**, Memorandum of Digital Policy Commitment and public campaign



POLICY-MAKERS

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