Pedagogical Animation Skills I:

Summary: In these activities, the students will take a dive into pedagogical skills and how to become a group animator. These are all skills they will need and apply when they go teach coding activities to their younger peers. These are skills such as setting the rules of conduct together with the pupils, how to create a fun, non-formal teaching environment, how to manage motivation and so on.

Timeframe: For each of the three pedagogical parts 60 minutes

Learning outcomes:
3.1 Working together
3.2 Negotiation practices
3.3 Describing thought processes
3.4 Learning from vicarious experiences
5.1 Group animation
5.2 Non-formal teaching
5.3 Energizers and motivation management
5.4 Evaluation techniques
5.5 Rules of Conduct
5.6 Practical organisation skills & insights

Implementation: Setting the rules of conduct

While the code workshops aren't as strictly organised as a traditional school lesson would, there is a need for some rules of conduct. Especially when pupils are working with digital devices, the young students will need to have some agreements on behaviour and respect.

This activity is based on filling in a poster, called the Code Etiquette document. You can download this poster at http://www.capitaldigital.org/nl/code-etiquette/. Print it out on A3 size paper or larger.
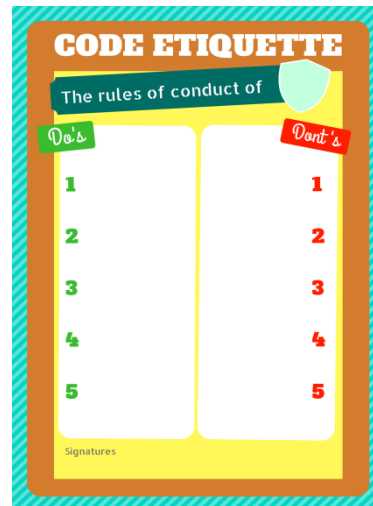
The Code Etiquette is filled in through a group discussion, in which students will reflect on what rules are necessary, what pupils can and can't do, and what rules would be too strict. For example: while it is handy that pupils raise their hand before talking or asking a question, it is supposed to be a fun learning program. So it might be wise to loosen up on traditional school rules.

Start the activity by showing the poster. Next, you will hand post-its and writing material to all the students. Ask them to reflect on at least 5 things the pupils should do (positive rules), such as having respect, being careful with the material, using inside voices … Next, they get to reflect on 5 things the pupils shouldn't do (negative rules), such as no running inside, no food or drinks near the computers, …

Collect all the post-its and start grouping them together with the students. As a group, you will select the 5 most important Do's and Don'ts. Write them down on the poster and have everyone sign this.

Using a collaborative approach to setting rules of conduct and having all the participants sign the poster, ensures that everyone is responsible for a good atmosphere. The students will later perform the same exercise with the pupils in their group.

Implementation: Group discussion on non-formal teaching

The second pedagogical activity deals with insights on non-formal teaching and creating a positive atmosphere for learning. The coding workshops are not supposed to be a very strict environment, in which no one can talk. The opposite is true: it should be a playful, social learning experience.

In this discussion, you will challenge the students to think about what makes a good learning environment and how they behave as an animator. For this goal, you can use the interactive Kahoot quiz: http://bit.ly/cd-kahoot.

In this quiz, the students evaluate 10 statements to be either true or false. Of course, these are trick questions: there is no black and white when it comes to non-formal teaching. Everything depends on the situation, the group and the animators.

For this activity, you will have to set up your computer with a beamer, to show the quiz questions on the big screen. You as a teacher will surf to http://bit.ly/cd-kahoot and press play to start the quiz. Choose the classic 1 vs 1 mode.
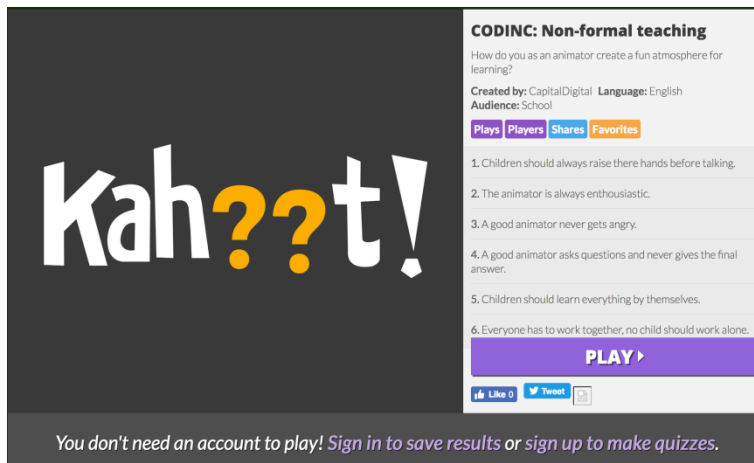
The website will provide you with a pin-code for the quiz, that the students will need to participate.
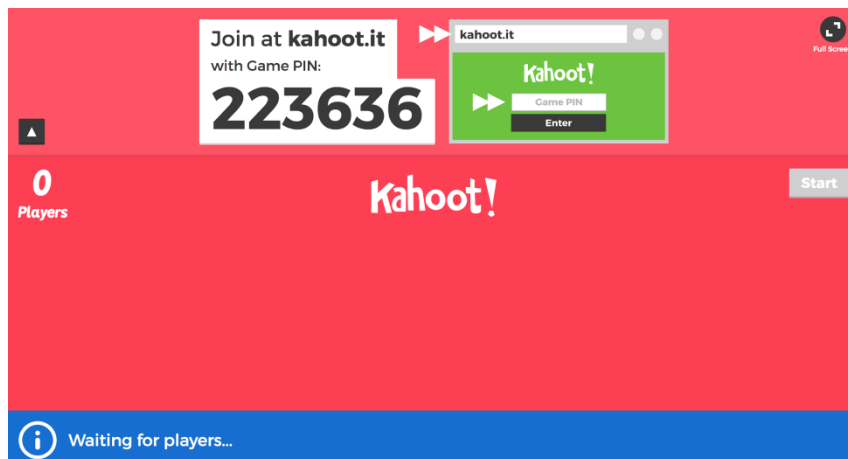
The students each have a tablet, laptop or their own mobile device with internet. They surf to https://kahoot.it/ and enter your pincode. After that, they can choose a nickname (this can be anonymous) and start answering question.
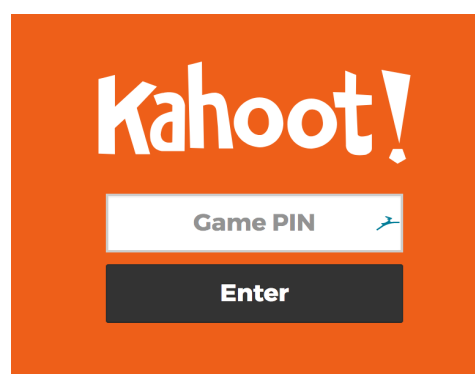
Every question has a 30 second time limit. After seeing the answer on the big screen, make sure you take enough time for the discussion on the answers. Why did they say true or false?

The questions in the quiz:

1. Pupils should always raise their hands before talking.   True / False

2. The animator is always enthousiastic.   True / False

3. A good animator never gets angry.   True / False

4. A good animator asks questions and never gives the final answer.   True / False

5. Pupils should learn everything by themselves.   True / False

6. Everyone has to work together, no child should work alone.   True / False

7. Learning to code is serious, not playful.   True / False

8. The ideal animator never touches the pupils' computer.   True / False

9. The animator should always be a good example for pupils.   True / False

10. Every activity needs to be prepared to the smallest detail.   True / False