



Objectives:

- Get a common understanding of what a coding club is
- Get to know each other
- Reflect on aspirations and coding goals
- Align on practicals and set coding club rules

Materials:

- Powerpoint Module 0

Duration:

- +/- 1 hour

[illegible]



Timing

Teachers activities

Learners activities

Competences

Where and When

Discuss with the learners where and when the coding club will take place. Listen to the input of the learners and check if everyone agrees.

Representative

Discuss who will be the representative of the coding club. Explain that the tasks of the representative will be:

- facilitate the communication between club members and teachers.
- help in organising club activities

If they are many volunteers you can do a voting or rotate the function over different learners.

Club rules

In two groups, let the learners brainstorm for rules that will allow the club to function well. Give some examples such as being on time, being gentle with the computers,...

Suggestions:

- You can suggest to complete this sentence: "In order for our coding club to function well we all..."
- Write the most common rules on a big poster

Structure

End this session by explaining the structure of every coding club. Now you are ready to start module 1-2!

Have fun!

- The learners agree on the time and dates of the coding club sessions.

- The learners agree on the chosen representative

- The learners discuss and brainstorm the coding club rules.
- The learners understand why club rules are important.