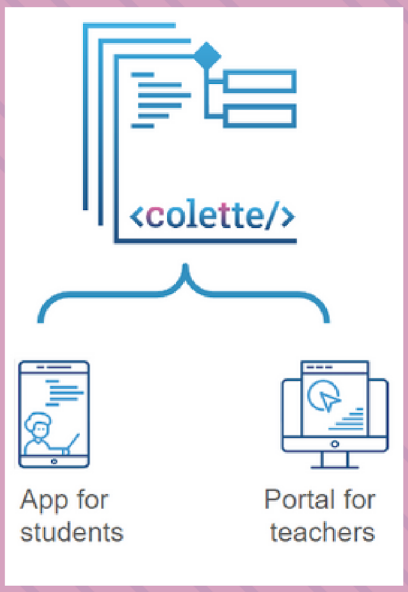
<colette/> Quick Start Manual

Computational Thinking Learning Environment for Teachers in Europe

<colette/> is a two-component system



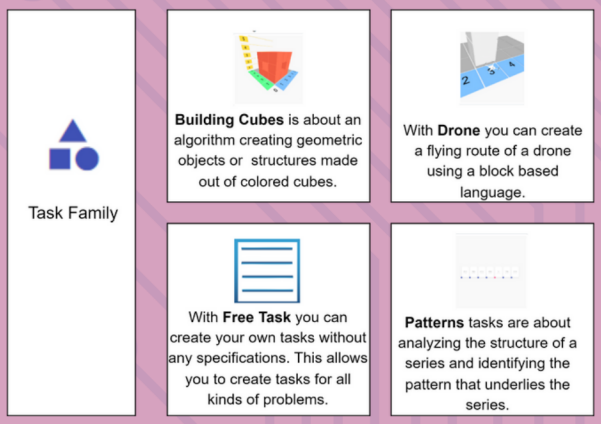
How to start the <colette/> app:

Step 1: Background information on the app and the project

Step 2: Register on the Webportal (for teachers)

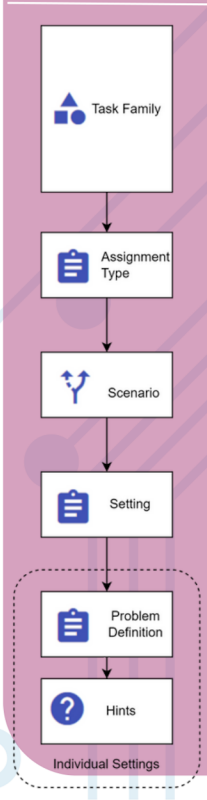
Step 3: App Installation: Download the mobile app for students

Step 4: Use the Handbook for further information and instruction



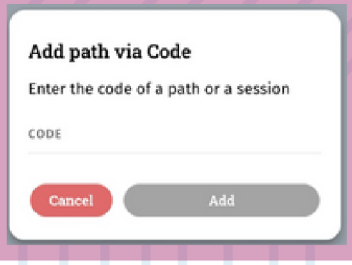
In the **Webportal**, teachers can choose from existing tasks, adapt them, or create new ones themselves.

Furthermore, they can choose from a variety of **Task Families** to promote Computational Thinking.

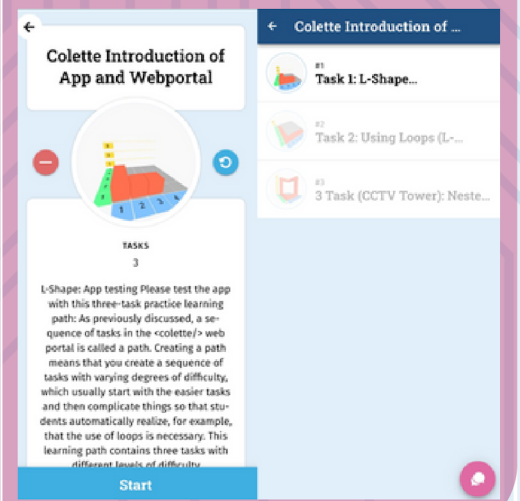


Teachers can edit or freely choose the problem definitions and settings of the tasks. Furthermore, all settings of the learning paths and tasks can be customized.

Once the tasks have been created in the learning path, it can be shared with the students using a **code**



When the students have entered the code in their mobile app, the learning **path** appears on their device.



Step 1: Project Website

SCAN Me: Project Information

Step 2: Registration Webportal

SCAN Me: Webportal

Step 3: Installation

Apple Store

SCAN Me: IOS

Play Store

SCAN Me: Android

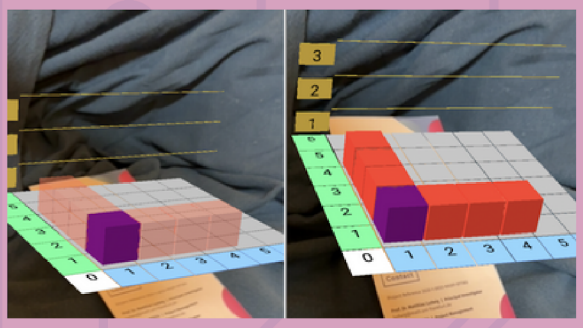
Step 4: Handbook

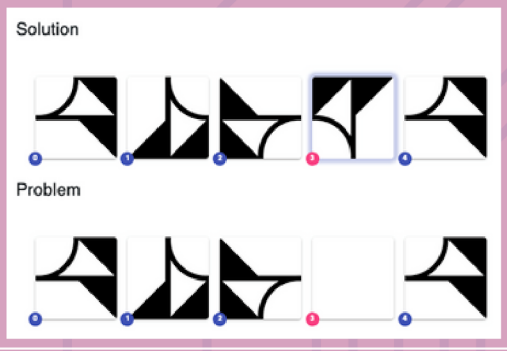
SCAN Me: Handbook

In the **Building Cubes** and **Drone** task families, students can use the AR function, and test their own solution in real time. In **Patterns**, teachers create geometric and arithmetic sequences and students have to find the missing parts

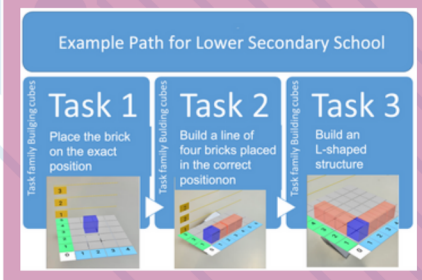
Get your printed version of the CT marker (AR **Marker**): https://colette-project.eu/downloads/

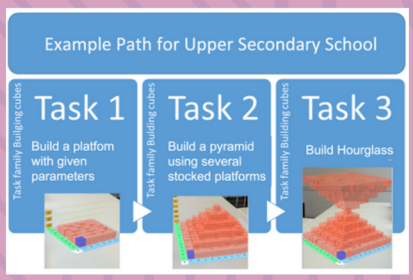
1. Select to check/view your solution
2. Accept “Access to camera”
3. Point the camera to the marker
4. View the result of your code in Augmented Reality (AR)

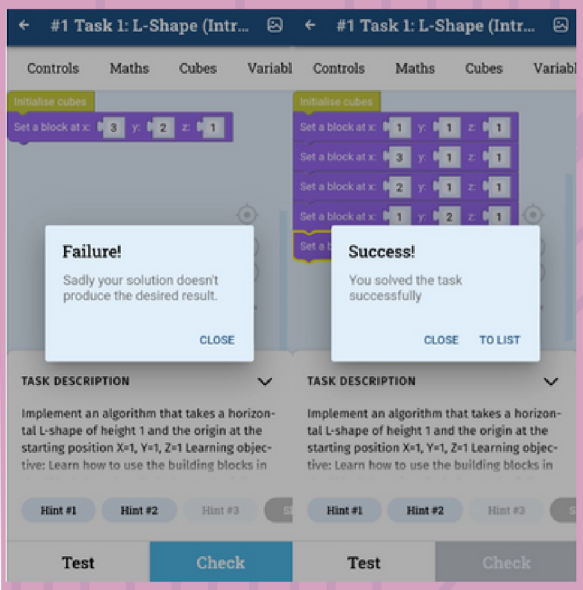




A path can consist of many different tasks with various degrees of difficulty (for lower or upper secondary school)







The individual tasks can be tested by the students using the "Check" function: If the task is correct, "**Success**!" appears on the mobile app. - Otherwise: "**Failure**!"

The **Digital Classroom** feature in the Webportal allows the teacher to view a student’s task solution in a path. In addition, the teacher can provide feedback in the **Chat**.