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Who we are





COMPutational SENIORS

Enhancing low-qualified adults' inclusion through Computational Thinking



Co-funded by the European Union

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What is COMPutational SENIORS



The main objective of COMPutational Seniors is to train adult trainers in the application options of Computational Thinking as a methodology to promote the acquisition of skills throughout adults' lives, especially the most disadvantaged groups.

For this purpose, we offer a series of open and completely free training resources, designed to bring computational thinking closer to adult training, normalizing its use in this educational sector.

Regarding adult education, learning fulfils a double function. On the one hand, it provides the knowledge, skills and attitudes necessary to face a wide variety of situations in personal, educational, social and work life. On the other hand, it becomes a stimulus to continue with the training activity throughout life.

With this dual function as its horizon, COMPutational Seniros is based on the use of Computational Thinking as a methodological proposal that addresses, from an integrated, flexible, open and inclusive approach, the challenges that guarantee success in the design of training itineraries for the present but also for the future.

What do we offer

COMPutational Seniors OERs for Adult Trainers

COMputational Seniors open educational resources are organized according to a modular structure that includes practical activities and self-assessment tools.



COMPutational Seniors e-Guide for adult trainers

The e-Guide is a pedagogical proposal designed to guide trainers in the use and integration of Computational Thinking in the design, preparation and development of their adult training itineraries in both formal and non-formal environments. It includes recommendations, practical cases and learning scenarios, as well as resources for working with especially vulnerable groups of adults.

COMPutational Seniors Learning Box of Unplugged Activities

The COMPutational Seniors Learning Box is a gamified resource that adopts the challengebased training approach, made up of 50 unplugged activities designed to work on the acquisition of key skills in low-skilled adults through the application of Computational Thinking.