

## HOUR OF CODE

<b>Theme</b>	Digital competence
<b>Target Group</b> ( <i>Group Size, Participants Profile</i> )	10-15 participants, Caregivers/ children with disability, 5+ years old
<b>Duration</b>	1 hour
<b>Learning Objectives</b>	<ul style="list-style-type: none"><li>-Give caregivers and children with disability a fun way of combating technological stigma</li><li>-Create a fun learning experience</li><li>-Develop a stronger bond between caregivers and children with disability</li></ul>
<b>Preparation</b>	Prepare and host an “Hour of code” with the caregivers.
<b>Materials</b>	Computers, wifi
<b>Flow / Description</b>	<ol style="list-style-type: none"><li>1. Give the participants info about the importance of digital competences in our times</li><li>2. Divide the participants in pairs</li><li>3. Show the participants 2-3 examples to make sure they are familiar with the platform</li><li>4. Observe the participants and offer help or information when needed</li><li>5. Make a competition where everyone is playing the same game and then compare the results and debate strategies (optional)</li></ol>
<b>Debriefing / Reflection</b>	<p>Ask the participants:</p> <ul style="list-style-type: none"><li>-how they felt about the games,</li><li>-what game they liked the most and why,</li><li>- what can be improved,</li><li>- if they think the games are suitable for children with disability</li><li>- what games the children will like the most</li><li>- any other related question</li></ul>
<b>Thematic / Theoretical Input</b>	Hourofcode.com
<b>Evaluation</b>	

<b>Hints/Additional Info for Trainers</b>	Suggest the games according to the age of the kids and the disability type
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