

## *Girls who code: Code at home activities*

EN (UJI)

- Intermediate: Application, Analysis
- Teaching

<b>TYPE OF THE ACTIVITY</b>	Website
<b>DURATION</b>	Variable (around 1 hour for the entire activity, but it can be done in stages of around 15 minutes each).
<b>TEACHING AID</b>	Computers, tablets or smartphones. Internet connection.
<b>SUMMARY</b>	The Code at Home page shows different activities that encourage girls to learn coding skills with various games of their choice. This resource allows anyone who is interested in learning how to code to access the proper tools for free. The same webpage also promotes sisterhood between young and veteran female coders and even has a platform to create coding clubs for girls in high school. Each activity instruction document also includes the profile of an important woman in STEAM and what she does, to help inspire young girls in their own paths to success.
<b>TEACHING PRACTICE (STEP BY STEP)</b>	<p>-Create a supportive classroom environment. Girls are more likely to participate and take risks in a classroom where they feel supported and encouraged. Encourage collaboration, emphasize that mistakes are a natural part of the learning process, and acknowledge the unique strengths and skills that each student brings to the classroom.</p> <p>-Make coding relevant and relatable. Show how coding can be used to solve real-world problems and make a difference in people's lives. Highlight the many diverse fields in which programming plays a critical role, from healthcare to social justice.</p> <p>-Provide opportunities for hands-on learning. Girls may be more motivated when being able to experiment on technology. For this purpose, teachers should allow them to be in only-girls teams to foster their participation in programming activities.</p>
<b>SOURCE</b>	<a href="https://girlswhocode.com/programs/code-at-home">https://girlswhocode.com/programs/code-at-home</a>