



JAMES MILLER 20.2.25

# DigiFö course

Vs Schrebergasse 39

MSK 2nd to 4th grade

# Week 1 - Code (dance party)

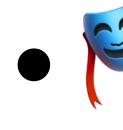
 **Introduction & Setup:** Handed out laptops and went over basic keys and navigation.

 **Connecting Online:** Guided students through logging into the internet and accessing the web.

 **Main Activity:** Created dance videos using the **Code** program.

 **Demonstration:** Showed an example video to explain the features and controls.

 **Creative Process:**

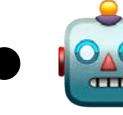
-  Some students focused on music and backgrounds.
-  Others worked on character actions and movements.
-  **Showcase:** Reviewed and enjoyed each student's unique dance creation.
-  **Overall Outcome:** Engaging and fun lesson, with students eager to continue!

# Week 1 photos



# Week 2 -Coding & AI Exploration

## Objectives & Goals:

-  Introduce children to basic **programming concepts**.
-  **Explore AI:** what it is and how it works.
-  **Develop logical thinking & problem-solving** through coding activities.
-  Encourage **creativity** and hands-on learning with different projects.

## What We Did:

-  **Recap & Setup** – Reviewed last week's steps, ensured everyone could log in and access the internet.
-  **Ocean Program** – Hands-on coding activity where students programmed an underwater scene.
-  **Certificates Earned** – Students who completed the Ocean project received an online certificate.
-  **Minecraft Adventure Builder** – Some explored creating interactive adventures, while others found it challenging.

# Week 2 photos



HAPPY

HAPPY

HAPPY



# Week 3 - Be internet awesome (google program)

## Objectives & Goals:

- Introduce **online safety** through the **Google platform "Be Internet Awesome"**.
- Teach children about:
  - **Smart Internet Use**  (Recognizing reliable sources)
  - **Kindness Online**  (Spreading positivity & respect)
  - **Cybersecurity Basics**  (Protecting personal information from hackers)
  - **Avoiding Scams & Fake News**  (Identifying fake news)
  - **Asking for Help When in Doubt** 

## What We Did:

- ✓ **Getting Started** – Logging in is getting smoother each week! 
- ✓ **Exploring "Be Internet Awesome"** – An interactive and engaging way to learn about internet safety.
- ✓ **Playing "Interland"** – A game lounge with **4 different challenges**, each focusing on a different online safety topic.
- ✓ **Multiple-Choice & Assisted Learning** – Kids answered questions and received guidance through different levels.

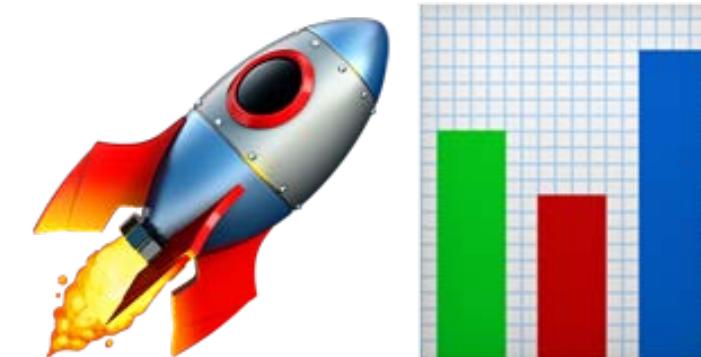
# Week 3 photos



# Week 4 -

## Objectives & Goals:

- 🎯 **Reinforce last week's internet safety lesson** with an interactive quiz.
- 🎯 **Improve typing skills** for better computer proficiency.
- 🎯 **Develop hand-eye coordination** and proper keyboard techniques.



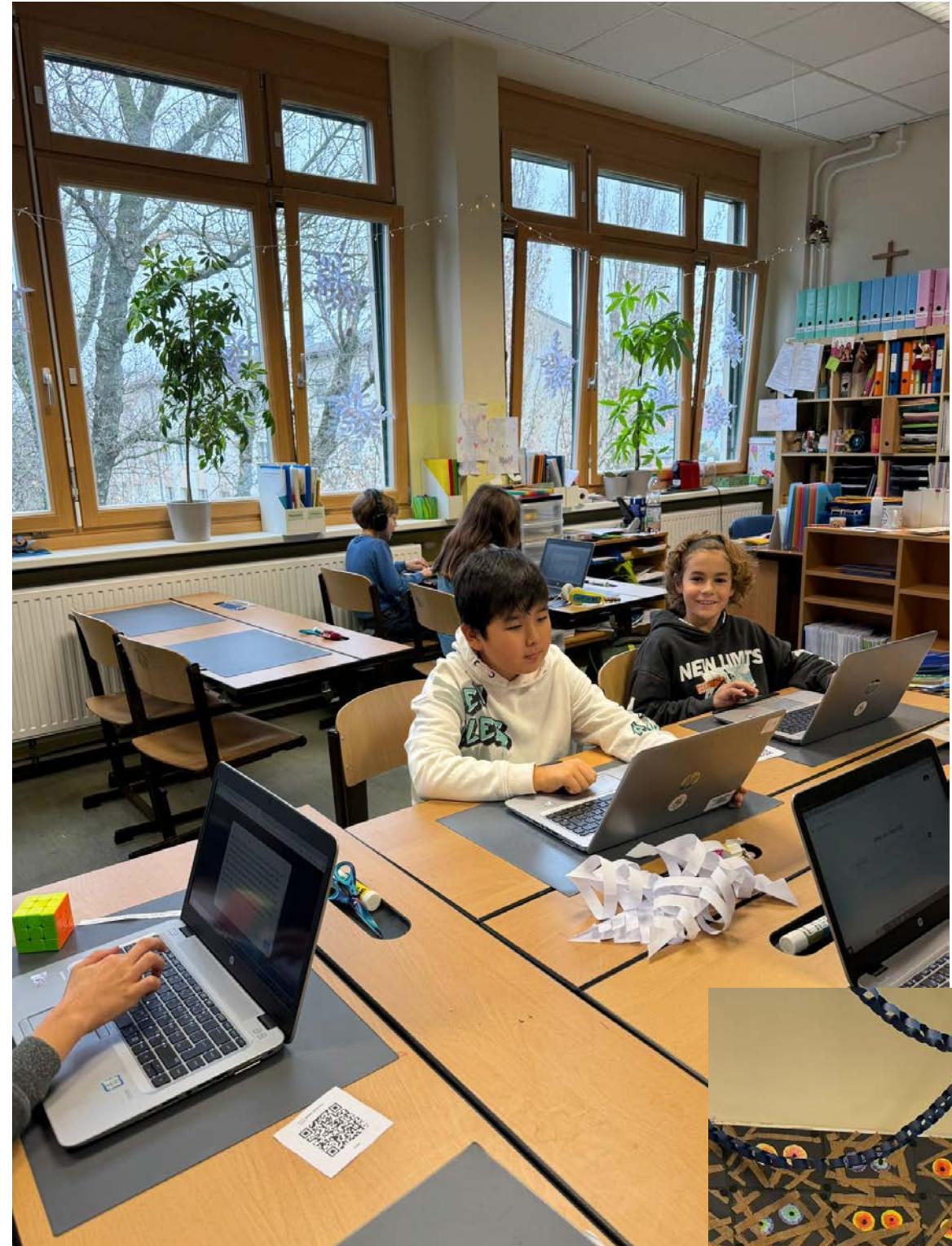
✓ **Quiz Time!** – Using **Quizziz**, a fun, interactive platform:

- **Internet Safety Quiz** 🛡️💡 (Recap of last week's key lessons)
- **Body Parts Quiz** 🧠👀👉 (Tied into recent school topics)

✓ **Typing Club** 💻⌨️ – Hands-on practice using [typing.com](https://www.typing.com):

**Basic finger placement & keyboard control** 🖐️  
**No peeking!** Learning to type without looking  
😎

**Self-paced progress through different levels** 🚀



# Week 4 photos



★ **Surprising quiz results** – The kids nailed it!  
They remembered so much from last week!



★ **Typing isn't boring!** – They actually loved it and enjoyed the challenge! 💪💻

★ **Computer skills leveling up** – Every week, their confidence grows stronger! 🚀💻

# Week 5 & 6 - book creator

## Objectives & Goals:

- 🎯 Develop **computer skills** through a hands-on creative project.
- 🎯 Encourage **storytelling & imagination** using digital tools.
- 🎯 Learn to **edit & design** an interactive book.



## What We Did:

- ✓ **Introduced Book Creator** – A simple, free platform for making digital books.
- ✓ **Classroom Setup** – Created a shared folder where kids can view and read each other's books. 
- ✓ **Demo & Inspiration** – Showed them a book I made to explore features like:
  - **Adding text, images, backgrounds, & borders** 
  - **Editing layouts & personalizing stories** 
- ✓ **Hands-On Creation** – Kids logged in and started making their own books!
- Topics ranged from **Spider-Man**  to **ice dragons**  to **Rubik's cubes** 

# Week 5 & 6 photos



 "The more that you read, the more things you will know. The more that you learn, the more places you'll go." – Dr. Seuss 

# Week 7 - Canva

## Canva Session Summary

 **Introduction to Canva** – A simple and fun graphic design platform for creating presentations, posters, and more. 

 **Hands-On Learning** – Kids explored Canva's **drag-and-drop** features, templates, and design tools. 

 **Fairy Tale Theme** – Linked with their classroom learning, they created **colorful and engaging presentations**. 

 **Creative Freedom** – They customized designs with **text, images, backgrounds, and animations**. 

 **Independent Work** – Students navigated Canva with little to no help, showing confidence in their skills. 

 **Collaboration & Sharing** – Encouraged **feedback and discussion** on each other's presentations. 

# Week 7 Photos



# Week 8 - Scratch & Scratch junior

- 💻 **Session 8: Scratch & Scratch Junior**
- ✓ **Group Programming Activity** – Children followed instructions via a beamer to program in **Scratch Junior**.  
- ✓ **Step-by-Step Learning** – Early levels were easy, but more complex tasks, like animating a basketball game, required creativity.  
- ✓ **Independent Coding** – Kids added their own ideas, showing impressive problem-solving skills. 
- ✓ **Project Showcase** – Reviewed and compared each child's unique Scratch creation.  

- ✓ **Free Exploration Time** – Kids chose between Scratch, past programs, or discovering new online tools.  

# Week 8 photos





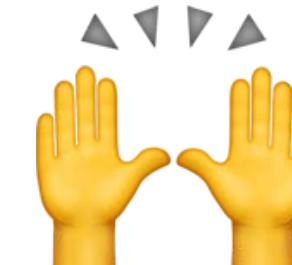
# Course Review & Takeaways

⭐ **Huge Progress** – From logging in with help to confidently navigating and creating projects independently. 

⭐ **Essential Digital Skills** – Copying & pasting, online navigation, document creation, and design skills improved massively. 

⭐ **Creativity & Problem-Solving** – Kids learned programming logic, design, and digital storytelling. 

⭐ **Confidence in Tech** – Many now show a real interest in coding and computer learning! 







# Our stars



Miriam

Jonah

Fatima

Fridolin

Niklas

Valentin

Christian

Erik

Elian

Leopold

Beni

Zuzanne

Miasam