Girls & Boys
Programming in Europe Erasmus+

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GBPE
INNOVATION HAS NO GENDER

C4 Mobility GBPE
Erasmus+ Project
IES Playamar – Spain

14 – 17/03/2022

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C4 European Congress:
"Innovative tools in ITC Learning"

IES Playamar
Torremolinos
Spain
March 2022
girlsboysprogramming.eu

Participates

Organization by

**Girls & Boys
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Participants

The fifth (fourth) meeting will take place at IES Playamar upper secondary school, in Torremolinos. It will be a four day stay with workshops for attending students and teachers where we explore the possibilities with them and cultural Activities. **Assistants 28-30 / 8 teachers – 20 Students**

Planning

Monday 14/03/22

9:30 Welcome Ceremony in the Picasso centre Auditorium
- Authorities Welcome
- Presentation of the congress activities
- Musical performances
- Cafe Break / Television Interview
- Presentation of their schools/towns by Students (10 min)
- Visit School installations / Crafts Workshop

13:30 Lunch in Torremolinos Restaurant.
15:00 Tourism in Torremolinos with students as Guides. They will show other students most important hotspots of the town like Beaches, San Miguel Street, Pimentel Tower, etc.

Tuesday 15/03

08:20 Workshop 1: Introducing Linux OS.
08:50 Workshop 2: Programming with Linux OS Shell. (by prof. Jose A Cabello)
09:40 Cafe Break.
09:50 -10:30 Workshop 3: 3D Design Blender (by prof. Alfonso Ballesteros)
10:30 Bus to Málaga.
11:00 Visit to the ETSI Computer Sciences University
12:00 Visit to the Málaga University Campus
13:30 Lunch at University
14:30 Departure by bus to Muelle uno & Malaga Center
15:00 Cruise by the Málaga Bay.
16:30 360 VR Activity: Photo and Uploading Creation in the Málaga Bay
17:30 Visit to the Historic centre of Málaga
18:30 360 VR Activity: Photo and Uploading Creation in the Málaga Downtown
19:30 Back to Torremolinos by bus

Wednesday 16/03

07:50 Meeting point at the school – Bus for the whole day
09:15 Excursion to the Caminito del Rey
10:30 360 VR Activity: Photo and Uploading Creation in the Caminito del Rey
13:00 Lunch at the kiosk Restaurant (Ardales)

15:00 Excursion to Ronda
16:00 Visit cultural hotspots of Ronda
17:00 Activity AR Cultural Heritage Ginkana in Ronda
18:30 Back to Torremolinos by bus

Thursday 17/03

8:30 Workshop 4: IFTTT Automation
9:00 Workshop 5: App-inventor Programming
9:45 Cafe Break.
10:00 Workshop 6 Introduction to Machine learning.
        (Workshops imparted by prof. Alfonso Ballesteros)

10:30 Bus to the PTA (Spanish Silicon Valley)
11:00 Visit to the Green Ray in the Andalusian Technological Park.
13:00 Visit to the Andalusian Technological Park.
15:00 Closing Lunch in Torremolinos.
16:00 Delivery of Certificates.
17:00 Free afternoon to walk on the beach.

Friday 18/04

09:00 Administrative Tasks
10:00 Evaluation Task
11:00 Proposals Next Meeting

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Workshops

In, we will make workshops where students and teachers will learn this innovative technologies.

- 3D-printing and Design

- VR 360 Technologies

- Operating Systems

- OS Programming languages

- Mobile Programming languages

- Machine Learning

Workshop 1: Introducing Linux OS.

Linux OS is one of the most used Operating Systems in professional environments . Andalusia has a developed a strong support for this system in educational environment with the creation of their own OS, Guadalinex. In this workshop, we will learn the basis of this system so that the students can use it professionally in their future.

Workshop 2: Programming with Linux OS Shell

A Shell is a programming Language that can be executed inmediately over other program called , the interpreter. In this workshop We will learn to create a small piece code to automatize tasks on a linux operational system.

Workshop 3: 3D Design Blender

In 3D-Printing formation, we will prepare formation for the students in design in one of the 3D platforms like Blender a free software which can be used for free in the platform that we choose.

Blender is a multi-platform computer program, dedicated especially to modeling, lighting, rendering, animation and the creation of three-dimensional graphics. Also digital composition using the procedural technique of nodes, video editing, sculpture and digital painting.

Workshop 4: IFTTT Automation

IFTTT Automatization Workshop

IFTTT, which means "If This Then That" is an Automation tool which can be used to connect different platforms using a very simple programming system which can be integrated with useful devices like Mobile phone functions, IOT technologies web services, etc.

Workshop 5: App Inventor Programming

Appinventor Programming Workshop

App inventor is the initiative of the MIT , Massachusetts Institute of Technology, to improve the programming skills between the kids and starters.

App inventor in one of the best and easiest platforms to develop software for android Devices. Their Scratch Blocks programming system using visual systems is absolutely recommended.

Workshop 6 Introduction to Machine learning.

Introduction to Machine learning Workshop

Machine learning is one of the most innovative systems to implement the AI (Artificial Intelligence). This is a very hard subject to study , as it is based in the simulation the behaviour of neural cells of the humans. This technology is responsible to recognize faces, natural language and many others things of the actual IT world. This is a so important programming subject that several platforms has created models which can be used by students to start this learning like The "IBM Machine Learning for Students" initiative which we will learn to use.

Activity AR Cultural Heritage and Crafts Ginkana in Ronda

AR Cultural Heritage and Crafts Ginkana in Ronda

Ronda is one of the most important touristic towns in Spain situated in a spectacular location. We will use new technologies to make a contest for the students to discover by themselves this incredible place.

360 VR Activity: Photo and Uploading Creation

In every Cultural activity, we will make a workshop with the students to show them how the can create their own 360 photos with their mobile phones and with the Ricoh Theta Camera. We will show how to upload it to kuula platform.

Cultural and Entrepreneurial Visits

Regarding the visits, **Málaga** is a very important formative center in Spain, we will show this importance by preparing a visit to our University (University of Málaga). "**Parque Tecnológico de Andalucía**" is like a Little spanish "Silicon Valley". This industrial and technologic complex serves to companies as a global center for high technology, innovation and social media. Our center has relationship with many enterprises there and we will make a visit to them.

Andalusia has an ancient very interesting history and traditions, which have been very well conserved and that makes our community a leader in tourism and ICT have a very important role in them.

We will organize one **Cultural visit to Málaga and an other to Ronda** with the perspective of ICT in tourism development.