NEWSLETTER 1

OVERVIEW

The CodingGirl project, funded under the Erasmus+ Programme, aims to create an inclusive and supportive learning environment for girls aged 8-15, encouraging them to explore coding and STEAM subjects.

Our project leverages innovative approaches like hackathons, educational platforms, and living libraries featuring successful women in tech to break stereotypes and promote gender equality in the tech industry.

"GIRLS JUST WANT TO HAVE FUN CODING"

CODING GIRL
GIRLS JUST WANT TO HAVE FUN CODING

PARTNERSHIP

Our project is brought to life through the collaboration of diverse partners across Europe, each bringing **unique expertise and resources:**

- Slovak University of Agriculture in Nitra, **Slovakia** (Coordinator)
- Základná škola, Benkova 34, Nitra, **Slovakia**
- České Centrum Odborného Vzdělávání, **Czech Republic**
- FİNE Danışmanlık ve Eğitim Ticaret Limited Şirketi, **Türkiye**
- Institouto Technologias Ypologistonkai Ekdoeson Diofantos, **Greece**
- Asociatia Centrul de Training European, **Romania**

These partnerships are pivotal in creating a **collaborative and effective network** to support our project goals.

CODING GIRL
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PROJECT RESULTS AND EXPECTED OUTCOMES

EMPOWERING FUTURE INNOVATORS

By equipping girls with **coding skills** and exposing them to successful **role models** in the tech industry, we are not just closing the **gender gap;** we are opening a world of opportunities.
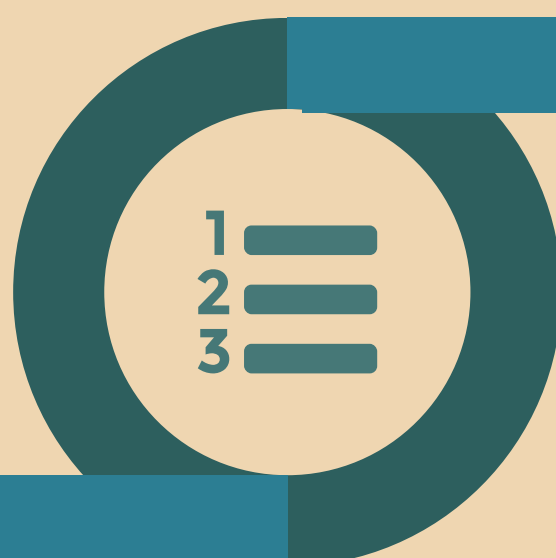
The project is set to deliver substantial outcomes that include:

R5: Pilot evaluation events to assess the effectiveness of the educational activities.

R4: Launch of the interactive CodingGirl Educational Platform

R3: Establishment of Women in Code living libraries.

R2: A comprehensive compendium of learning materials and methodologies.

R1: Execution and evaluation of hackathons aimed at educators

BREAKING STEREOTYPES

Every line of code written by a girl in our project is a line against **stereotypes.** It's not just about learning to program; it's about **programming a new narrative in tech.**

These results are designed to contribute to the project's long-term goals of improving digital literacy and promoting STEM careers among girls

www.codinggirl.eu

FIRST TRANSNATIONAL MEETING NITRA - NOVEMBER 24, 2023

The kickoff meeting brought together partners from across Europe to discuss and refine our strategy for the upcoming year. Here are some of the key outcomes:

- **Work Package Discussions:** Detailed presentations were made on various work packages including the CodingGirl Hackathon, Women in Code living libraries, and the CodingGirl Educational Platform.
- **Interactive Sessions:** The meeting featured icebreaking activities and interactive sessions fostering collaboration among partners.
- **Action Points:** We set clear goals for each work package, emphasizing the importance of dissemination and quality management to ensure the project's success.

UPCOMING ACTIVITIES

- Three More **Transnational Project Meetings** are scheduled, focusing on monitoring progress and refining strategies.
- **Hackathons** aim to involve more educators and refine our educational content based on feedback.
- **Women in Code** will develop **living libraries** to provide role models and encourage girls towards tech careers.
- Continued development of the **CodingGirl Educational Platform**, with specific modules for different age groups.

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