

V4T – E-Learning Course
Module 3 - Programming applications for mobile devices

Practical Activity 1

Title: CGA in secondary schools

Description:

Pupils learn the basic terms of programming with EPL and use their knowledge on the course of the following years to create application in the sense of constructionist ideas, which are able to help classmates, pupils from other schools, cities or countries to understand various contents.

Depending on age, skills and the content to be conveyed in other subjects, these applications are structured in different ways.

First there will be small presentations and slide shows, then interactive stories and adventure games could be created in higher classes with a better understanding for the internal structures and capabilities of games.

Link to file to be downloaded:

https://www.researchgate.net/publication/268184145_Creating_Games_Approach

