

# FERTILE

Artful Educational Robotics to promote Computational Thinking in blended learning context

<https://fertile-project.eu>

# DESIGN METHODOLOGY

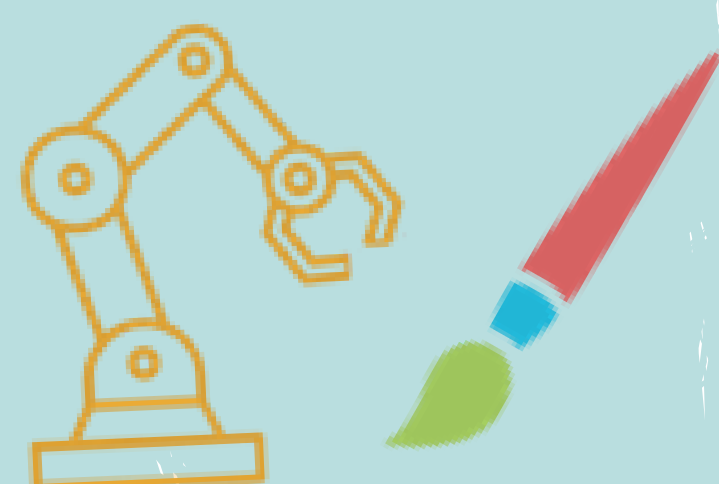
## PROJECT DESCRIPTION

## 5 STEP ORGANISATION

## LEARNING ACTIVITIES DESIGN

Discipline Context

EDUCATIONAL ROBOTICS



ART

Project Category

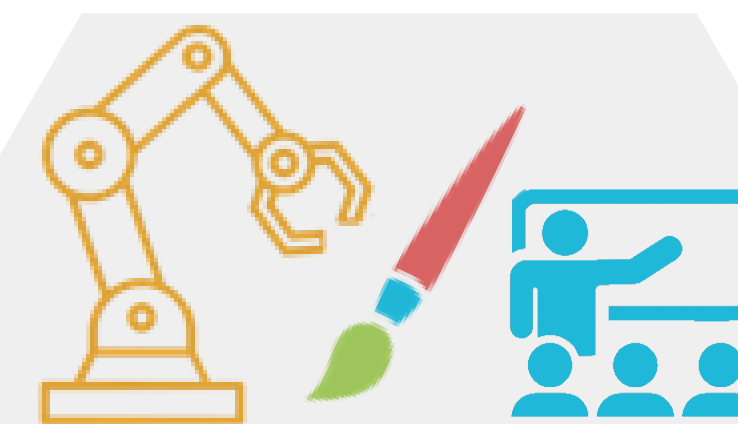
**1** UNDERSTANDING THE CHALLENGE

**2** GENERATING IDEAS

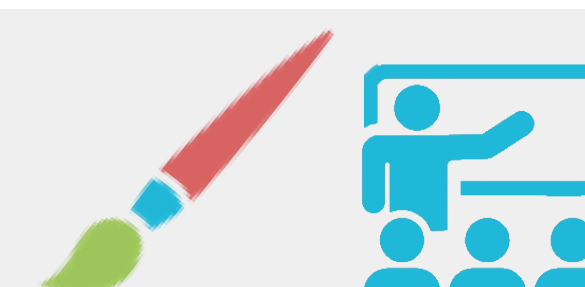
**3** FORMULATING THE SOLUTION

**4** CREATING THE SOLUTION

**5** EVALUATING THE SOLUTION



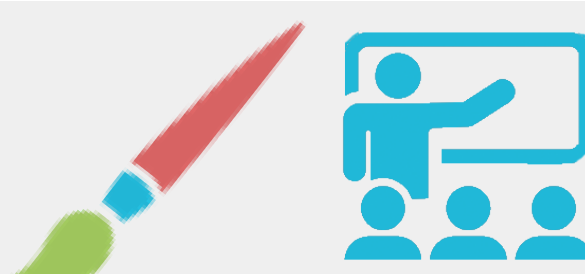
Learning activity 1.1



Learning activity 2.1



Learning activity 2.2



Learning activity 3.1

Computational Thinking Skills

ABSTRACTION

PATTERN RECOGNITION

DECOMPOSITION

ALGORITHMIC THINKING

EVALUATION