

NEWSLETTER 2

HACKATHON

On March 25, 2024, the **CodingGirl Hackathon** took place at ZŠ Benkova 34 in Nitra, Slovakia. This event was part of the Erasmus+ project "**CodingGirl**" aimed to inspire and empower young girls aged 8-15 to explore the world of coding and STEAM (Science, Technology, Engineering, Arts, and Mathematics).

A hackathon is an event where participants engage in **collaborative work** on a specific theme in a relatively short time to produce **new ideas and functional solutions** by the end of the event.

“GIRLS JUST WANT TO HAVE FUN CODING”



TEAM EFFORTS AND COLLABORATION



Teams composed of educators, technicians, future teachers, and students worked on **creating educational plans for learning blocks using micro:bits**.

Another criterion was the integration of **STEAM educational areas** (science, technology, engineering, arts, and mathematics) into these blocks, thematically focused on health, nutrition, lifestyle, ecology, and safety. Participants could use all available resources and the support of knowledgeable mentors. The final stage of the hackathon involved presentations of the **created plans**, with significant contributions from **selected 7th and 8th-grade students**.



CODING GIRL
GIRLS JUST WANT TO HAVE FUN CODING



NON-COMPETITIVE SPIRIT AND RESULTS

The hackathon was not about **competition** but about **finding solutions**. However, the expert jury ultimately selected the team whose **educational plan best met the established criteria** and emphasized motivating girls. The winning team worked on the theme of **safety** and, for their effort and effective collaboration, received **vouchers** for purchasing IT products or accessories.



CERTIFICATES

All participants, mentors, and judges received certificates recognizing their **contributions to the event**. These certificates affirmed their roles in promoting **digital literacy and gender equality in tech education**.



“
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