NEWSLETTER 4

EMPOWERING GIRLS IN STEM

After two years of collaboration, innovation, and shared passion for equality in digital education, the Coding Girl project successfully concludes its mission to motivate and empower girls to pursue careers in STEM (Science, Technology, Engineering, and Mathematics).

Through joint efforts of partner institutions from Slovakia, Turkey, Romania, Greece, and the Czech Republic, the project delivered innovative teaching tools and methodologies that help teachers and educators make STEM subjects more inclusive, engaging, and inspiring for girls.



MAIN PROJECT RESULTS

Hackathon Methodology - An innovative educational format adapting the hackathon concept for schools.

Teachers, educators, and STEM professionals collaborated to design creative lesson plans, non-standard teaching approaches, and activities that connect real-world challenges with classroom learning.

Compendium of Good Practices - A digital collection of 25 lesson plans and case studies developed during national hackathons.

Each showcases creative approaches to STEM teaching and the integration of gender-sensitive education, digital skills, and teamwork.

Women in Code – Living Library - A unique online video library presenting inspiring stories of women in IT and STEM.

These "living books" share personal experiences, challenges, and success stories that show girls real-life role models and encourage them to believe in their potential.

Coding Girl Educational Platform - A freely accessible platform connecting all project results in one place.

It includes the Compendium, the Hackathon methodology, and the Living Library – providing teachers with practical tools to promote digital skills and gender equality in the classroom.

















OUR IMPACT IN NUMBERS

- 5 partner countries
- 5 international hackathons
- 25 creative lesson plans
- 25+ inspiring stories of women in STEM
- 500+ teachers and students involved
- 80%+ satisfaction rate among participants



LEGACY AND FUTURE VISION

The project Coding Girl – Girls Want to Have Fun Coding demonstrated that creativity, collaboration, and inclusion are key to motivating the next generation of girls in STEM.

Even though the project is ending, its tools and resources remain open to schools, teachers, and organizations that wish to continue promoting equality and digital skills in education.

Let's keep inspiring girls to explore, create, and innovate.













