

I code the
future



Lets begin with summary

The background is a dark teal color. On the right side, there are several overlapping geometric shapes. At the top right, there is a small red circle. Below it is a large teal shape with a dotted pattern. Further down is a solid teal shape with rounded corners. To the right of this is another teal shape with a dotted pattern. At the bottom right, there is a solid teal shape with rounded corners. The overall design is modern and abstract.

Background

- disabilities. Additionally, the students with learning disabilities in vocational schools having tough times comprehending the teacher entirely during the online lessons.
- According to research those students who get IT and programming lessons via online tools can't get the cause and effect relationship and show progress in programming-related lessons.
- The general aim of our project is to facilitate or speed up the learning of coding lessons by using the educational games to be organized in terms of the aim to promote the comfortable and easy learning of the students with learning disabilities.
- The innovative games will address the teaching and learning process by embedding the lesson materials into the games.

What do we want to achieve?

The background is a dark teal color. On the right side, there are several abstract geometric shapes. At the top right, there is a small red circle. Below it is a large, rounded rectangular shape with a teal-to-green gradient and a fine dot pattern. Further down is another large, rounded rectangular shape with a solid teal color. To the right of these shapes, there is a partial view of another rounded shape with a teal-to-green gradient and a dot pattern.

Implementing the project we want to achieve the following goals:

- To teach easily how to code the students with learning difficulties.
- To overcome the coding's prejudices of the VET students.
- To allow a more qualified education and social life for the students with learning disabilities, especially in this covid-19time.
- To bring together all vocational, technical teachers and special education teachers all across Europe to cooperate in the international dimension in various projects.
- To Support parents in their children education in VET organizations, especially the ones who have children with learning difficulties.
- To include the students with learning difficulties in every step of VET education by supporting them both in their academic and also social life.

- To develop the self-confidence of the students with learning difficulties, disabilities and disorders in VET organizations.
- To decrease peer bullying against the students with learning difficulties in VET organizations.
- To empowering and encouraging students with learning difficulties to comprehend programming languages with the help of educational games.
- To create a bridge between the students with learning difficulties and their peers, as well as special education experts and parents.
- To addressing common needs and priorities of the students with learning difficulties in the fields of VET education.
- To create a secure and sustainable e-platform to engage the students with learning difficulties with key competencies and digital literacy.
- To enable and ease the students' inclusion in school social and academic activities.
- To attract their attention on social, academic and online activities by using e-platforms VET schools and training centers.

Our results in several words...



The Social-Vet 4.0 social/education platform

- In this platform, all vocational trainers, teachers, instructors, and special education experts will gather. In each vocational school, nearly 5% of the students have learning difficulties or disabilities.
- Special education experts will support the vocational education teachers in special education in this social education platform about approaching students with learning disabilities and how to satisfy their needs.
- The Social-Vet 4.0 social/education platform will be accessible to all parents who have children with learning difficulties or obstacles. Parents will be able to receive some information about their children's educational needs and get psychological support if necessary by asking experts in this area.
- Teachers will be able to ask their colleagues, who developed good practices, how to increase the success of their students with learning disabilities in particular lessons and take advantage of their colleagues' opinions from all over the world.

Pedagogic Educational Video Games for Learning How to Code:

- Learning by games has motivation increasing effects on the students.
- The general aim of learning by games is to allow students to have fun and focus on learning.
- The general aim of our project is to facilitate or speed up the learning by using the games organized in terms of promoting the comfortable and easy learning of the students with learning disabilities by taking the inspiration from some games (gamification in learning) out of the traditional learning methods.
- We aim to develop applications that turn coding into gamification in order to enable students in this situation to understand difficult lessons such as programming.

Description ? of what ?



Priorities / Aims / Objectives

- The general aim of our project is to facilitate or speed up the learning of coding lessons by using the educational games to be organised in terms of the aim to promote the comfortable and easy learning of the students with learning disabilities. This aim is directly linked with Erasmus+ priority inclusion and diversity.
- I Code the Future will contribute the coding lessons in vocational schools and VET training organizations with innovative digitalized gamification tools. Our project will change how VET education is practiced in Europe.
- This aim, we will directly point out the current needs of VET and making it more relevant to the current and future needs of the economy and society.
- This project will create a new VET ecosystem in which students with learning disabilities and VET providers meet and adapt their services according to the needs of the students with diffused technology, protagonist and international activities.

- We will create a social and educational platform called the social-Vet 4.0. In this platform, all vocational students, teachers and experts of special education, as well as the parents of the students with learning disabilities, will gather. While the students with learning disabilities will be engaging some digital tools and increasing their digital literacy as well as socializing, the experts of special education, VET teachers, and parents will be able to transfer their know-how among those groups.

What about context and the concrete objectives ?

- One of the most significant disadvantages of online education that has become an indispensable part of our lives with the Covid-19 pandemic is the vocational education of students with learning disabilities.
- Virtual tools are an inseparable part of the educational systems in Europe; however, those digital tools should be prepared according to the needs of students from all academic level and background.
 - “You know nobody is perfect”
- According to the special needs experts, before teaching the students with learning disabilities or difficulties the abstract concepts in their education, it is necessary to teach the concrete forms of those concepts, then the intermediate forms, finally the abstract concepts.

- The general aim of learning by games is to provide those students with fun and focus on learning simultaneously. Student's capacity is on the maximum level during the games because the games attract their attention and students' perception busy and provide the sustainability of learning.
- The second aim is to enable the students with learning difficulties to be included in the vocational education and labor market in Czechia, Europe. By contributing the coding lessons in vocational schools and VET training organizations with innovative digitalized gamification tools, we will change how VET education is practiced in Europe.

Okay, What about our general goals with partners?

- Empowering and encouraging students with learning difficulties to comprehend programming languages with the help of educational games.
- Creating a bridge between the students with learning difficulties and their peers as well as special education experts and parents.
- Addressing common needs and priorities of the students with learning difficulties in the fields of VET education.
- Creating a secure and sustainable e-platform to engage the students with learning difficulties with key competencies and digital literacy.
- Enabling and ease the students' inclusion in school social and academic activities.
- Attracting their attention on social, academic and online activities by using e-platforms VET schools and training centres.

Which results are relevant?

- The students will learn to code while playing games by exposing them knowledge consciously or unconsciously, adding various modules in the coding education in these games.
- Social-Vet 4.0. In this platform, all vocational teachers, the students who need to be supported, average students and experts of special education, as well as the parents of the students with learning difficulties and disabilities, will gather.
- According to the experts, students with learning difficulties in vocational education in Europe are separated from society because of their academic and social lacks after graduation.
- Closer to EQAVET (European Quality Assurance in Vocational Education and Training) goals by this project as we have partners comes from VET, SMEs and NGOs to create a big synergy for the strategic problem of Europe in the context of the needs of students with learning disabilities.

Multiplier Events ? Why not ?

- Multiplier Events in Prague
- Multiplier Events in Riga
- Multiplier Events in Van

General Goals of the Multiplier Events

- To transfer PPR1(Products of Project Results1) and PPR2 to the target group as face to face and Virtual.
- To monitor, assess, evaluate and update the products of the project results by getting the critical ideas of the invited people who are professional in their fields.
- To increase the awareness of the teachers, trainers, instructors, VET training authorities, VET training centers, universities and people who work in the field of special education on the students with learning difficulties, disabilities and disorders.
- To increase the efforts to meet the needs of the people who are related with the education of the students with learning disorders or disabilities, especially in the Covid-19 times.

- To increase the area covered by academic institutions in national and international studies.
- To promote and share the outputs of the project by communicating and cooperating with the target groups.
- To contribute to the development of technologies in VET education in Czechia and other partner countries as well as other European countries.
- To let the participants know about European Union funds and Erasmus+ opportunities.

Let's upload new skills and knowledge

- 1. Qualification of participants will be improve.
- 2. Participants will be able to teach coding according to the needs of the students with learning disabilities a part of pedagogy.
- 3. Implement some educational game applications more efficiently for the better learning of students with learning difficulties.
- 4. Participant will improve at basic pedagogical skills about the students with learning disabilities.
- 5. Participant will comprehend the needs of the students with learning disabilities better.
- 6. Get to know how to use programming in the administrative and organizational area as a part of the needs of the students with learning disabilities.

- 7. Counselors or experts of special education will get to know how to integrate the pedagogy that they are expert at to the games to be produced as project results for students with learning disabilities.
- 8. Counselors or special education teachers or information technologies teachers will get to know how to work multidisciplinary between their domains.
- 9. Understand the importance of creativity of multiple disciplines,
- 10. Understand visual and digital art,
- 11. Comprehend the connection among technical works, including coding and special education,
- 12. Information technologies teachers will get to know how to create links with their students with learning disabilities,
- 13. Information technologies and special education teachers will have experience working with colleagues internationally on particular goals.
- 14. Participants will get to know better about blended learning and case-based learning.
- 15. They will understand some unique methods which haven't been formally used in traditional education in Europe,

Impact?

Is means what we learn together?

The participants will;

- Gain the awareness towards the individuals with learning disabilities
- Have the experiment of working on a different subject with other participants from different disciplinarians
- Use The Social-Vet 4.0 social/education e-platform effectively
- Gain the competence of working with colleagues from different cultures
- Be the information technologies teachers, will comprehend how to teach the coding education better to the students with learning disabilities

- Learn how to use different education methods such as blended learning and gamification on the coding education of the students with learning disabilities
- Improve their English communication competencies by gathering with their transnational colleagues
- Assimilate intercultural differences by living and accept them
- Have shared their teaching experiments with colleagues who have different cultural backgrounds

How about teachers?

- The special education teachers and experts, who are the members of the e-platform, will solve the problems of the students with learning disabilities about the vocational education together, with the other members of the platform who are also vocational teachers.
- Teachers will achieve more successful and effective teaching by using the pedagogic games about the students with learning disabilities in the vocational education
- Special education teachers will learn how technology can be used to produce products for students who have a learning disability in a pedagogical formation
- To teach coding better to students with learning disabilities, the capacity of our teachers will be increased
- Our teachers and administrators will comprehend how to make the class management more effectively in which students with learning disabilities participate

Participating Organisations

- 1.The organisational awareness of the participant organisation about the students with learning disabilities will increase
- 2.The participant organisations will encourage all their employees to use e-platform, and it will increase their social prestige
- 3.new methods, new strategies will increase the organisational capacity.
- 4.Promote the creation of innovative opinions
- 5.They will transfer knowledge to other organisations working in this field by creating accounts for them in e-platform

- 6.The organisations will work more internationally
- 7.The increase of organisational dignity in front of the society
- 8.Experiment and knowledge transfer among the countries
- 9.The organisations will go into a process of natural effect mutually in the administration sense
- 10.The increase of time management, personnel management, abilities to use the technology
- 11.The dissemination, sharing of the information and providing the institutionalisation

The students with learning disabilities will:

- 1.comprehend that coding is easy than they think,
- 2.have better communication with their teachers
- 3.learn to code and have fun while playing educational computer games
- 4.will be happy with the emotion of achieving a specific target
- 5.get jobs easily and involve in the labour force
- 6.be more social with their friends at school
- 7.be more influenced by new methods and techniques applied by their teachers and participate more effectively in the learning process
- 8.be more successful in terms of academic achievement

Desired impact in local, regional
and national level



Impact in local level ...

- a.VET teachers will provide better quality education for students with learning disabilities, with their pedagogical and technical knowledge. As a result, the academic achievement of the VET students will increase, which will lead to an increase in the quality of education
- b.The social inclusion of those students will increase, a happier society will be promoted with the inclusion of each individual
- c.More qualified educational outputs will be obtained
- d.A higher academic success rate will be achieved in partner organisations
- e.Potential language enhancements and communication skills of partner organisations will increase
- f.Different cultures will be recognised,

Impact in regional level ...

- a.To increase the cooperation and communication among institutions by actively participated in schools' transferring experiences to other VET schools and related vocation groups.
- b.Increasing the quality of vocational education in our region will reduce unemployment in the long term.
- c.To increase their motivation and desire to multiply the Europe projects.
- d.The emergence of high potential applications such as e-platform and educational Games from our region will make it easier to increase international recognition of our region and to establish partnerships in future projects.

Impact in national level ...

- a. The project will contribute to modern education in our country.
- b. National awareness will increase for students with learning disabilities.
- c. The e-platform will impact Europe and nationally, and as a result, many experts will share information in a pot.
- d. Educational games will be used more for students with a strong sense of learning in the national sense.
- e. The e-platform will facilitate access to information.
- f. There may be possible changes in the curriculum for the students with learning disabilities.
- g. Qualitative Statistical study within the scope of our project will shed light on future academic studies. At the international level and in Europe.

Thank you :)

