



ASEF Classroom Network (ClassNet) ASEF ClassNetOnline Collaboration 2016

Factsheet

NAME AND CONTACT DETAILS OF PROJECT CO-ORDINATOR(S)

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NAME AND MAILING ADDRESS OF HIGH SCHOOL OR SECONDARY SCHOOL:

Experimental Secondary School
50 Lieu Giai
Ba Dinh, Hanoi
Viet Nam

COUNTRY:

Viet Nam

PROPOSED PROJECT NAME:

Coding for Teens

PROJECT DESCRIPTION / SUMMARY

In "Coding for Teens" students learn basic computer language. Through step-by-step coding guidance, the students will learn to create animations, games, websites and more. Monthly, 48-hour teen hack-a-thons will be held, where students compete against each other in building simple games or applications. Since the students are free to create what they want, they can become very creative. Ideas for Asia-Europe coding collaborations can be shared over Skype or Facebook. The students will

learn to cooperate in a multicultural environment where they also need to learn how to overcome problems.

OBJECTIVES AND EXPECTED OUTCOME OF THE PROJECT:

The objectives of the project are to:

- Inspire students to build and share their ideas, learning along the way.
- Gain skills that are useful to students - not only learning to program, but also learning about computational thinking, problem solving, planning, designing and collaboration.
- Enhance students' (& teachers') intercultural competences.

Expected Outcome

Tangible

- Group Facebook for students to share students' work and their interaction.
- Group Facebook for teachers to discuss Code Club's curriculum and its activities, to reflect on how the children will have progressed over the weeks, and how teachers may deal with challenges and overcome them by using different techniques to keep the children engaged and excited.
- Face-to-face and via conferences and contest among the schools.

Intangible

- Students improve a very basic knowledge of three different modern coding languages: Scratch, HTML/CSS and Python.
- Raise the confidence and engagement in coding and computing.
- Encourage collaboration and problem solving through project based learning activities.

TIMELINE AND PHASES OF THE PROJECT

Phase 1 (January 2016)

- Set-up Facebook group and invite members to the group.
- Self-introduction by all participating members.
- Teachers making a decision of the club curriculum.
- Code-hour.

Phase 2 (February to April 2016)

- Instructions for the group work and itinerary based on the club curriculum.
- Upload information on online platform.

Phase 3 (May to June 2016)

- Member competitions on creating animations, games and websites.

Phase 4 (July 2016)

- Feedback and evaluation.

EXPECTED CONTRIBUTION FROM ASIAN SCHOOLS/STUDENTS:

- Basically creating animations, games, websites
- Actively involving in tasks of the group through chat, mail, Skype, Facebook
- Confidently sharing and learning from other members.

EXPECTED CONTRIBUTION FROM EUROPEAN SCHOOLS/STUDENTS:

As above.

THE PROJECT FALLS UNDER THE MAIN THEME FOR:

Please tick (✓) only one main theme

- | | |
|---|--|
| <input type="checkbox"/> Culture | <input type="checkbox"/> Governance |
| <input type="checkbox"/> Economy | <input type="checkbox"/> Public Health |
| <input checked="" type="checkbox"/> Education | <input type="checkbox"/> Sustainable Development |
| <input checked="" type="checkbox"/> Others. Please specify below:
Science & Technology | |

MINIMUM NUMBER OF SCHOOLS/STUDENTS INVOLVED:

No. of Schools / Students : 5-6 schools / 10 students from each school

Students Age Group : 13 – 17

Level of English : From Basic

PROPOSED DURATION OF PROJECT (PLEASE STATE TENTATIVE START AND END DATE):

Duration : 7 months

Start Date : 1 January 2015

End Date : 30 July 2015

ICT TOOLS / SOFTWARE REQUIRED:

- Laptop/PC
- Scratch; HTML/ CSS and Python (online and web-based programming tool)
- Facebook
- Internet connection
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ADDITIONAL RESOURCES NEEDED:

N.A

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