CODING FOR CLIMATE

Coding 4 Climate | Take Action Global
March 11 - April 22, 2024
www.coding4climate.org

Brief

A 3-week global collaboration experience for classrooms. Classrooms will be introduced to computer science foundations then will use skills of problem-solving, computational thinking, creativity, and digital literacy to create solutions for our planet.

Audience

- Students from 150+ countries join together to build skills, exchange ideas, and use coding for our planet and its people.
- Students Kindergarten-Twelfth grade worldwide.

Background

In the modern learning environment we are seeing a convergence of technology across the learning landscape and the importance of climate education across the curriculum. Through this program, students will explore digital technology as a mechanism for solution based learning approaches around climate education in their community and around the world. Minecraft, AI, Scratch, Micro:bit, LEGO Fortnite, App prototyping, web or even coding without using a computer (Unplugged coding). The teacher is in control. Anytime.

Objectives

- Support teachers and student so that they feel engaged and confident in their ability to utilize technology for climate solutioning
- Encourage teachers to become Global climate education champions, sharing their expertise in their schools and the wider education community
- Establish a community of practice that exists beyond the program itself, and is available for a wider group of teachers and students to join

Approach

- Program co-designed and facilitated by teachers, for teachers
- "Light touch" approach and support online with opportunities to connect
- Provide starter activities and learning resources
- Evaluate the programme's impact on both teachers and their students

Outcomes

- Students are supported fully by their teachers, who in turn receive the support they need to deliver the program

- Teachers become fluent in the technology forward practices and confident to teach them to students.
- Teachers stay in touch and form a community of practice that other teachers working on similar projects can join.

Instructional Design and Programming

<p align="center">Explore → Create → Connect → Celebrate</p>

Part 1:
- Challenges are delivered to your email inbox! Start with the Reveal Video to announce the challenge. Make your selection, and claim your League Badge and Action Guide. Move through the sequence of activities and get set for Week 2.

Part 2:
- Time for coding! Now that you and your students have identified your target solution, work with activities and tools to explore topics. Break problems into component parts and create a plan.

Part 3:
- Coding, collaboration, climate action! Meet up with members of your League of Purpose in a class-to-class global virtual exchange to share ideas, perspectives, and feedback.

Part 4:
- We celebrate the outcomes during a live event during Earth Day on Apr 22, 2024 .

<p align="center">Register now (free)</p>

<p align="center">Contact information
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<p align="center">Coding 4 Climate Program
presented in partnership between</p>