**ABOUT THE PROJECT**

Integrating innovative educational applications into our teaching and training activities has been inevitable in rapidly changining technology and information age. Continuous digitalization of our world requires our students to gain computational and analytical thinking skills.We want to implement a robotic coding Project to improve our students key competences such as digital skills,learning to learn,maths and science competences,creativitiy,entrepreneurship,innovative,social skills,self expression,and maket hem to be more productive in digital era.

**PROJECT GOALS**

\*making our students learn by doing
\*eliminating the negative prejudices against maths,science,technology and designing, automation subjects
\*enhancing the physical enviroment of our school by creating robotic coding labs,classes or workshops to make schools more interesting and attractive for students and tackle with ealy school leaving and unexcused absence effectively
\*making our students more equipped for the future job of digital era
\*making our student digital literate
\*supporting robotic coding with STEM
\*integrating robotic coding with current curriculas and making abstract learning into complete learning
\*developing basic skills and key competences of our students(maths and science ,digital,social,communicative,learning to learn,icraetivitiy,innovative and entrepreneural skills)
\*improving our students critical,analytical,interdisciplenary,inquary based thinking and encouraging them to be solution oriented,cooperative,decisive,tolerant and leader in team work,

**WORK SCHEDULE**

JANUARY:

\*Revising the eTwinning Work Schedule

\*Introduction of the School

\*Adding SS to the Twinspace

\*Building the Project Blog

FEBRUARY:

\*Online Meeting with partners for planning

 \*Introduction of the Project at School

\*Logo/Poster Competition

\*Scratch Activities

MARCH:

\*Creating Project Corners

\*Making Project News\*

\*Uploading the Scratch activities on the blog

 \*MIT APP Inventor  Activities

APRIL:

\*Developing Apps by using MIT App Inventor

\*Sharing Links of developed Apps on Twinspace and Project Blog

MAY:

\*Common Work: Creating  a game on Scratch Cooperatively

\*An Evaluation Webinar

\*Prepaing an Ebook for as a Final Product

**EXPECTED PROJECT RESULTS**

Our students will gain 21st century skills
The current subjects will be robotic coding and STEM integrated
The classes will be more interactive
Key competences of students will be developed
Students will learn by doing
Students academic success will be improved and their social skills will be enhanced within Project teams and the presentation of the projects
Teachers Professional skills will be improved
Both students and teachers foreign language will be improved
Cultural sharings will be realized.They will become more tolerant to “the other”
They will develop a vision of being “Active citizens”, a “World Citizen”
Project based teaching ,inquiry based teaching will become institutional culture
School subjects will be thought throgh interdisciplinary and integrated with robotic coding
All partner school will have robotic coding workshops,classes,departnments
Students will be more competenet and well equipped for the future jobs.