

NEWSLETTER 3

The CodingGirl: Girls Want to Have Fun Coding project is progressing according to plan, and in recent weeks we have been working intensively to complete key deliverables across all work packages.

The project team is collaborating closely to finalize methodologies, select, and process examples of good practice, and prepare multimedia content for the educational platform.

At the same time, activities are being carried out to motivate and engage teachers, educators, and women working in STEAM fields, so that by September we can present a comprehensive set of outputs – from methodological manuals and “living books” to a fully functional online library.

“GIRLS JUST WANT TO HAVE FUN CODING”



HACKATHON AND COMPENDIUM



Hackathons with teachers and educators in partner countries have been successfully completed.

The final version of the Hackathon Methodology for Teachers and Educators is now available and serves as a practical guide for organizing similar events.

Within the Compendium of Good Practice Examples, partners are collecting curricula based on real-world experiences that offer innovative approaches to teaching STEAM subjects.

The final compendium will include 25 case studies serving as demonstration models for teachers.



LIVING LIBRARIES

The interview methodology has been completed and serves as the basis for creating videos for the Living Libraries.

Partners are producing videos that present inspiring stories of women working in STEAM. Each video will be accompanied by a methodological card providing teachers with guidance on how to use the video in class, including:

- key questions,
- discussion activities,
- and practical tasks for students.

This approach will not only showcase inspiring life stories but also actively engage students in discussions about gender stereotypes, career opportunities, and the importance of STEAM fields.

PLANNED ACTIVITIES

- **May 2025:** Pilot testing of the Living Library in schools — teachers and students will try out the use of videos and methodological cards in practice and provide feedback on the functionality and content of the platform.
- **September 2025:** The second round of hackathons and multiplier events, this time aimed exclusively at teachers. The objective will be to demonstrate the possibilities of integrating all project outputs into teaching and to support the creation of teachers' own innovative lesson plans.

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STAY INVOLVED!

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