

COMPUTATIONAL SENIORS

ENHANCING LOW-QUALIFIED ADULTS' INCLUSION THROUGH COMPUTATIONAL THINKING

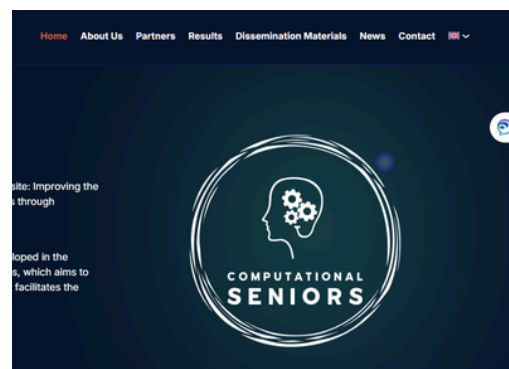
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ABOUT COMPUTATIONAL SENIORS

>>> COMPutational Seniors is a commitment to the integration of Computational Thinking in the adult training sector, promoting the training of teachers as dynamic agents for the development and consolidation of this methodology in the development of integrative training that leaves no one behind. The objective of our approach is to learn to understand how to use the concepts and processes of programming languages in contexts of daily life and everyday activities, in order to solve problems and propose creative solutions.

CLICK THE LINKS AND KNOW THE RESULTS <<<

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 challenge-based training approach, made up of more than 50 unplugged activities designed to work on the acquisition of key skills in low-skilled adults through the application of Computational Thinking.



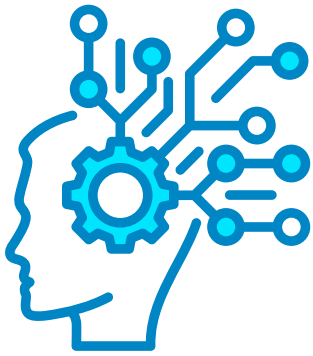
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>>> WHAT HAS BEEN DONE SO FAR?

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Over the past few months, we have been working on the most dynamic and engaging aspects of the project: the creation of the "unplugged" activity box. Thanks to the valuable feedback received during the pilot phase, we have been able to refine the activities to ensure they are engaging, accessible, and truly useful for older adults.

Through these gamified activities, group dynamics, and challenges inspired by everyday situations, participants will practice essential skills such as breaking down complex problems into smaller parts, identifying patterns, creating logical sequences, and designing clear, step-by-step instructions to achieve a goal.

PILOT TESTING



FINAL EVENT

During the month of September the final events will take place in all partner countries. The project's final results will be presented there—come along and check them out!

WHAT IS NEXT?

Now that we have reached the end of the project, all that remains is to trust that you will use these innovative and useful educational materials to learn and teach computational thinking in a way that is more humane, accessible, and inclusive for everyone.



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