School Teachers: Teaching a new programming environment to teachers of Informatics from the Cyclades island complex in southern Greece

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## Aims of the seminar

- familiarisation of the participating informatics teachers with tile programming in general and AppInventor in particular
- developing a thematic virtual community that could support further development of those partisipants that choose to delve more deeply on the subject





- A preparatory solitary distant work on getting acquainted with the subject.
- A four hour synchronous seminar with mostly group work and some autonomous tasks.
- A subscription on the supporting virtual community is normally included in this part, though in the case of Cyclades it was also an optional part of the seminar enrollment.
- Some asynchronous personal work completes the learning activities.
- Further participation in the virtual community is voluntary.

## The seminar



- For teachers of informatics in Cyclades
- Two instances: Friday 21/11/2014 and Friday 4/12/2014
- A total of 39 teachers, most of them in secondary education, as trainees
- Technical support offered by the Center for Informatics and New Technologies of Cyclades
- Instructors from the 4th Laboratorial Canter of Pireas
- Pedagogical monitoring by the School Counsellor for informatics in the area



## **Technical Solution**

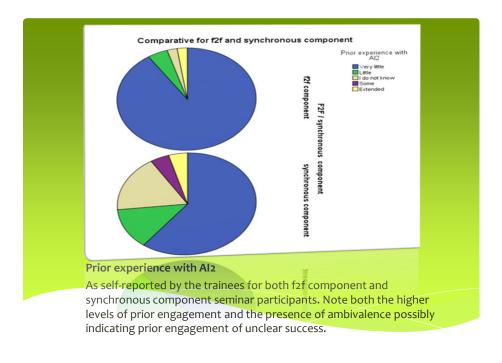


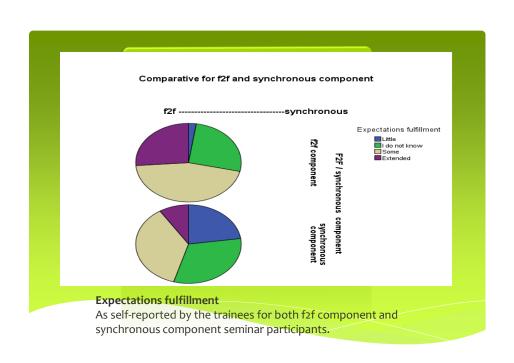


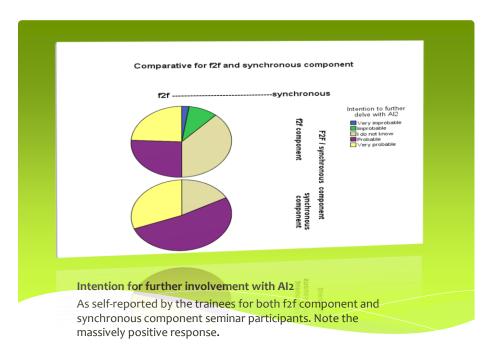
- Access from various labs and stand alone pc units not of the same or comparable configurations
- concurrent google hangouts for each session with parallel streaming of the proceedings
- Material available in the community and/ or a google drive: https://plus.google.com/u/o/communities/1136826657640456 53468?cfem=1#communities/113682665764045653468 https://drive.google.com/drive/?tab=Xo&rfd=1#folders/oBzm\_ 2Y95SrmIQThrcUVuSDRyVWM

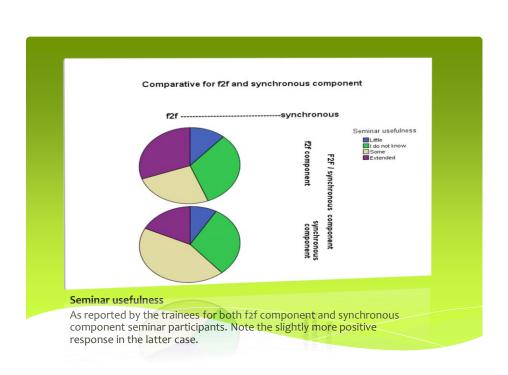


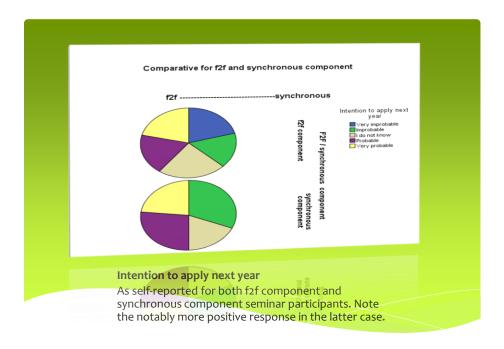
- Installation of AppInventor2 environment (mandatory) following detailed instructions Available via the virtual community.
- 2. Acquaintance with the environment (optional). Using a specifically developed guide. Available via the virtual community.
- 3. Presentation of installation and use of the emulator and companion modules of the environment (mandatory). Delivered during a synchronous session.
- 4. Demonstration by instructors and improvement by trainees of complete apps (mandatory). Taking place multiple times during a synchronous session.
- 5. Guided application development (mandatory). Still in groups, with scaffolding Instructions. Workout during a synchronous session.
- 6. Presentation of complete teaching scenarios (mandatory). Taking place multiple times during a synchronous session.
- 7. Participation in the virtual community (optional). Taking place in an asynchronous manner.













- Generally positive outcome, need further study to generalise
- Framework evaluation
  - the light technical solution was beneficial to the seminar as a whole
  - · streaming choice proved helpful on occasion
  - virtual community found fruitful especially for participants that maintained presence after the seminar conclusion
- Seminar evaluation
  - Impossible to accurately evaluate due to extensive mandatory use of AppInventor in the new Curricula that came after the completion of the seminar

