

<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)

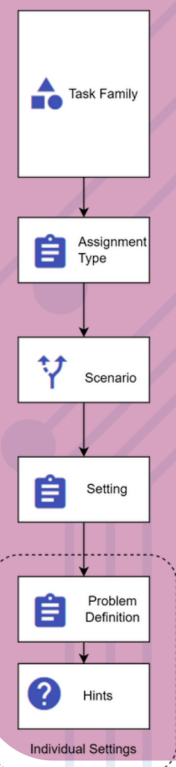
Step 3: App Installation: Download the mobile app for students

Step 4: Use the Handbook for further information and instruction

<p>Task Family</p>	<p>Building Cubes is about an algorithm creating geometric objects or structures made out of colored cubes.</p>	<p>With Drone you can create a flying route of a drone using a block based language.</p>
<p>With Free Task you can create your own tasks without any specifications. This allows you to create tasks for all kinds of problems.</p>	<p>Patterns tasks are about analyzing the structure of a series and identifying the pattern that underlies the series.</p>	

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**

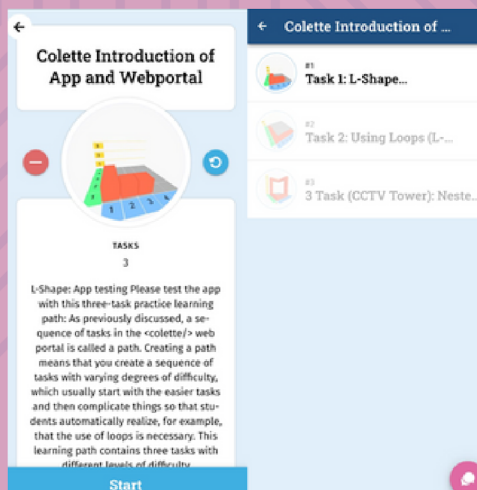
Add path via Code

Enter the code of a path or a session

CODE

Cancel Add

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



Step 1: Project Website



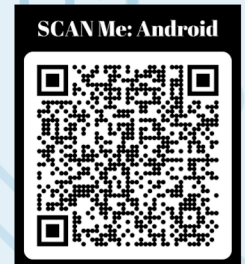
Step 2: Registration Webportal



Step 3: Installation Apple Store



Play Store



Step 4: Handbook

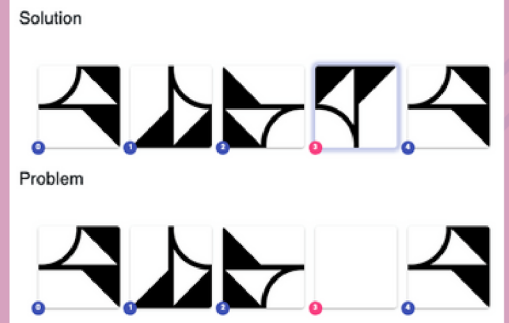
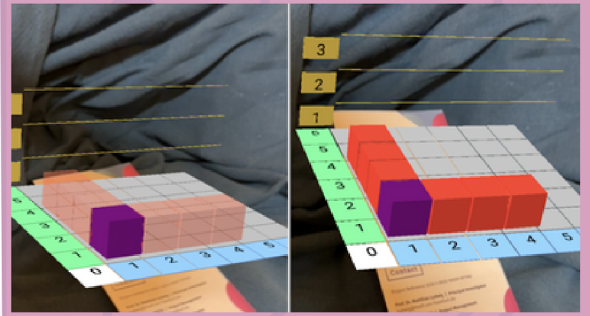


In the **Building Cubes** and **Drone** task families, students can use the AR function, and test their own solution in real time. In **Patterns**, teachers create geometric and arithmetic sequences and students have to find the missing parts

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)

Example Path for Lower Secondary School

Task 1

Place the brick on the exact position

Task 2

Build a line of four bricks placed in the correct position

Task 3

Build an L-shaped structure

Example Path for Upper Secondary School

Task 1

Build a platform with given parameters

Task 2

Build a pyramid using several stocked platforms

Task 3

Build Hourglass

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**.

<> Sample Solution in Blockly

```

When "Run" is clicked
  set size to 7
  set startX to 5
  set startY to 5
  set startZ to 2
  Set red block at x: startX y: startY z: startZ
  count with 1 from 1 to size - 1 by 1
  do
    Set red block at x: startX + 1 y: startY z: startZ
    Set red block at x: startX y: startY + 1 z: startZ
  
```