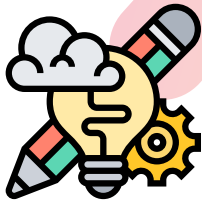


„CTApp: Teaching Students Computational Thinking Through a Mobile Application”

AIM OF THE PROJECT

The main aim of the project is to develop high quality mobile game, that will combine the concept of computational thinking and serious game and its dissemination in European countries.



Computational thinking is the method of solving problems that uses analysis and computational algorithms (similar to those used by a computer).



The purpose of the serious game exceeds mere entertainment. In those games the problems in the field of education, health, management, spatial planning are being tackled. Training simulators and programs that deal with important social issues are also types of serious games.

TARGET GROUPS

Teachers of the primary schools and management staff of educational institutions from all of the partners countries, who will be able to familiarize themselves with new educational tools and will use them in their daily work. Students of the primary schools aged from 12 to 18, who will use the solutions developed withing this project while studying.

RESULTS

COMPUTER GAME, to help students develop the ability to use Computational Thinking to solve problems.

TRAINING MATERIALS for primary school teachers to help them implement the new teaching method.

More information on project website: <https://ctapp.wsei.eu/>