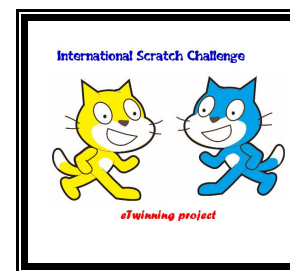# *International Scratch Challenge.*

22 pays, 22 countries

Tunisia : 3, Turkey : 5, Azerbaijan: 1, Spain : 3, Italy : 29, France : 28, Poland : 9, Portugal : 2, Romania : 2, Georgia : 2, Greece : 2, Belgium : 1, Bulgaria : 1, Ireland : 1, Finland : 2, Denmark : 1, Serbia : 2, Republic of Moldova : 1, Estonia : 1, United Kingdom : 3, Czech Republic : 1, Cyprus : 1

Questionnaire initial
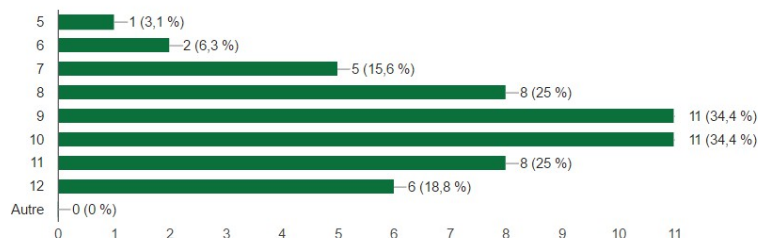*Initial questionnaire*

Nombre de réponses : 32 sur 101 classes participantes   (1/12/2016)
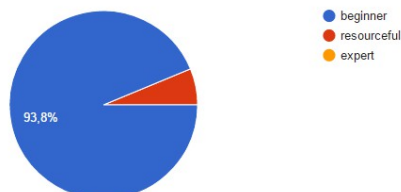*Nombre d'élèves : 672 sur ?*

Number of responses: 32 of 101 participating classes
Number of students: 672 on?

Age of students (32 réponses)

Age	Count
5	1 (3,1 %)
6	2 (6,3 %)
7	5 (15,6 %)
8	8 (25 %)
9	11 (34,4 %)
10	11 (34,4 %)
11	8 (25 %)
12	6 (18,8 %)
Autre	0 (0 %)

Level of students for programming (32 réponses)

- beginner
- resourceful
- expert

93,8%

Level of teacher for programming (32 réponses)

- beginner
- resourceful
- expert

40,6%

56,3%
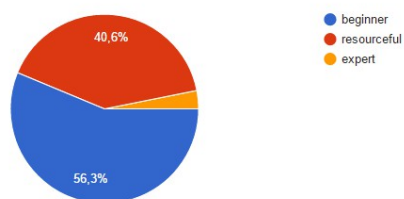
Level of students for etwinning (32 réponses)

- beginner
- resourceful
- expert

18,8%

81,3%
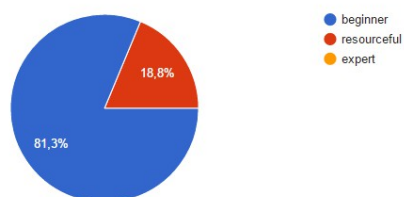
Level of teacher for etwinning (32 réponses)

- beginner
- resourceful
- expert

34,4%

9,4%

56,3%
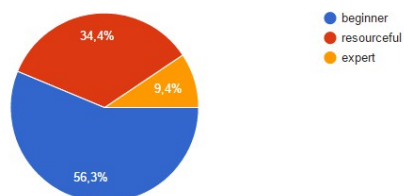
<u>Objectifs des différents partenaires :</u>
<u>Objectives of the different partners:</u>

As a teacher I expect to find in professional exchanges a incentives to learning by doing, and for my students to open up to a new virtual and digital world with a strong sense of responsibility and commitment as well as respect and understanding of people from other countries.

Learning basic programming concepts and Scratch.

From this project I expect to learn a new strategy to be applied in everyday teaching practices

Participation and involvement of my pupils and comparison with other schools.

To improve digital competences

Contact and programming!!!

Let my students use Scratch in a funny and motivating way. Let them know students of other countries, their schools, their ways of learning and their culture.

améliorer les compétences des élèves . permettre aux élèves de découvrir le codage,

Good collaboration, new ideas, fun activities

New Contents and interaction among students

it si a way for students to have some goals and some contact outside their own everiday reality. In addition they can use the second language in a real situation.

Initiate and encourage the use of coding through Scratch. Establish contact with pupils from other European countries and share experiences. Let's see what we can do.

Développer des compétences dans l'apprentissage du code (élèves, prof) Partager, collaborer, échanger avec d'autres classes, d'autres enseignants

I get more experience and understanding of how they might Coding Teaching

To find partners for more interactive Maths projects, perhaps for a K2 about Maths

I expect to explore this new tool (Scratch) with my pupils by using it in a concrete cooperativ project.

Thanks to this project my students work with great enthusiasm, they cooperate and they help each others. They love this programming's language and their logic skills are improving.

Familiarity Scratch and motivating students to program.

Imroving of ICT skills of my students. And for me I would like to be acquainted with new tools .
That children will develop a basic coding knowledge; that they will enjoy the experience. That they will compare and contrast the work that the children from other countries do. That they will learn about other countries using the medium of Scratch.

to initiate my pupils to coding and motivate them to love coding

Increased enthusiasm and creativity using Scratch for a 'real' audience. Understanding that technology can allow co-operation across borders.

Arricchire le mie competenze.

To improve my my skills in the teaching of digital

It's my first project etwinning. I'm very glad to participate in it. Certainly, we (me and my students) will gain the new experience and we will learn much.

permettre aux élèves de découvrir le codage