

CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919

E-curriculum of Coding- Educational computer program based on the Scratch programming language

Nicolae Balcescu Highschool Medgidia, Romania – coordinator
Technical School Sisak, Croatia - partner
11th Geniko Lykio Irakliou , Greece - partner
Lokman Hekim Anadolu Lisesi, Adana, Turkey - partner
Imercia Digital Aljaraque, Spain - partner
Nisantasi University Istanbul, Turkey - partner
**Kaunas Vocational School of Household Services and Business,
Lithuania – partner**

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Summary

Chapter I. Introduction

- I. 1. Presentation of the E-curriculum of Coding
- I. 2. Scratch programming language

Chapter II. E-curriculum for Computer science

- II.1. Games for Computer science
- II.2. Quizzes for Computer science

Chapter III. E-curriculum for Maths

- III.1. Games for Maths
- III.2. Quizzes for Maths

Chapter IV. E-curriculum for Science (Physics, Chemistry, Biology)

- IV.1. Games for Science
- IV.2. Quizzes for Science

Chapter V. E-curriculum for Economy/ Business studies

- V.1. Games for Economy
- V.2. Quizzes for Economy

Chapter VI. E-curriculum for European history

- VI.1. Games for History
- VI.2. Quizzes for History

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Chapter VII. E-curriculum for Geography

- VII.1. Games for Geography
- VII.2. Quizzes for Geography

Chapter VIII. E-curriculum for English

- VIII.1. Games for English
- VIII.2. Quizzes for English

Chapter IX. E-curriculum for French

- IX.1. Games for French
- IX.2. Quizzes for French

Chapter X. E-curriculum for German

- X.1. Games for German
- X.2. Quizzes for German

Chapter XI. E-curriculum for Physical education

Chapter XII. Education for citizenship and human rights

Chapter XIII. Social and civic values

Chapter IVX. Digital culture and practice

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Chapter I. Introduction

E-curriculum is a part of "Coding all together" (CAT) Erasmus+ Program, an innovative e-curriculum which contains e-games, surveys and quizzes.

The participants are: Nicolae Balcescu Highschool Medgidia, Romania – coordinator, Technical School Sisak, Croatia - partner, 11th Geniko Lykio Irakliou, Greece - partner, Lokman Hekim Anadolu Lisesi, Adana, Turkey - partner, INERCIA DIGITAL Aljaraque, Spain - partner, Nisantasi University Istanbul, Turkey - partner, Kaunas Vocational School of Household Services and Business, Lithuania – partner

I. 1. Presentation of the E-curriculum of Coding

The aim of the intellectual is to create a computer program/ game in the Scratch programming code, which can be used on any of the subjects taught at school (History, Mathematics, English, Physics, Geography, Computer Science, French, Economy/ Business Studies). The programme make learning process more creative and attractive. The programme purpose is to enhance the quality and efficiency in coding which is related to the e-curriculum. It can be easily and accessible from everybody who interested in coding training in the level of students.

E-curriculum be used for revising lessons or when introducing new topic is introduced. The programmes/ games is to support teaching and facilitate the absorbtion of knowledge.

I. 2. Scratch programming language

Scratch helps young people learn to think creatively, reason systematically, and work collaboratively — essential skills for life in the 21st century.

It is a programming language that lets you create your own interactive stories, animations, games, music and art. It was created by Lifelong Kindergarten Group at the MIT Media Lab. It is provided free of charge.

To get started, visit the [Scratch website](#) and sign up for an account with your email address. At the top right-hand corner of the screen, click "Join Scratch" and process your registration. To create a new project, you have to simply click on the button "Create" and a new screen will appear. In this creen you can create your own characters, your own stages and you can program the characters as you wish.

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Chapter II. E-curriculum for Computer science

You can find all the games and quizzes here: [Computer Science Games and Quizzes](#)

II.1. Games for Computer science

- [Computer science - game1](#) (C++ language)
- [Computer Science - game2](#) (C++ language)
- [Computer Science - game3](#) (PC build)

II.2. Quizzes for Computer science

- [Computer Science-quiz1](#)
- [Computer Science-quiz2](#)
- [Computer Science-quiz3](#)
- [Computer Science-quiz4](#)
- [Computer Science-quiz5](#)
- [Computer Science-quiz6](#)

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Chapter III. E-curriculum for Maths

You can find all the games and quizzes here: [Maths Games and Quizzes](#)

III.1. Games for Maths

- [Maths - game1](#)
- [Maths - game2](#)
- [Maths - game3](#)
- [Maths - game4](#) (Divisibility)
- [Maths - game5](#) (Four operations)
- [Maths - game6](#) (Linear equations)
- [Maths - game7](#) (Second grade equations)
- [Math - game8](#) (Geometry)
- [Calculator](#)
- [Second grade ecuation](#)

III.2. Quizzes for Maths

- [Maths-quiz1](#)
- [Maths-quiz2](#)
- [Maths-quiz3](#)
- [Maths-quiz4](#)
- [Maths-quiz5](#) (Calculator)
- [Maths-quiz6](#) (Function)
- [Math-quiz7](#)

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Chapter IV. E-curriculum for Science (Physics, Chemistry, Biology)

You can find all the games and quizzes here: [Science Games and Quizzes](#)

IV.1. Games for Science

- [Science - game1](#) (Biology)
- [Science - game2](#) (Biology)
- [Science - game3](#) (Biology)
- [Science - game4](#) (Biology)
- [Science - game5](#) (Chemistry)
- [Science - game6](#) (Physics)
- [Science - game7](#) (Physics)
- [Science - game8](#) (Biology)
- [Science - game9](#) (Biology)
- [Science-game10](#) (Physics)
- [Science-game11](#)
- [Science-game12](#)
- [Equivalent Resistance](#) (Physics)
- [Tongue map](#) (Biology)

IV.2. Quizzes for Science

- [Science-quiz1](#) (Biology)
- [Science-quiz2](#) (Biology)
- [Science-quiz3](#) (Biology)
- [Science-quiz4](#) (Biology)
- [Science-quiz5](#) (Biology)
- [Science-quiz6](#) (Physics)
- [Science-quiz7](#) (Chemistry)

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Chapter V. E-curriculum for Economy/ Business studies

You can find all the games and quizzes here: [Economy Games and Quizzes](#)

V.1. Games for Economy

- [Economy - game1](#)
- [Economy - game2](#)

V.2. Quizzes for Economy

- [Economy-quiz1](#)
- [Economy-quiz2](#)
- [Economy-quiz3](#)
- [Economy-quiz4](#)

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Chapter VI. E-curriculum for European history

You can find all the games and quizzes here: [History Games and Quizzes](#)

VI.1. Games for History

- [History - game1](#)
- [History - game2](#)
- [History - game3](#)

VI.2. Quizzes for History

- [History-quiz1](#)
- [History-quiz2](#)
- [History-quiz3](#)
- [History-quiz4](#)
- [History-quiz5](#)

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Chapter VII. E-curriculum for Geography

You can find all the games and quizzes here: [Geography Games and Quizzes](#)

VII.1. Games for Geography

- [Geography - game1](#)
- [Geography - game2](#)
- [Geography - game3](#)
- [Geography - game4](#)
- [Geography - game5](#)
- [SeasInTheWorld](#)

VII.2. Quizzes for Geography

- [Geography-quiz1](#)
- [Geography-quiz2](#)
- [Geography-quiz3](#)
- [Geography-quiz4](#)
- [Geography-quiz5](#)

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Chapter VIII. E-curriculum for English

You can find all the games and quizzes here: [English Games and Quizzes](#)

VIII.1. Games for English

- [English - game1](#)
- [English - game2](#)
- [English - game3](#)
- [English - game4](#)
- [English - game5](#)
- [English – game6](#)
- [Correct Word](#)
- [EN2Romanian](#)
- [EN2Tukish](#)
- [EN2Spanish](#)
- [EN2Lithuanian](#)
- [EN2Greek](#)
- [EN2Croatian](#)

VIII.2. Quizzes for English

- [English-quiz1](#)
- [English-quiz2](#)
- [English-quiz3](#)
- [English-quiz4](#)
- [English-quiz5](#)

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Chapter IX. E-curriculum for French

You can find all the games and quizzes here: [French Games and Quizzes](#)

IX.1. Games for French

- [French - game1](#)
- [French - game2](#)

IX.2. Quizzes for French

- [French-quiz1](#)
- [French-quiz2](#)
- [French-quiz3](#)
- [French-quiz4](#)

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Chapter X. E-curriculum for German

You can find all the games and quizzes here: [German Games and Quizzes](#)

X.1. Games for German

- [German - game1](#)
- [German - game2](#)
- [German—game3](#)

X.2. Quizzes for German

- [German-quiz1](#)
- [German-quiz2](#)

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Chapter XI. E-curriculum for Physical education

You can find all the games here:

[Physical education Games](#)

- [Save the Minifigs!](#)
- [Ping pong](#)

Chapter XII. Education for citizenship and human rights

You can find all the games here:

[Education for citizenship Games](#)

- [SUSTAINABLE DEVELOPMENT GOALS](#)
- [Human rights](#)

Chapter XIII. Social and civic values

You can find all the games here:

[Social and civic values Games](#)

- [Job interview](#)
- [TRAFFIC SIGNALS](#)

**E-curriculum of Coding-Educational computer program
based on the Scratch programming language
CODING ALL TOGETHER (CAT)
ERASMUS+ 2019-1-RO01-KA201-063919**

Chapter IVX. Digital culture and practice

You can find all the games here: [Digital culture and practice Games](#)

- [Frog](#)
- [Tetrix](#)
- [Logic maze game](#)
- [Concentration maze game](#)
- [Bumerang](#)
- [Evasion](#)
- [Guess the cards](#)
- [Reklama](#)
- [National space shooter](#)

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the National Agency and Commission cannot be held responsible for any use which may be made of the information contained therein.