



Erasmus +: Digital Inclusion

Digital Inclusion Transforming and Internationalizing Schools through Technology

Good practices collection

Prepared by Open Europe

Aim of the project:

To extend and develop educators' competencies, including their digital skills and knowledge of ICT tools, to create an inclusive classroom climate.

Aim of the collection of good practices:

To share the different good practices to improve the academic results and motivation in our pupils.

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Annex 1:

LEGO MINDSTORM	
Good practice description	An interactive way to learn how to program is to use robots. FIRST Lego League is an initiative that encourages young children and teenagers to learn how to get a robot programmed and at the same time, work in a team, as they have to collaborate - the whole group or different groups of 2-3 people. There are different challenges for the different age groups and there are activities they have to complete step by step.
Level	National
School subjects it deals with	Robotics
Country	Spain
Name of the Institution	FIRST Lego League
Type of institution involved and main functions	School
Involved target group	Institutional level - managers, heads of departments, teachers/trainers/researchers, technical and administrative staff, adult learners, adult education institutions' staff
Main challenges key success enabling factors	<ul style="list-style-type: none"> - The students learn to solve problems they may have while programming - They can collaborate to get better results - They can join the league and compete with other people of the same age



Lessons Learnt and Recommendations	<ul style="list-style-type: none">- The children should learn before a little bit of programming, as they might know nothing about it-They must feel that their mistakes are not irrevocable, that they can always improve.
Tool / tools used for self-evaluation	Lego Mindstorm and tablets or computers, wires and a desk with marked tracks.
Visual elements	<p>https://www.firstlegoleague.es/que-es-first-lego-league</p> <p>https://agora.xtec.cat/ceipmariafortuny/general/steam-que/</p>