

CODE LEAGUE

<Coding in STEM>



<Competition for teachers>

We are looking for your innovative coding projects for STEM lessons in primary and secondary school! **Apply by 1 April 2020!**

www.science-on-stage.eu/codeleague

<What are we looking for?>

For the European Code League, we invite you and your students to be creative and present your innovative coding projects for STEM lessons in primary and secondary classes. For your project, you can use any microcontrollers (Arduino, Raspberry Pi, Calliope mini etc.) and any programming environment or language (Snap!, Scratch, C++ etc.).

The categories are:

- ↳ Fundamental Science in 1's and 0's
- ↳ Microcontrolling the World
- ↳ Environment 4.0

Get inspiration from the teaching material "Coding in STEM Education"

www.science-on-stage.eu/coding

<Who can take part?>

All European STEM teachers and STEM teachers in training from primary and secondary school can participate with their students.

<Contact and further information>

Application form and funding possibilities: www.science-on-stage.eu/codeleague

Science on Stage Europe

Am Borsigturm 15 · 13507 Berlin, Germany · Tel.: +49 30 400067-40 · coding@science-on-stage.eu

<How can you participate?>

Develop a project with your students and document the implementation in English as a poster and a short film. Send your application to coding@science-on-stage.eu.

The closing date for entries is 1st April 2020.

<How to get support?>

Science on Stage offers financial support for e.g. microcontrollers and other hardware of up to €150.

<What happens next?>

Out of all submissions, a jury will select the 10 best teams (3 students + 2 teachers per team). They will present their results at the international final, which will take place from 18–19 September 2020 at the Technoseum in Mannheim, Germany.

<What prizes can be won?>

- ↳ For teachers: participation in the European Science on Stage festival 2021
- ↳ For students: a surprise

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