

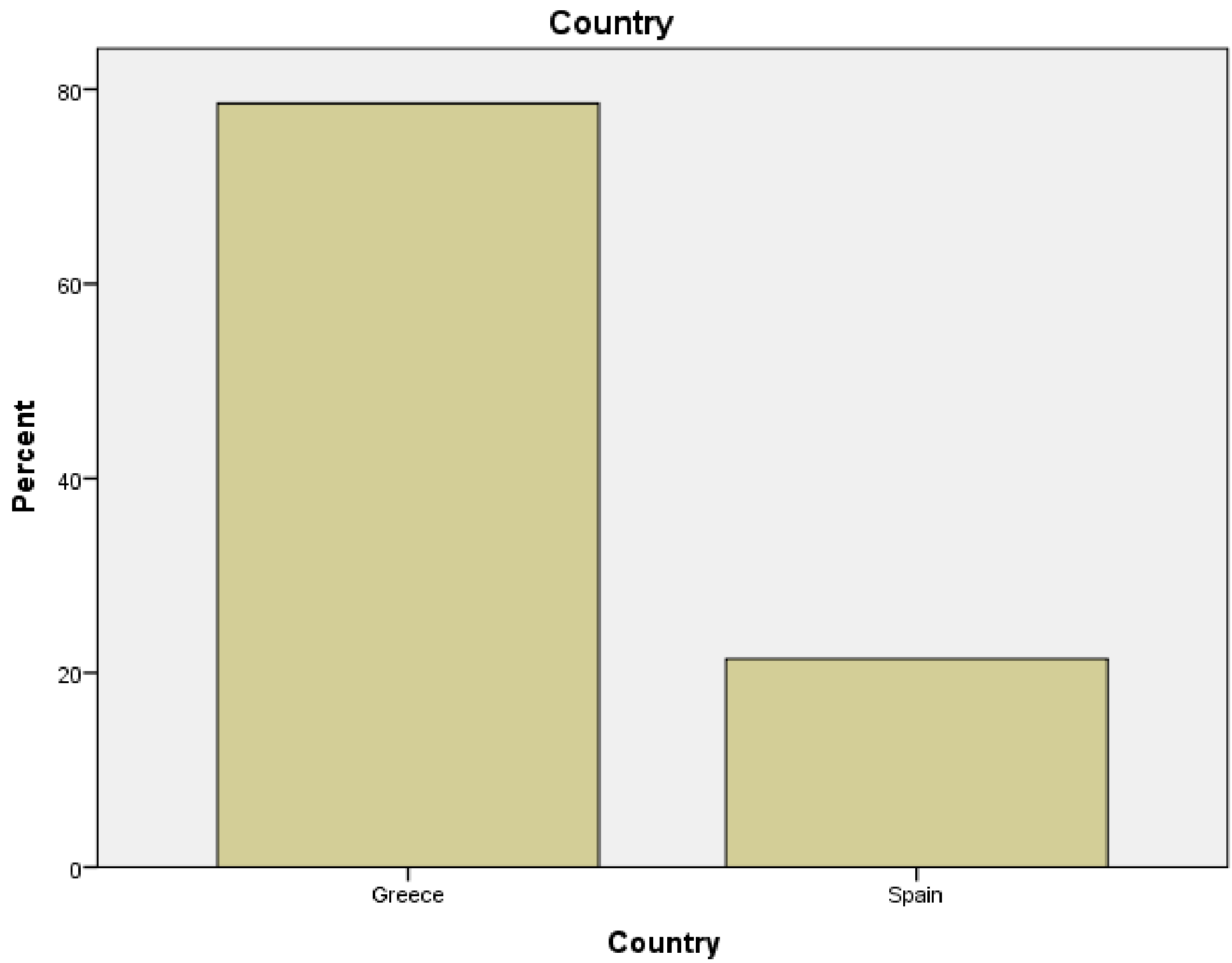
# Let's fun Logic

## etwinning project evaluation

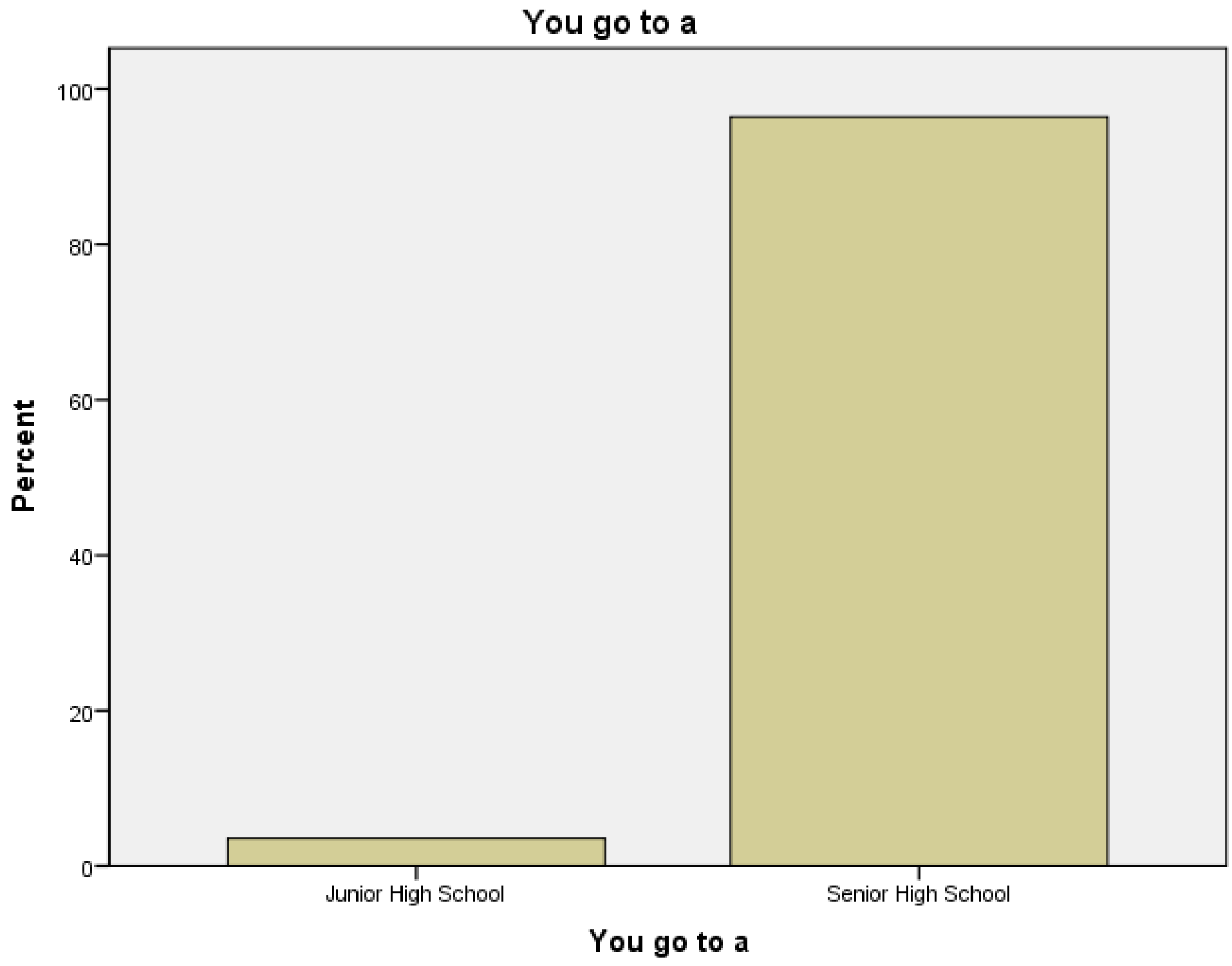
The following questionnaire will give you the opportunity to put forward your impressions about our etwinning project "Let's Fun Logic", help your teachers evaluate the project and draw some useful conclusions, in order to improve future attempts both in content and pedagogical approach. It is anonymous so feel free to express your personal opinion. Thank you for your time.



Participants by Country



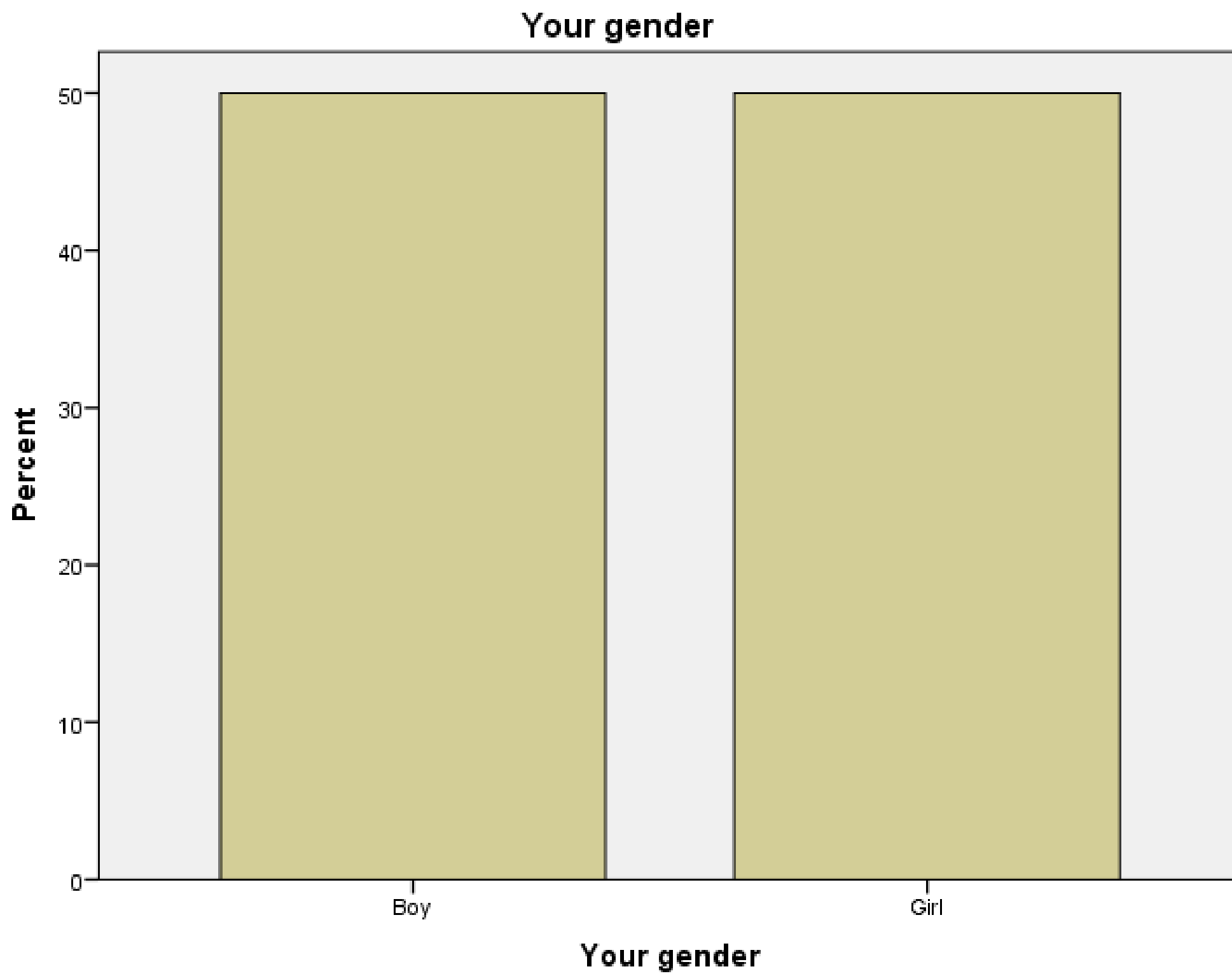
Participants by School type



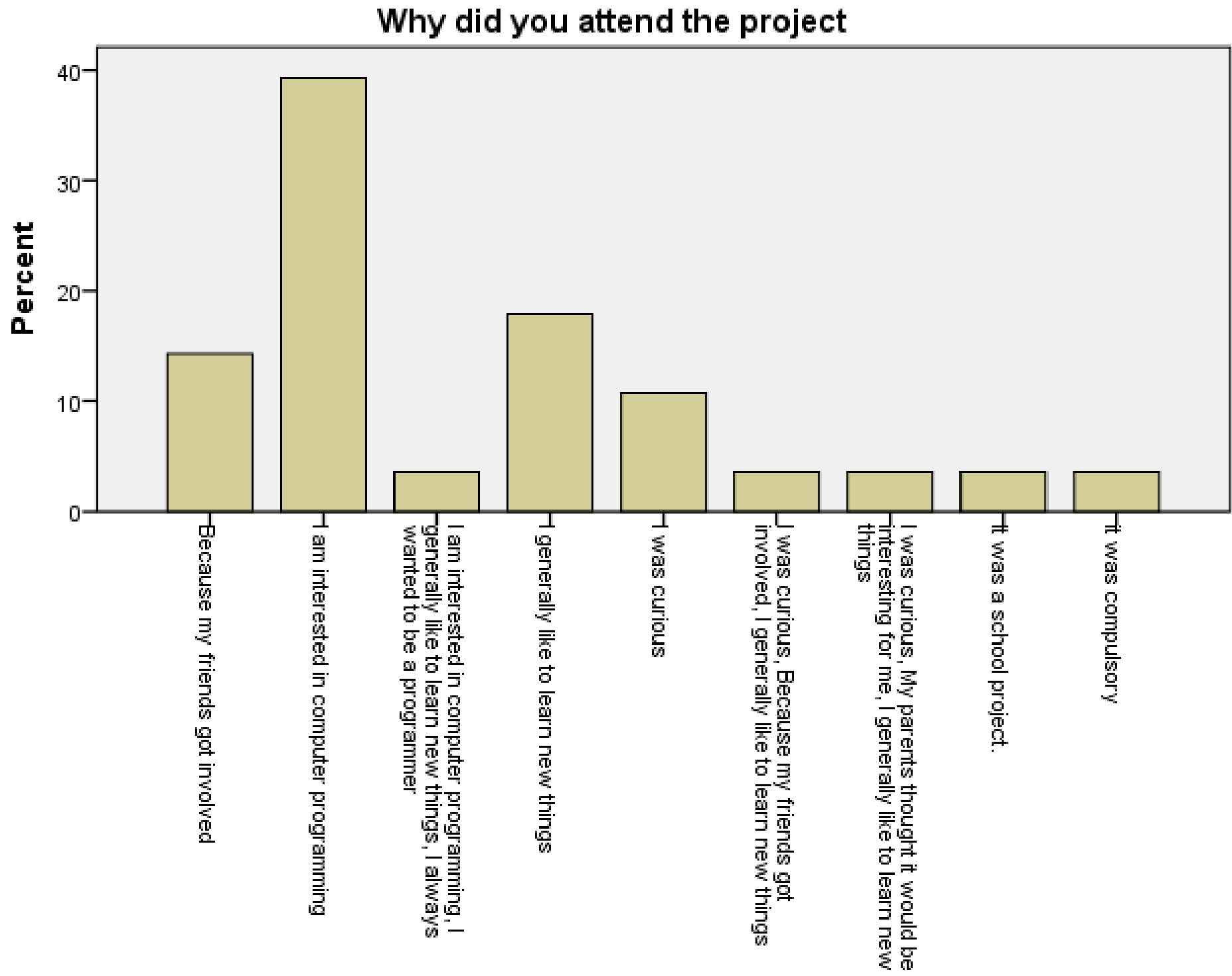
Participants by Grade



Participants by Gender

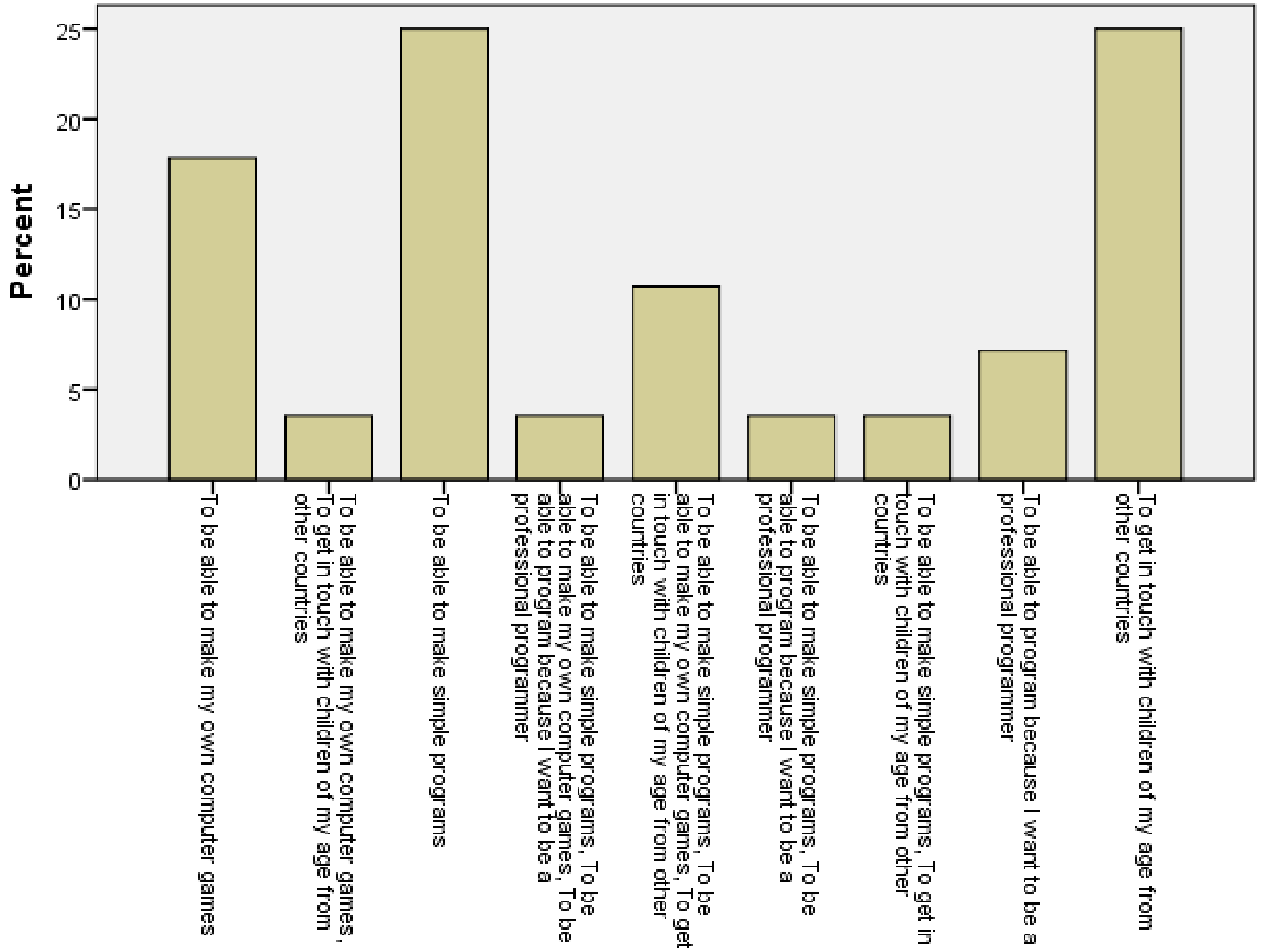


The most of the students attended the project because they are interested in computer programming and they are interested in learning new things.



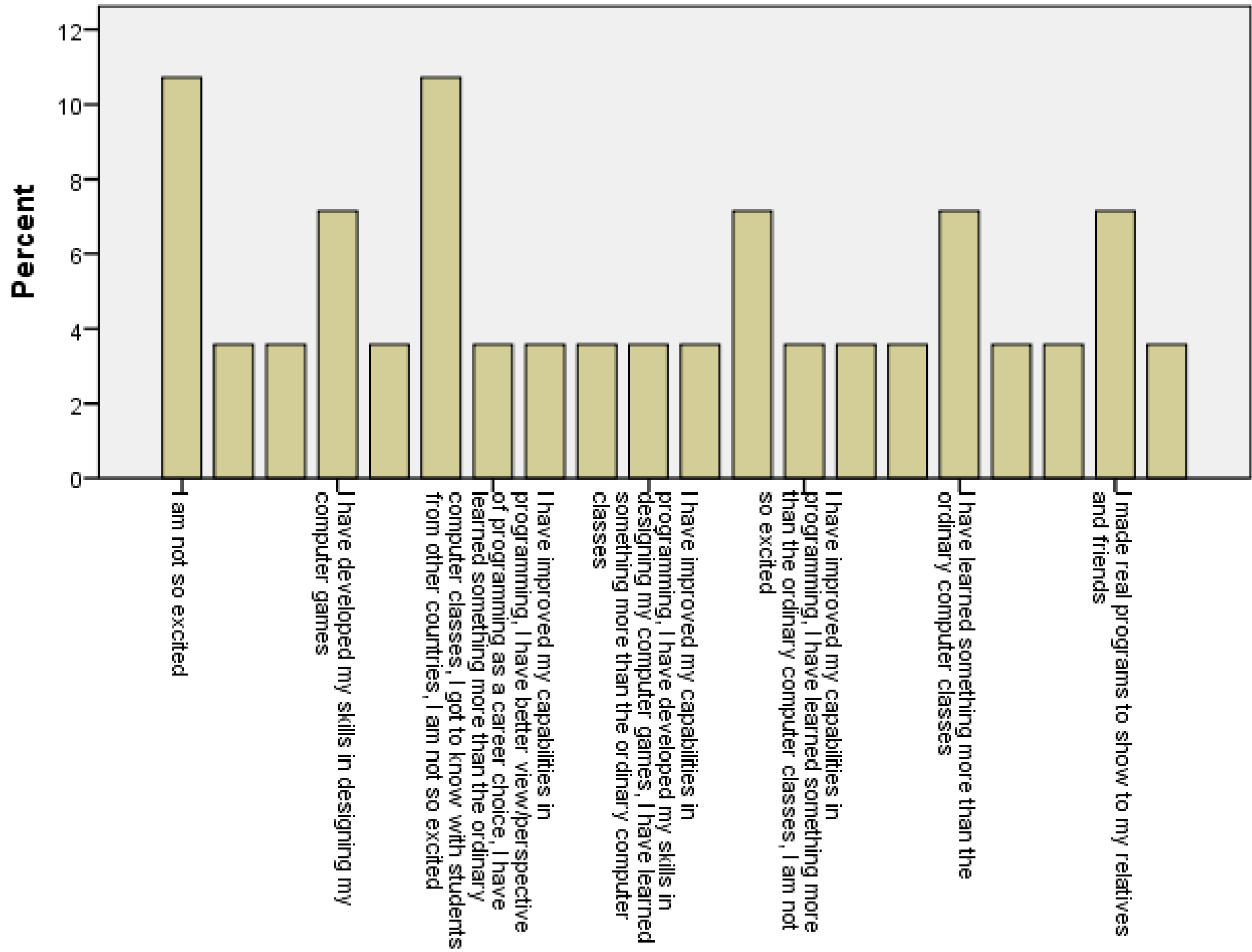
The main expectations of students was to make acquaintances from other countries and to be able to make simple games/programs in a programming environment.

### What was your expectations before you started



Most of the students have learned more than in an ordinary computer science class, they developed their programming skills and examine Information Technology as career choice. However some of them are not so excited.

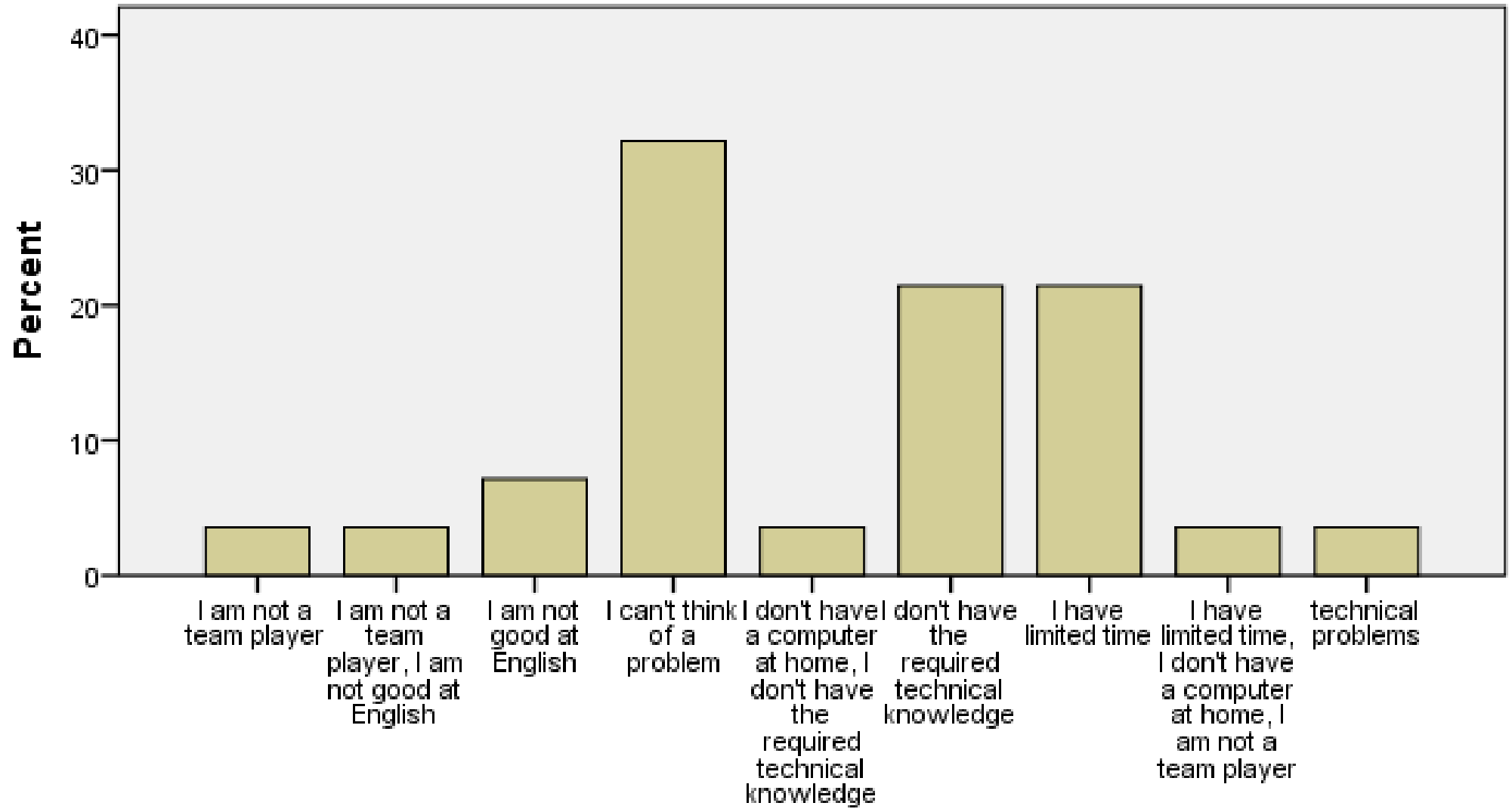
### By the end of the project





Most of the students have had no difficulties, whereas some had lack of technical knowledge and other had difficulties with the language communication skills.

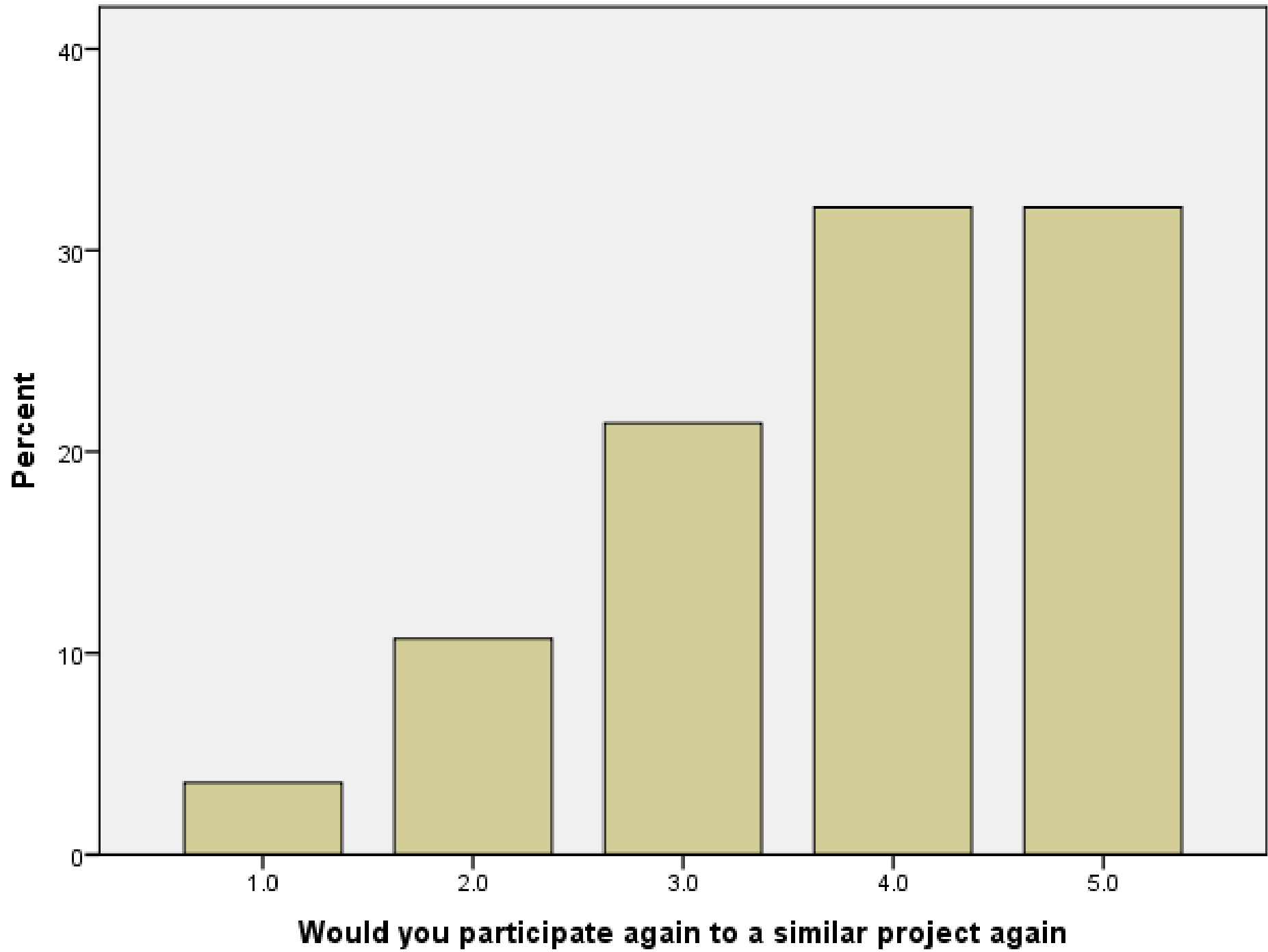
### What were the difficulties for your participation



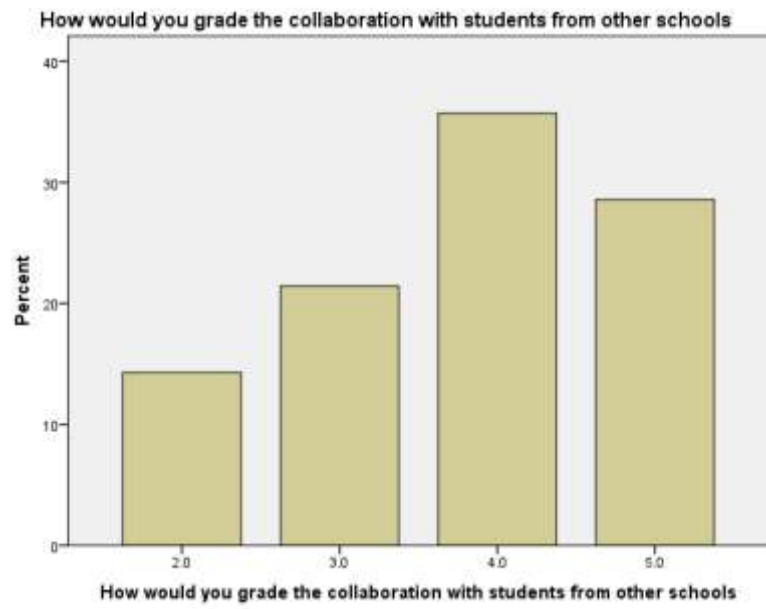
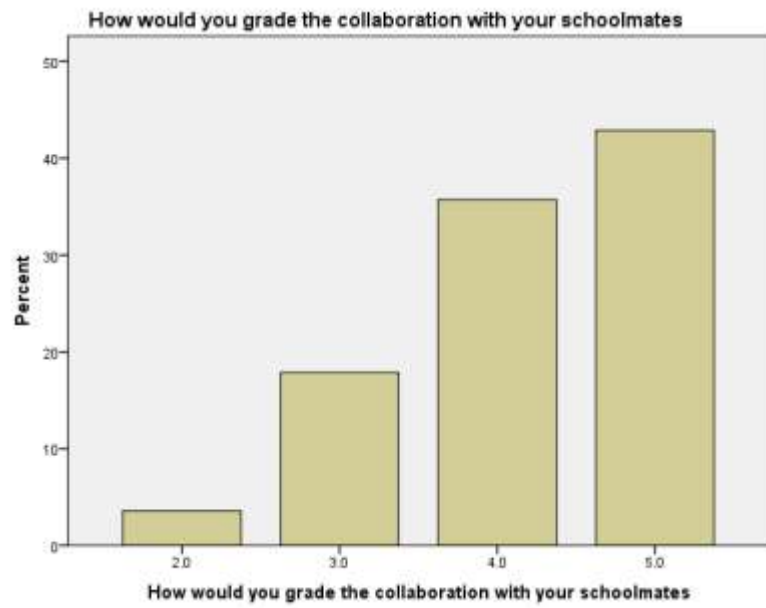
### What were the difficulties for your participation

The majority of the participants declared that they would gladly participate again in such a project.

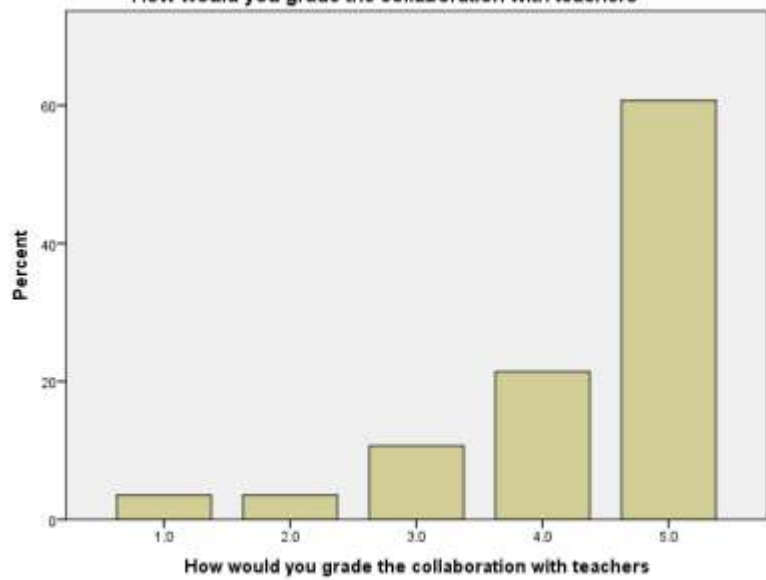
### Would you participate again to a similar project again



The collaboration between students and teachers was excellent.

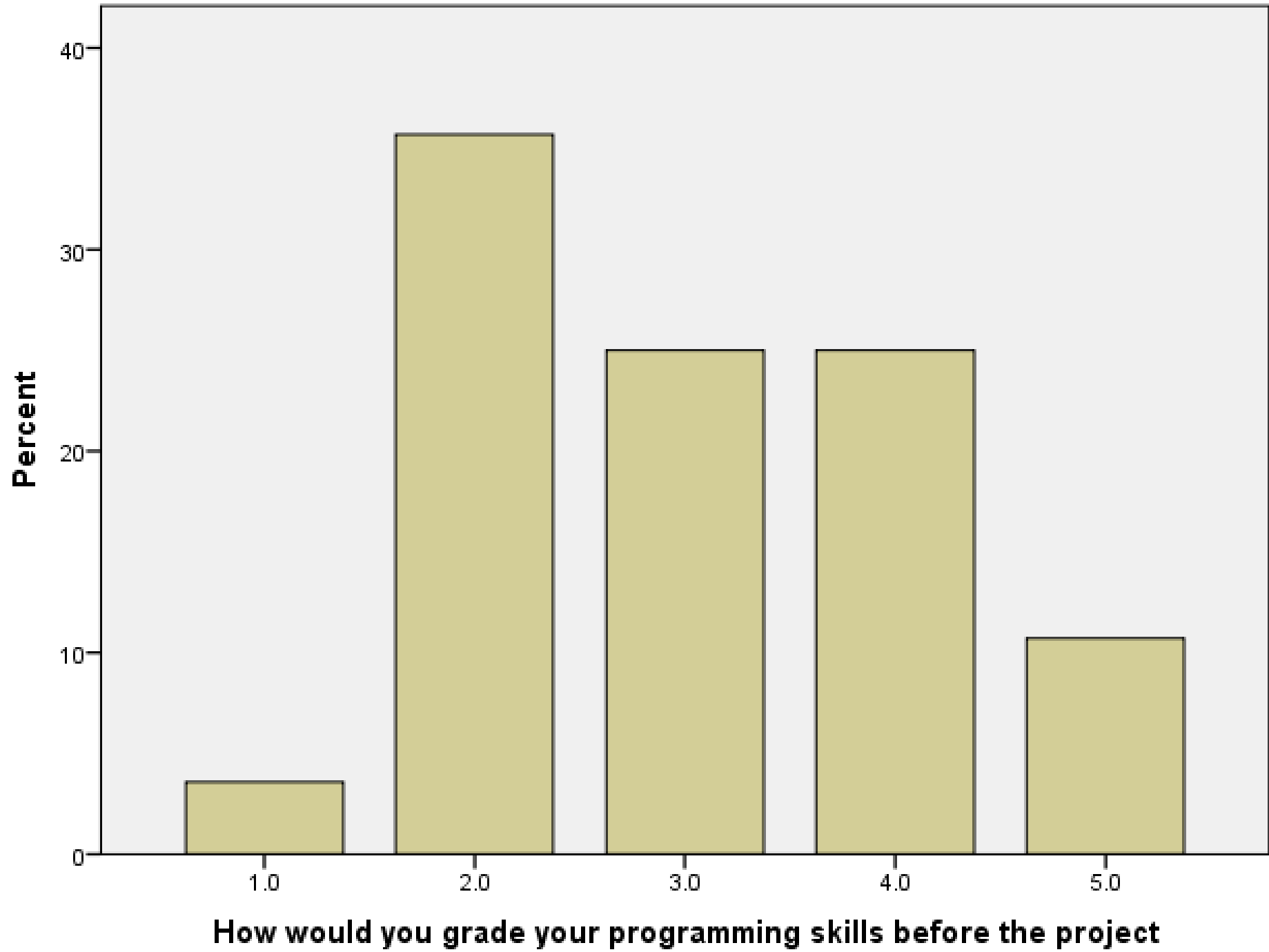


How would you grade the collaboration with teachers



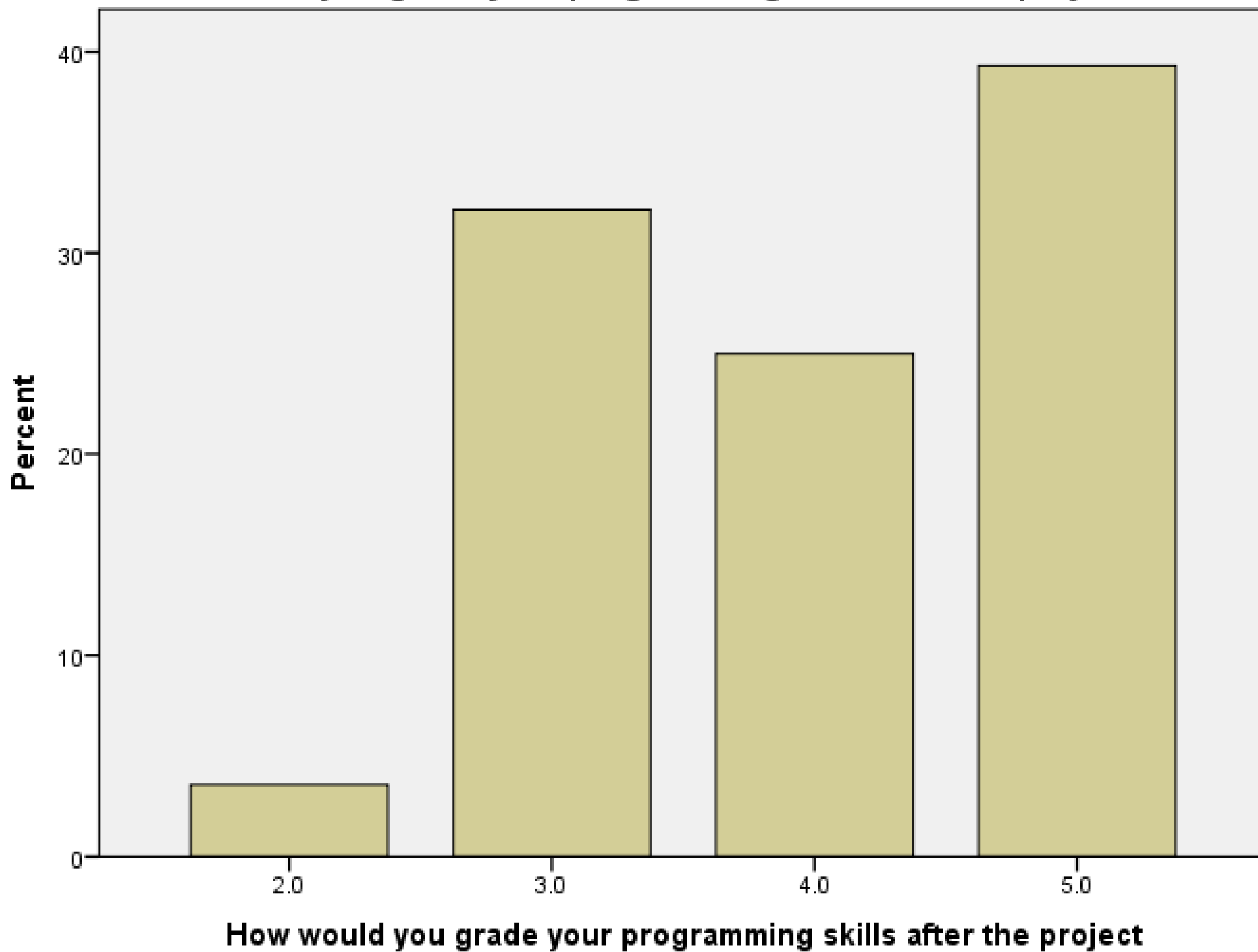
Most student had mediocre programming skills before the project.

### How would you grade your programming skills before the project

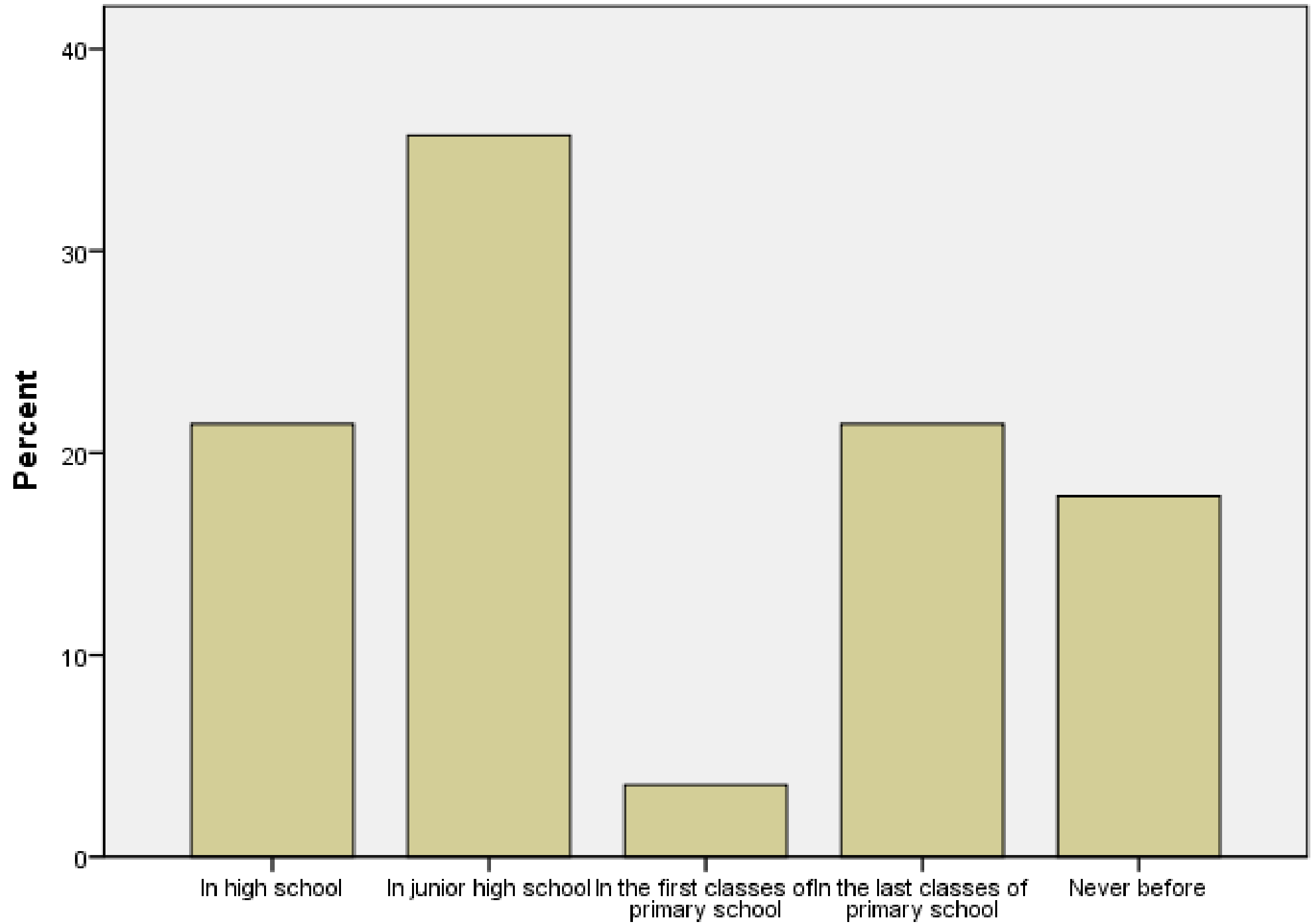


The majority of the participants improved their programming skills by the end of the project.

### How would you grade your programming skills after the project



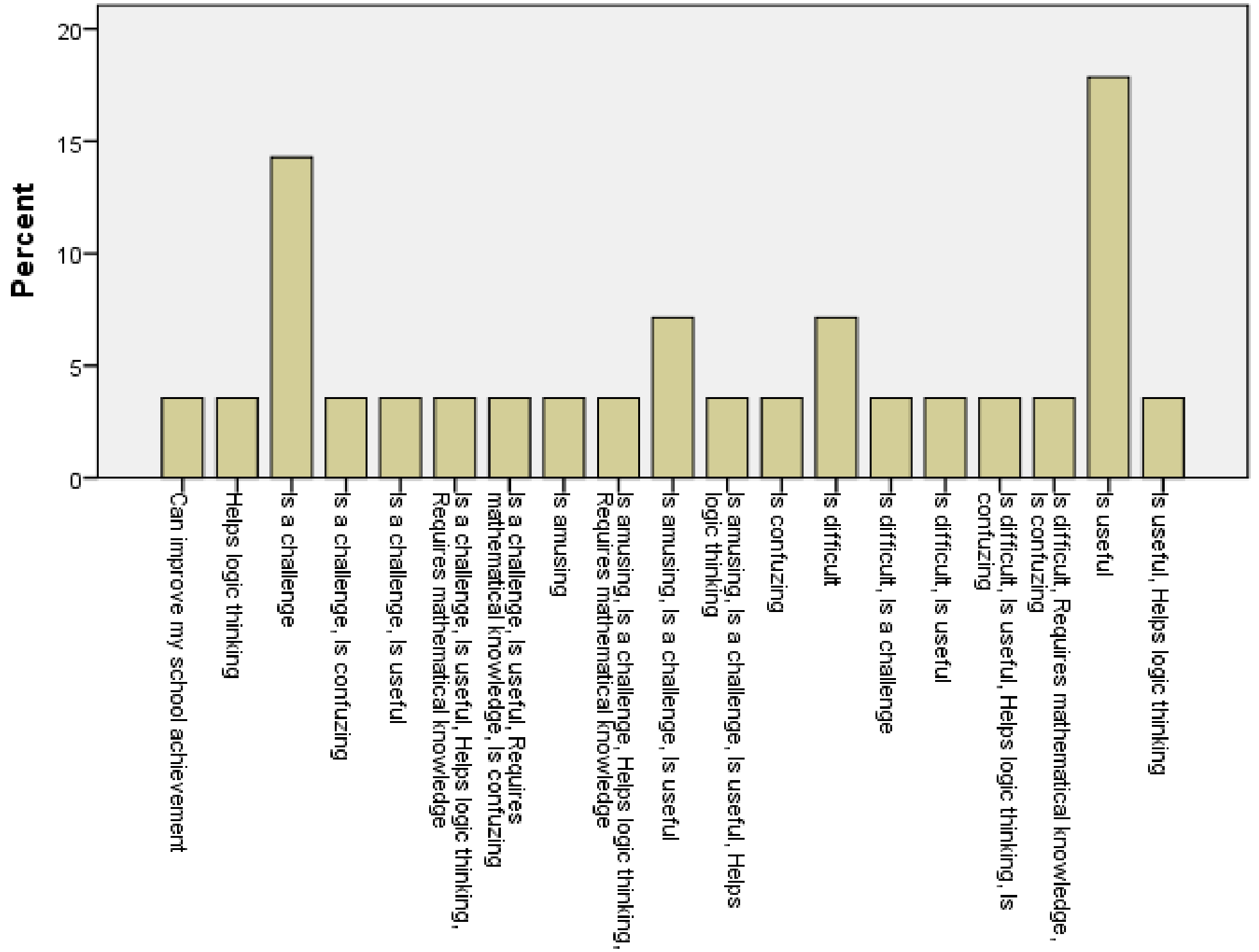
## When did you first get in touch with programming



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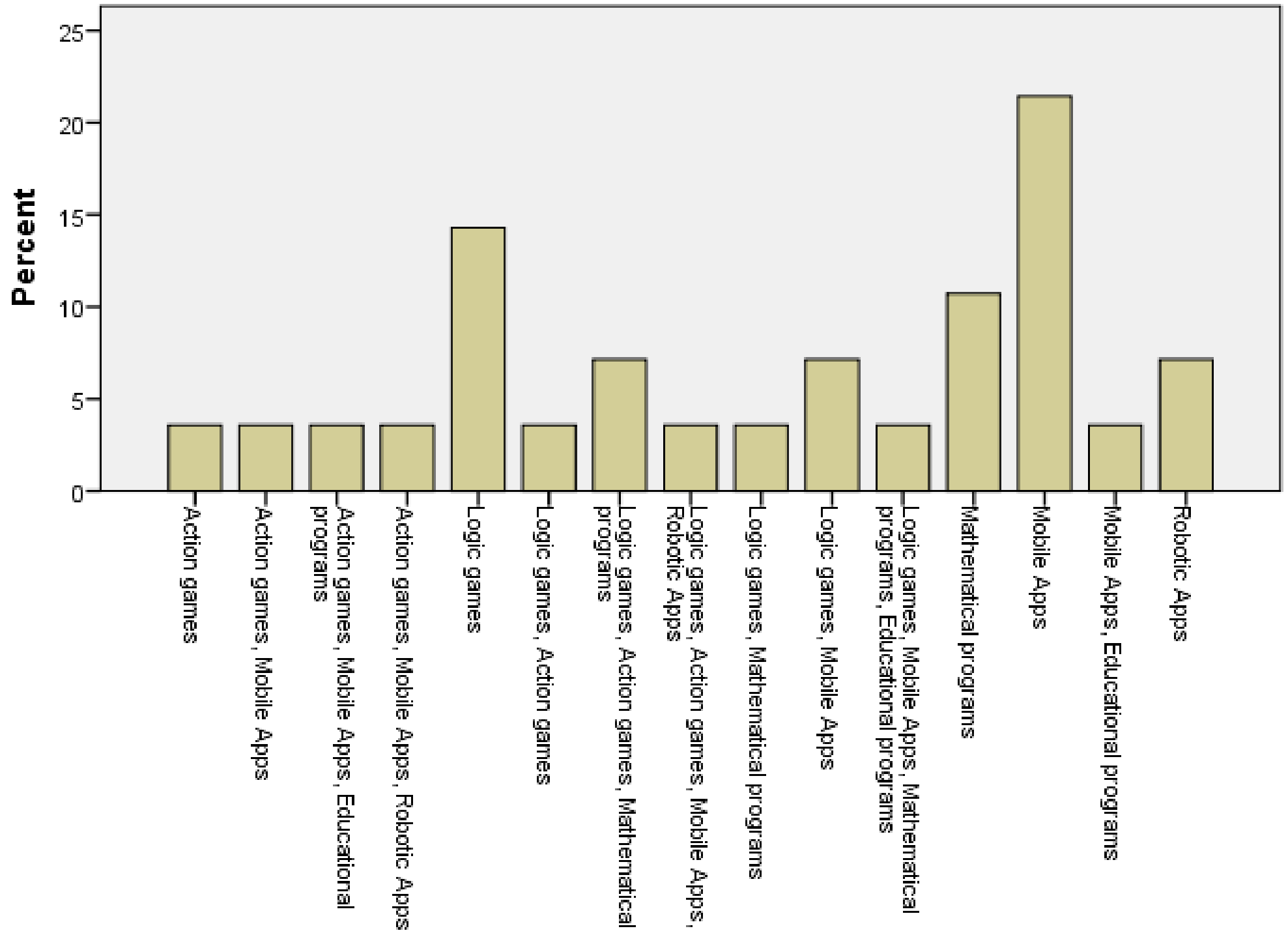
Many students find computer programming a useful and challenging skill.

### In your opinion computer programming





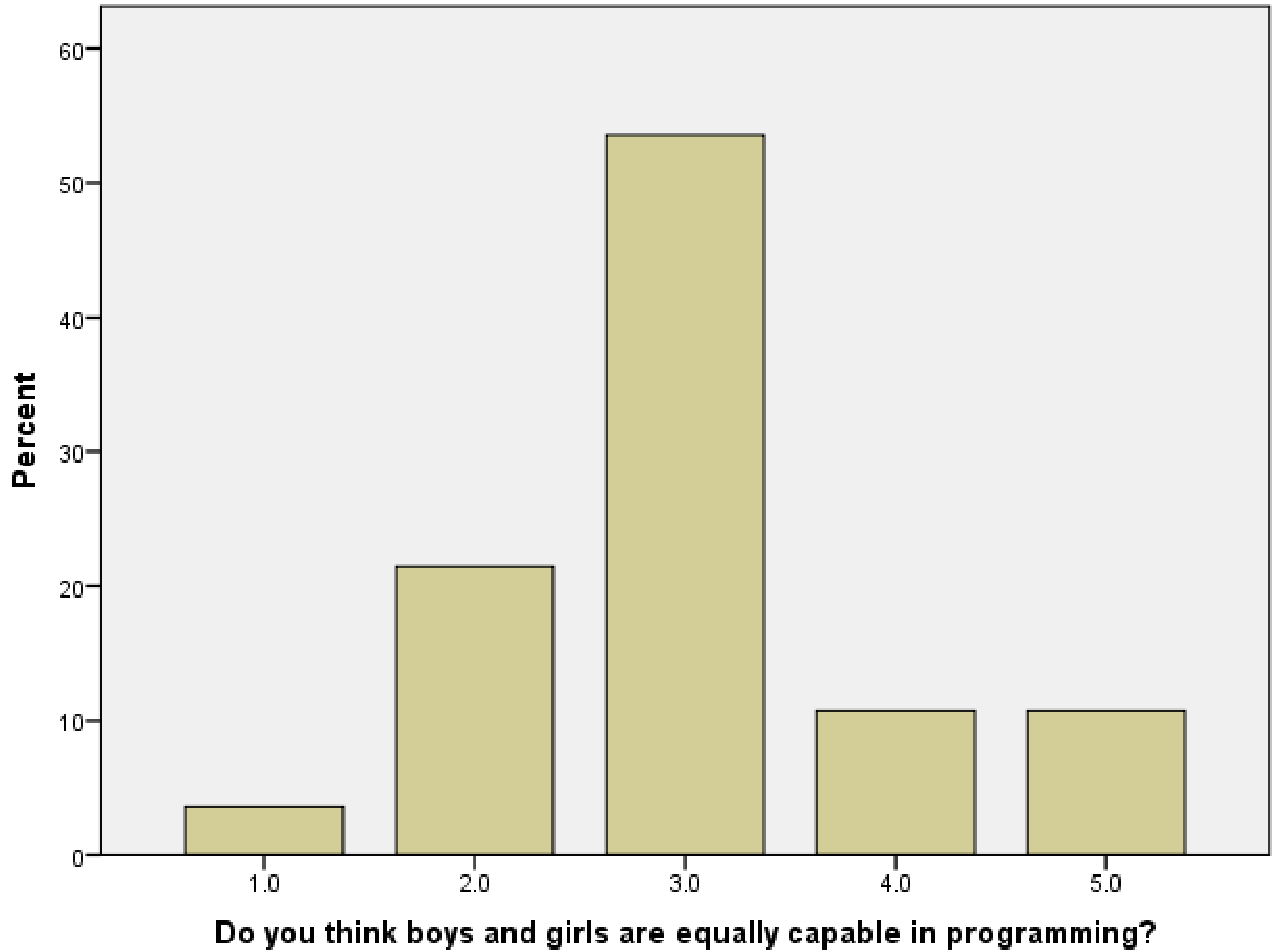
## What kind of programs are you interested to develop?



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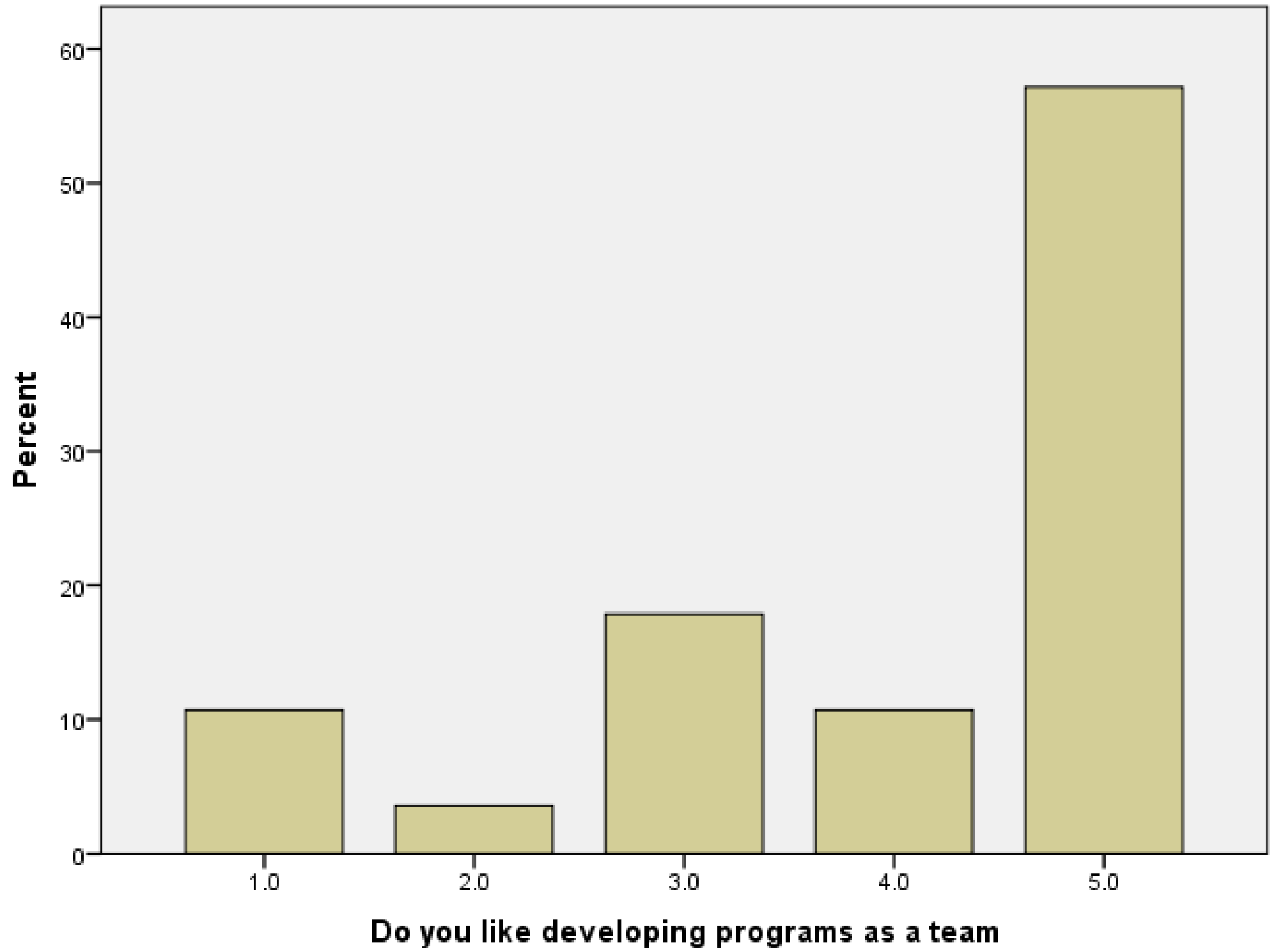
Most students think that boys and girls have equal capabilities in computer programming.

### Do you think boys and girls are equally capable in programming?

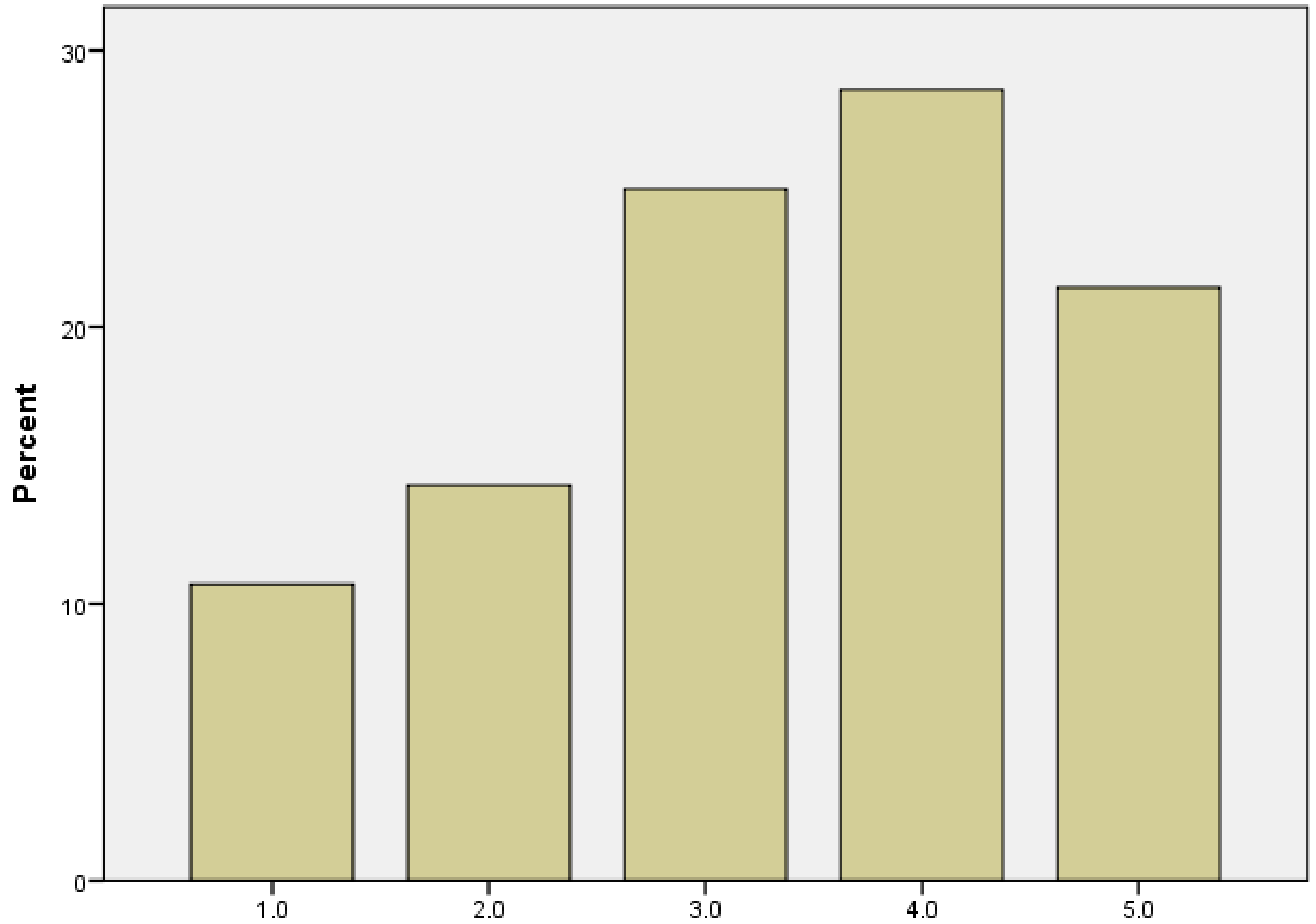


The vast majority of students enjoyed developing logic games in teams.

### Do you like developing programs as a team

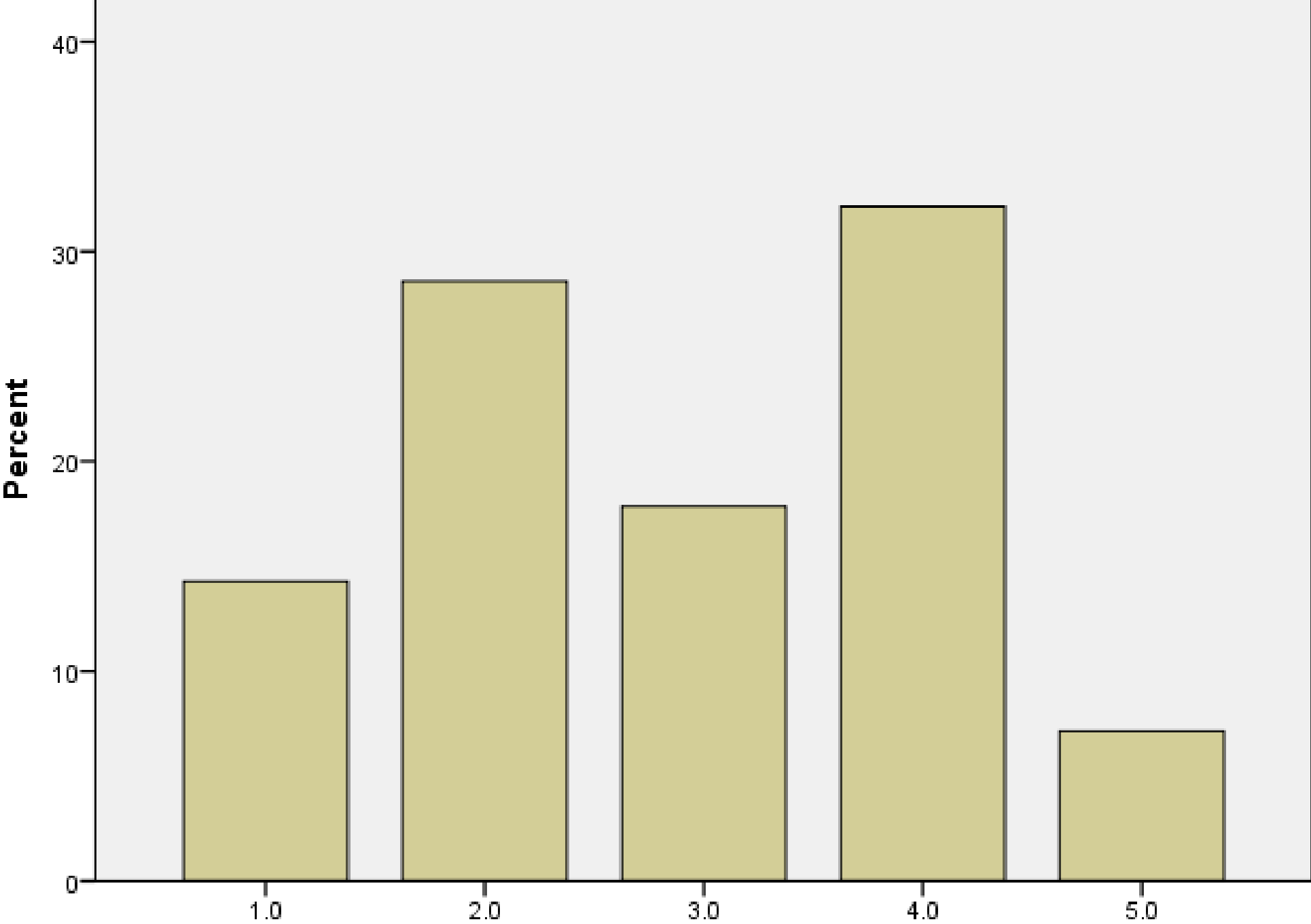


### Do you think you can develop programs in your own



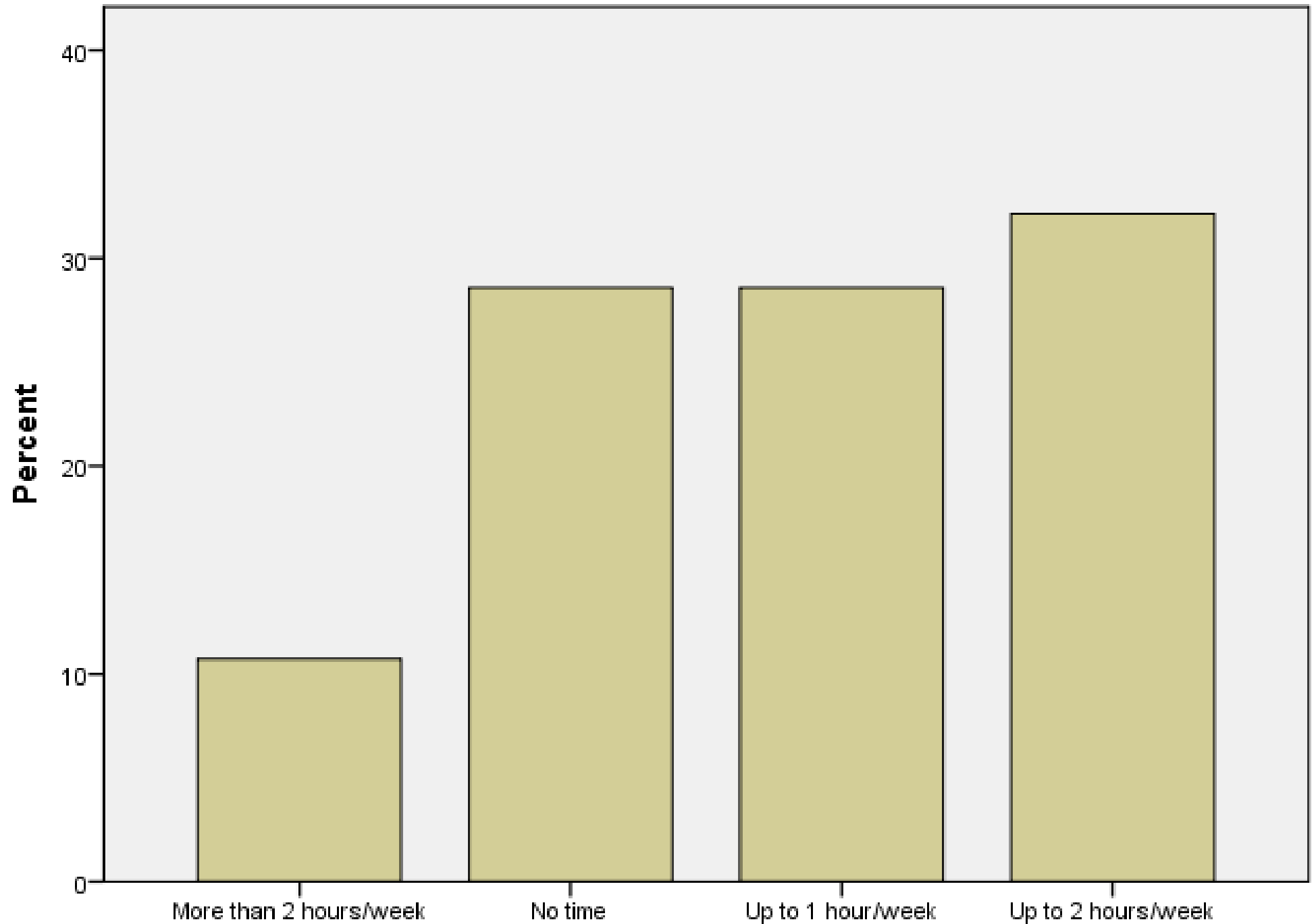
Do you think you can develop programs in your own

**How probable is it that you follow a career in Information Technology**



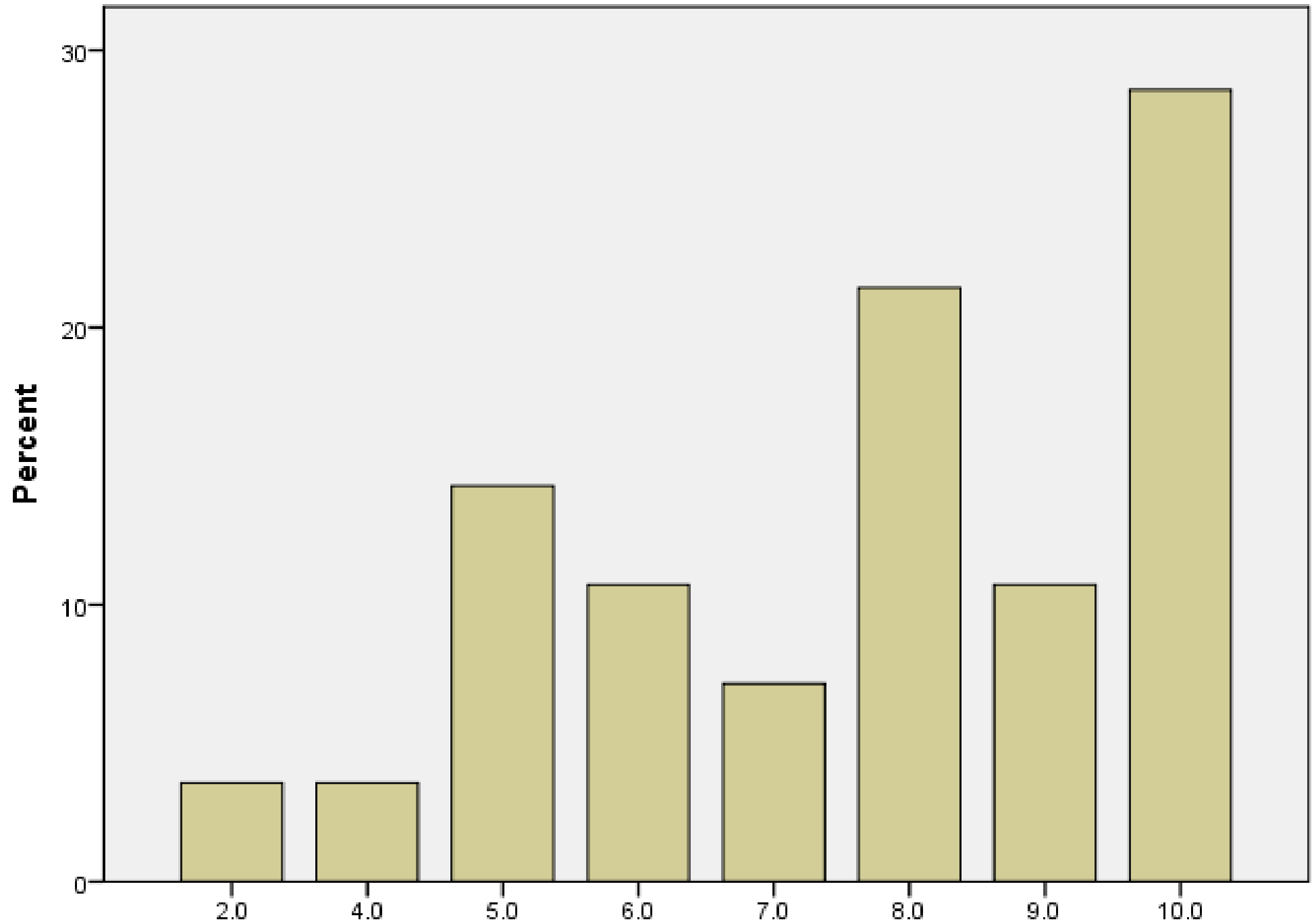
**How probable is it that you follow a career in Information Technology**

### How much time did you spend for the project outside the class?



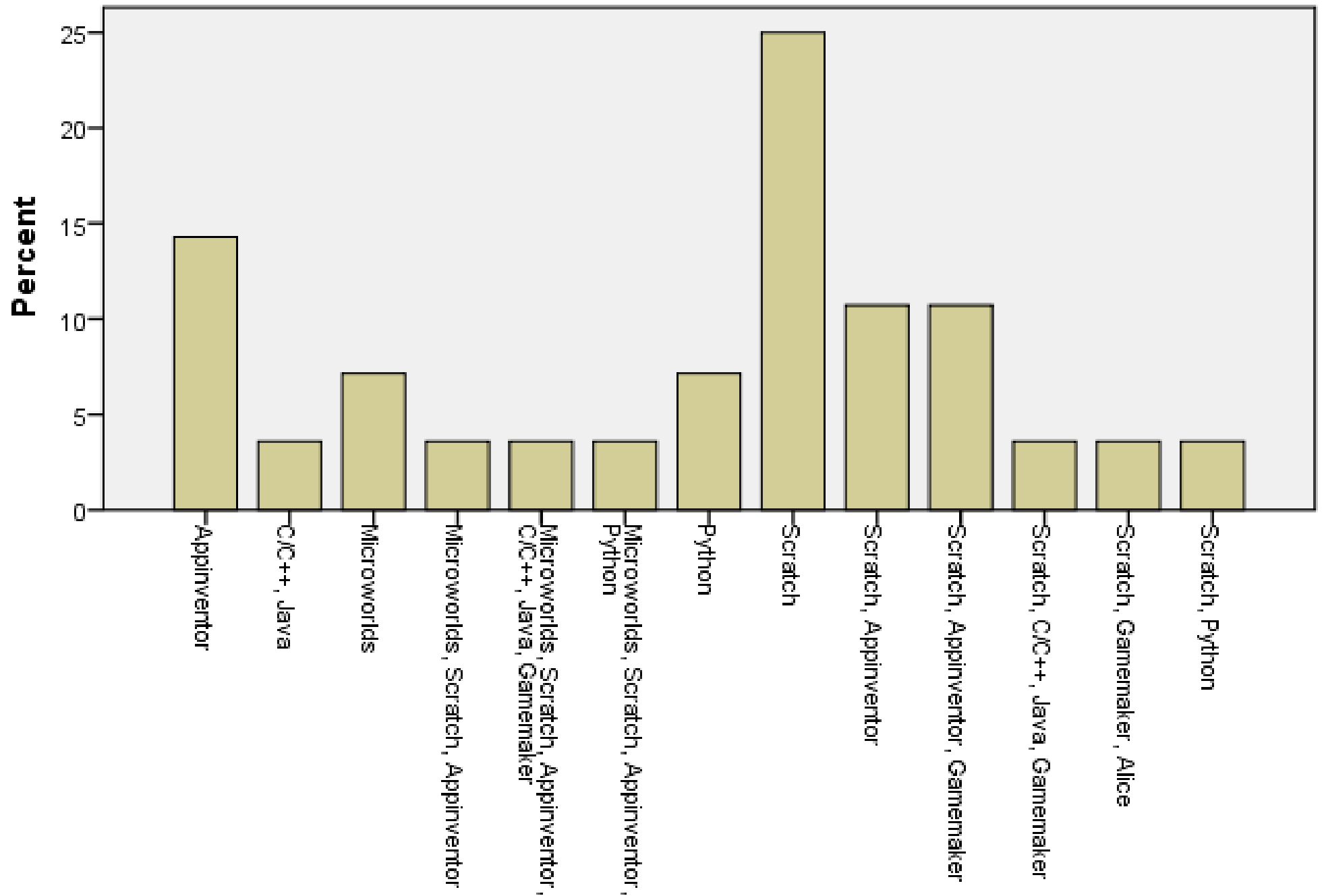
How much time did you spend for the project outside the class?

**In a range from 1 to 10 grade your total experience in the project**



**In a range from 1 to 10 grade your total experience in the project**

# Which of the next programming languages or environments have you used in the past?



Which of the next programming languages or environments have you used...