

Young programmers - new technologies in schools



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**Przedsięwzięcie "Młodzi programiści - nowe technologie w szkołach!"
realizowane w ramach projektu
„Ponadnarodowa mobilność uczniów”
współfinansowanego ze środków Europejskiego
Funduszu Społecznego w ramach
Programu Operacyjnego Wiedza Edukacja Rozwój**



OMG

YES!

!!!



**SCOALA GIMNAZIALA NR 2
„SFANTUL ANDREI” MANGALIA**



**NIEPUBLICZNA SZKOŁA
PODSTAWOWA IM. ROTMISTRZA
WITOLDA PILECKIEGO
W RĘKUSACH**

The use of new technologies in Polish and Romanian schools.

Such as:

- VR goggles
- Canva
- JAMBOARD - interactive whiteboard
- WAKELET
- QUIZZIZ and KAHOOT
- Print 3D
- Scratch
- C ++



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GOOGLE VR META QUEST 2

VR goggles can be used directly to acquire new skills and gain a new knowledge, e.g. to learning about the human anatomical model or plastic modeling of objects in VR technology. Also users of VR goggles can explore new places around the world without leaving school.



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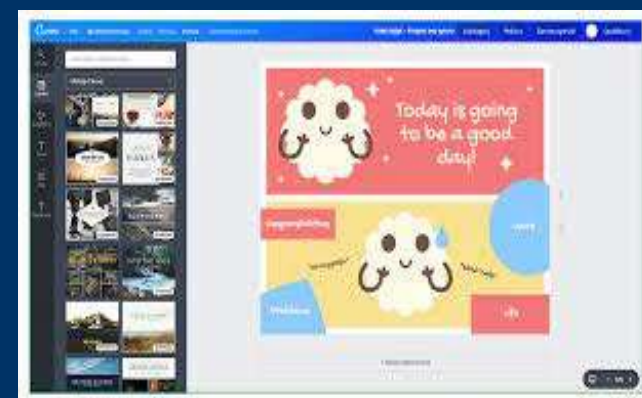
CANVA PROGRAM

Canva is the very simple graphics program, what has got many useful features. We can create projects using pictures or photos (choosing from own or general Internet database), moving and arranging pictures and shapes, as well as changing a background and a size, type and color of the font.

What can we design with Canva?

Examples:

- Logo
- Posters
- Flyers
- Brochures
- Social media



JAMBOARD interactive whiteboard

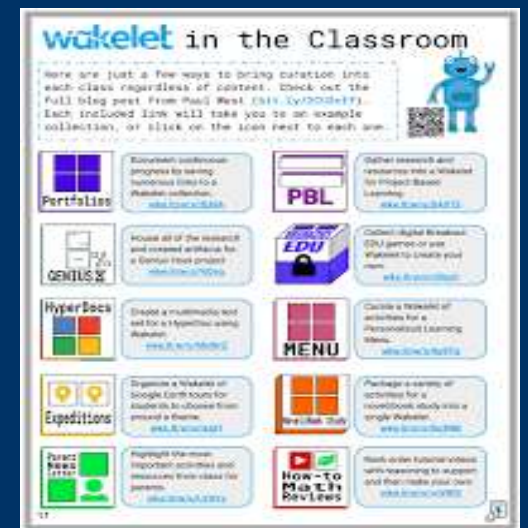
Jamboard is the virtual "dry-erase" board, where we and other people can participate in the meeting and in the same time they can write down the most important observations during the meeting or discussing. This is very helpful tool to teach mathematics, physics, chemistry and technical subjects.



WAKELET

Wakelet is not only the best virtual whiteboard, but also this is a very versatile tool for collaborating with students and other teachers, for collecting materials, providing online and offline classes.

Wakelet is the great tool what allows user to save, collect and share digital materials. Thanks to Wakelet, you can save and arrange in any form all interesting links, PDFs, pictures, etc. encountered on the web. Wakelet has got applications on smartphone as well.



QUIZZIZ and KAHOOT



Quizzes can be the tool to introduce new subjects, or a way to test a knowledge acquired by students already. User can create a virtual classroom.

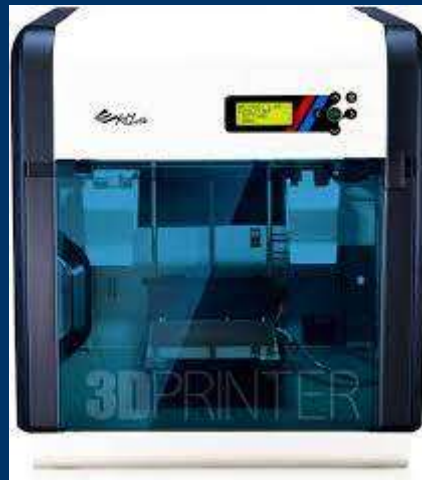
We can use Quizzes to give mark students.



Kahoot is the free platform for creating and running interactive quizzes. This is the fantastic tool for revision lessons, but it can be used to review subejct's materials.

PRINT 3D

In school, Print 3 D can be used in several ways, for example, as a prop factory, a tool for teaching design, or in the context of robotics



SCRATCH

Scratch is an educational object-oriented language designed to teach programming. It allows you to create interactive stories, animations, music and games.



C++

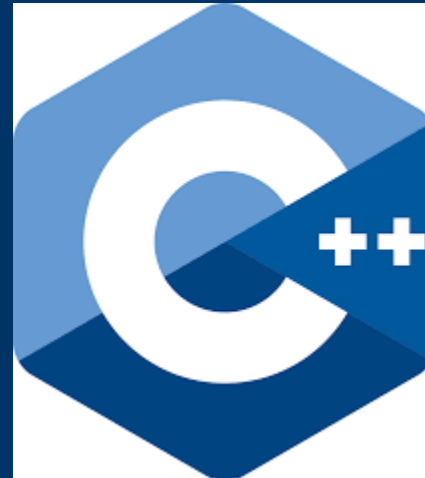
C++ is a general purpose programming language. It is most commonly used in embedded systems and in game development. Operating systems (or their parts) such as Apple OS X, IBM OS/400, Windows NT, XP were written in C++. Students learn programming and coding in C++ and learn basic C++ commands.

```
// Carbon:
package Geometry.api;
import Math;

class Circle {
    var r: f32;
};

fn PrintTotalArea(circles: Slice(Circle)) {
    var area: f32 = 0;
    for (c: Circle in circles) {
        area += Math.Pi * c.r * c.r;
    }
    Print("Total area: {0}", area);
}

fn Main() -> i32 {
    // A dynamically sized array, like 'std::vector'.
    var circles: Array(Circle) = ({r: 1.0},
                                   {r: 2.0});
    // Implicitly converts 'Array' to 'Slice'.
    PrintTotalArea(circles);
    return 0;
}
```



Thanks to participation in the project, we had the opportunity to get to know each other, our cultures and countries. We exchanged experiences about the technologies used in our schools. The time spent together will stay in our memory for a long time

