



Taccle 3 coding: final conference

“Computational thinking, a basic skill for students!”

Friday, 6 October 2017

Flemish Parliament, Leuvenseweg 86, B-1000 Brussels, Belgium

8:30 - 9:30 Registration, welcome & coffee

De Schelp

9:30 - 10:20 Welcome and introduction

De Schelp

- Raymonda Verdyck, managing director of GO!
- Alexander De Croo, vice-prime minister

10:20 - 11:30 Keynote speeches

De Schelp

- Matti Tedre, professor @ School of Computing, University of Eastern Finland: “Many paths to computational thinking”
- Pauline Maas, Digital Tinkering Teacher for children from 4 till 80

11:30 - 13:00 Workshops part 1

- Playground games for coding (English)
- Apps to introduce coding and computational thinking concepts (English/Dutch)
- Digital storytelling with ScratchJr. (English/Dutch)
- Computational thinking: a piece of cake, algorithms (English/Dutch)
- Lego Mindstorms (Dutch)
- Coding the LEGO robots (English)
- Using robots to achieve lesson goals: Bee-bots, Blue-bots and Dash & Dot (English/Dutch)
- Drones in education (English/Dutch) (TBC)

Antoon Van Dyckzaal
Pieter Bruegelzaal
Valerius De Saedeleerzaal
Constant Permekezaal
Peter Paul Rubenszaal
James Ensorzaal
Jan Van Eyckzaal
Jeroen Boschzaal

13:00 - 14:15 Lunch provided by COOVI

Zuilenzaal

14:15 - 15:45 Workshops part 2

- Looking at the Future (English)
- Apps to introduce coding and computational thinking concepts (English/Dutch)
- Create animations and games using Scratch (English/Dutch)
- Computational thinking: a piece of cake, decomposition (English/Dutch)
- Lego Mindstorms (Dutch)
- Coding the LEGO robots (English)
- Using robots to achieve lesson goals: Bee-bots, Blue-bots and Dash & Dot (English/Dutch)
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15:45 - 16:00 Reception

Zuilenzaal

