Slovenia:

The second LLT activity is " **CODING AND PROGRAMMING** ".It is planned on 18-22.02.2019 in Slovenia. The planned activities aim to share coding and programming experiences and knowledge among partners.OS Vizmarje Brod School has an ICT classroom with 18 computers, smart board, 3d printer and 2 Ozobot, 4 Bluebot robots.In the classroom, there are 25 single desks and chair. The activity will be carried out on 18- 22nd February 2019 in Slovenia,Ljubljana. The host organization is "Vizmarje Brod School". This activity will last 7 days.5 days for activity and 2 days for transportation. There will be 2 teachers and 4 students(13-15 aged) from each country.During the 5 days, students will focus on algorithmic thinking in connection with real-life activities. Students will learn how to solve problems in daily life in small steps and use this method at every stage of their school and normal life "CODING AND PROGRAMMING" LTT activities:

1st Day: Ice-breakers and meetings.Students will focus on coding from basic to advanced on Code.org and Scratch. platforms. Teachers will guide them to create their own games from Scratch

2nd Day: Students will meet the programmable floor robot: Blue-bot. 6 teams will be shaped with each countries student. Students will write an algorithm, send to Blue-bot or Ozobot.Then Blue-Bot/Ozobot will follow their instructions.During the process, teachers will observe the teams and will encourage students and help them.Energizers will be organized by hosting partner.Then students will focus on Osmo Coding on computers

3rd Day: Students will learn on C Programming language basically, OS Vizmarje Brod School will introduce The Slovenian school system through the use of Kahoot. So teachers will have the knowledge to use KAHOOT in their lessons

4th Day: Vizmarje Brod School will guide to have a tour to Ljubljana Science Center and cultural excursion to Primorska region. Visiter countries will have an intimate look at the natural world and ecosystems of the region .When teachers and students turned to hometowns they will share this experiences with their families, friends, and colleagues

5th Day: Activities about SCIENTIX projects. There will be a presentation about awarded STEM SCIENTEX projects. Evaluation forms and questionnaires will be filled by participants and results will be shared with other partners. The activity will be completed with the cooperative evaluations. In this activity, the cooperation of students will develop, learn the cultures, understand that the principles of Coding and Programming that is the basis of normal ICT subjects, as they stay in the houses of families, they will have opinions about the different cultures` daily lives, improve foreign language abilities and adopt the active participation and dialogue approach. They will learn by making and learning.

Slovenia activities will be the source to develop SCIENTIX projects at their schools. KAHOOT workshops will provide participants to transfer to own schools How is participation in this activity going to benefit the involved participants? "CODING AND PROGRAMMING" LTT activities will benefit to understand technology by learning to code. Especially for students with social obstacles can break their walls to communicate when assembling robots in teams. Some

students are great at speaking and can verbally bring ideas to life. On the flip side, students who may not be as vocal but they lead behind the scenes: they code, perform technical tasks and/or makes sure the team stays on task. Through the exercise of putting the robot together and making it move, these two types of students—both leaders in their own right—learn to communicate as a team and express their ideas to do the best result.

In Slovenia Activities participants;

- -will have an intimate look at the natural world and ecosystems of Slovenia.
- -will have a chance to learn how to use KAHOOT on their own lessons. -will be able to understand the technology shaping their world.
- -will both teach/learn about coding and programming as a whole.
- -will provide students having problem-solving and logic skills, It will help pupils succeed in an increasingly digital world with Osmo-Coding. With Osmo, they will learn that coding is approachable, creative, and fun. -will improve their communication and cooperation skills. -will be inspired to improve STEM practices for SCIENTIX projects
- -will provide students to improve their problem-solving abilities and foreign language skills. In team building activities, students will be aware of being EU citizen.
- -will develop their cooperation and communication skills, will learn respect for others from different cultures.
- -will develop an algorithmic and computational thinking behavior to solving everyday problems.