

Programming with IDD students

Institution	University of Salamanca
Disciplina STEAM	Technology
IDD Student Context	Students ADHD
Resource used	Block based programming and robots
Description of the step-by-step activity before the project	
1. I study the IDD students report to understand their capacities. 2. I explain the students the objectives of the action. 3. I present the students the basics of block programming with scratch. 4. I show how to apply the programming into mBot robots. 5. Students look for resources about how to program mbots robots. 6. I do a sample of programming collaboratively with them. 7. I explain the students what they have to do in groups. 8. Let them time to begin with the activity (with IDD students this time is extended). 9. Support them during the process (with comments, additional contents, videos, etc.). 10. Return to 3 if necessary. 11. Finish the activity. 12. Evaluate the results. 13. Evaluate students' feedback.	

Description of the activity step by step (changes in blue)	
1. Classify the IDD into the taxonomy if previously it has been not done. 2. Create the profile for the students based on the student's strengths, challenges, and needs. 3. Look for activities with similar learning objectives focusing on programming, sequencing, and problem-solving. 4. Look for other existing resources. 5. Define the activity in the user model and associate it the IDD student plan: Customize the Code & Go activity to fit the student's needs, ensuring it aligns with their learning plan. 6. Plan new objectives and activities that follow the same programming objectives in other areas once I have a profile: Extend the learning experience by designing new activities that reinforce programming skills in different contexts, such as storytelling, problem-solving, or social interaction. 7. Follow steps 1-12 considering all previous steps: Ensure that future activities and learning experiences consider the student's profile, progress, and previously defined objectives, reinforcing their learning journey through structured programming experiences.	
Extra resources	Extra resources
Similar activities	Similar activities



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**Co-funded by
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