

Please provide a short summary of your project. Please recall that this section (or part of it) may be used by the European Commission, Executive Agency or National Agencies in their publications. It will also feed the Erasmus+ Project Results Platform.

Be concise and clear and mention at least the following elements: context/background of project; objectives of your project; number and profile of participants; description of activities; methodology to be used in carrying out the project; a short description of the results and impact envisaged and finally the potential longer term benefits. The summary will be publicly available in case your project is awarded.

In view of further publication on the Erasmus+ Project Results Platform, please also be aware that a comprehensive public summary of project results will be requested at report stage(s). Final payment provisions in the contract will be linked to the availability of such summary.

Many technologically advanced countries in today's world have now realized that real power is not in physical strength but in the educated human brain. As a result of this important development, each country has entered the process of restructuring its education to meet the requirements of technology. As all partners, we know that in order to take our place among the information societies in the world that is moving towards a rapid globalization, we need to follow the technological innovations closely and shape the learning environments with an innovation-focused approach called Education 4.0. Instead of being the party that consumes technology, which is an indispensable part of our lives, we want to give our children the vision to understand the world behind it and to steer the technology. We plan to do this with the coding activities that have become a key competence in the 21st century when the developing technology has entered the education system. By teaching students how to improve their algorithmic thinking systems; We have created an eTwinning project called "Erasmus + Let's Join CodeWeek2019" (ID: 200270) with a project-based pedagogy to create a generation that not only makes problem but also solves problem, and not only uses technology but also generates it. As a result of the surveys conducted during the project, it was decided to be translated into Erasmus by two founder Turkish Schools and Lithuanian School. Spain, Italian School and Portugal School later joined the project to strengthen their weaknesses, which were common with other schools in their surveys with the SELFIE tool. In our Erasmus+ project, we plan to implement a constructivist education system by integrating 21st century skills into STEAM-based coding activities. During the activities, going beyond the Bloom taxonomy, a learning process based on the 3 areas described below will be implemented (Gomaratat 2015). The processes will be 1-3R (Recalling, Relating, Refining), which regulates understanding, 2-3I (Inquiring, Interacting, Interpreting) triggers research and 3-3P (Participating, Processing, Presenting) based on producing the result. Our activities belong primarily to the 11-14 age group and will be integrated into the whole school according to their level. Our project team consist of 4046 children, 396 teachers and 6 educational institutions from 5 different countries (Lithuania, Italy, Turkey, Spain and Portugal). Our aim is to provide our students with the abilities such as systematic thinking, problem solving, seeing the relationships between events, creative thinking, and at the same time make them productive with entertainment. Understanding how coding and programming activities are integrated with life, our students will realize the importance of creativity and production, bringing different perspectives on different topics. Our students will have a productive and enjoyable time with these achievements. Since the activities with interdisciplinary understanding will turn the lessons into an exciting situation, it will also provide positive attitude and behaviour towards the school. Our students will also be able to easily overcome the difficulties in daily computer use with STEAM-based coding activities. In addition, awareness-raising activities will be held throughout the project on information security, personal data protection and privacy. Teachers will include teaching methods and application processes that should be followed in coding and programming processes in their curricula. In addition, teachers will develop creative ways to better combine their subject areas through interdisciplinary approach, by conducting interviews per week on educational programs. With the participation of all students, teachers and parents, the visibility of the project and the school will increase, and by knowing different cultures and nations, biases will be broken if any. The future careers of the students, who will develop their digital skills with Steam based coding and programming activities, will also be shaped. Thus, while continuing their education, they will develop themselves in line with the skills that will be desired by the future business world. The project will be evaluated in four factors according to the Varimax measurement method. To this end, an assessment team will be established, with teachers and students from each school. Evaluation will be done before, during and after the activities and appropriate feedback will be given to the students. Consideration will be given to suitability, diversity and originality of the constructivist approach for assessment tools. All local activities and LTTs will be expanded throughout and after the project. As a dissemination tool, Erasmus+ Project Results, eTwinning, Corporate web pages, project face page, blog and printed tools will be used. Thus, the impact of the project will be increased and its continuity will be ensured.

Participating Organisations

Applicant Organisation

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Partner Organisations

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