

**LIGHTBOT APP CODE WEEK**

**12-18TH MAR 2018**

**R4S ERASMUS+/eTWINNING PROJECT**

Teaching coding to kids, even preschool kids, is the newest trend. Get kids programming in the most fun way, by playing an actual game! **Lightbot App Code Week is meant to introduce kids who have no experience whatsoever programming, and is all-ages friendly! That means anyone anywhere can play, have fun and learn real programming logic!**



<http://lightbot.com/hour-of-code.html>

<http://lightbot.com/flash.html>

<https://twinspace.etwinning.net/44530/>

Lightbot is a programming puzzle game: a puzzle game that uses game mechanics that are firmly rooted in programming concepts. Lightbot lets players gain a practical understanding of basic control-flow concepts like instruction sequencing, procedures and loops, just by guiding a robot with commands to light up tiles and solve levels.

Lightbot App Code Week is created specifically for The “Robotics4STEM” E+/eTWINNING project, to introduce students to one hour of computer science and computer programming.