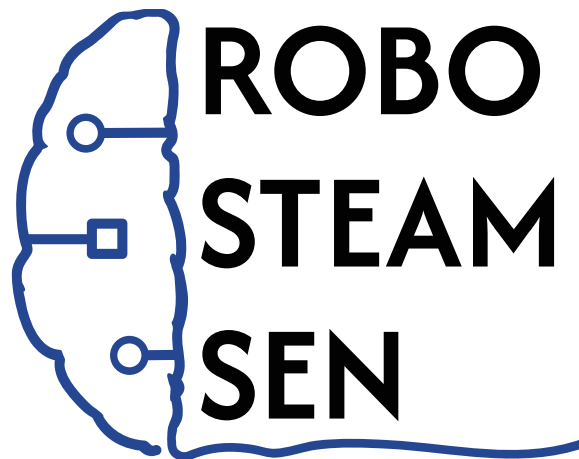


WP2.T3 Course Enrolment Tutorial

“WP2. Adapting Resources, Methodologies and Tools by IDD”



**Training SEN teachers to
use ROBOTICS for fostering
STEAM and develop
computational thinking**

Project No. 2023-1-ES01-KA220-SCH-000155379



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1. Course Enrolment

As part of WP2 it is necessary to explain the steps necessary to enroll in a course through the ROBOSTEAMSEN platform. It is intended to guide users—teachers, educators, and participants—on how to access the course enrolment functionality and complete the process successfully.

The following sections describe how to manage the system’s functionalities.

To access to the system, you should use the following link: <https://robosteamsen.eu/index.php>

and you will find the options mentioned above as can be seen in Fig 1. (Please keep in mind that when we release the system it will be necessary to have a user and a password to access it).

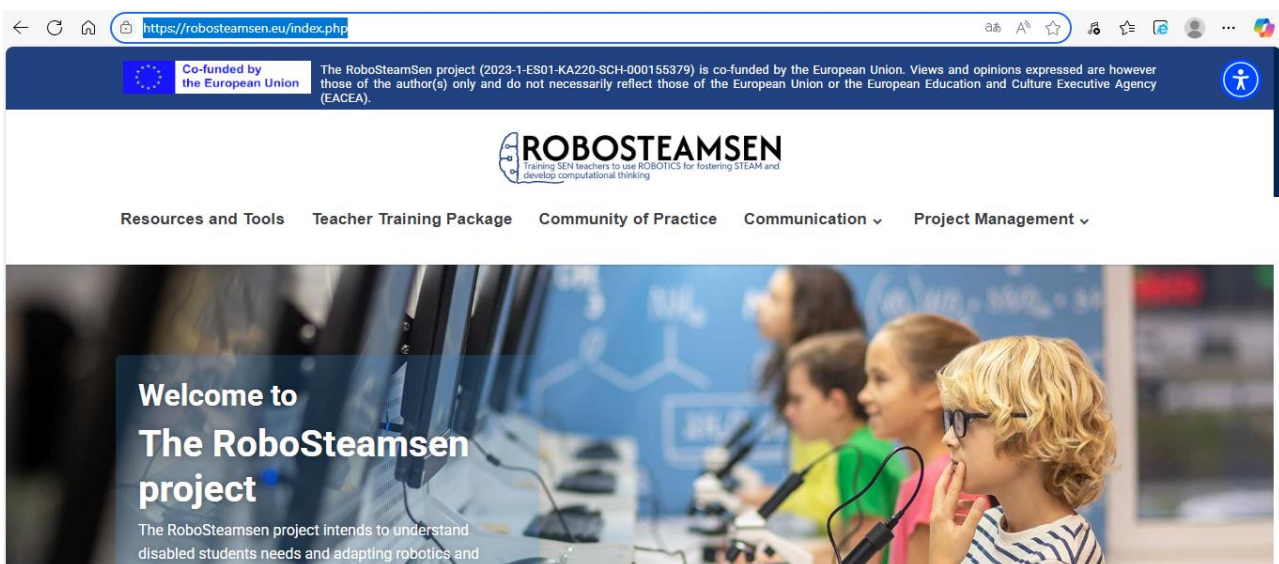


Figure 1. – Main functionalities access

It is necessary to point out that once the user enters any of the functionalities sections a breadcrumb is shown on the top-left side of the screen with the section in which you currently are and links to the previous subsections (Fig 2).



Figure 2. – Breadcrumb with the description of the current user situation into the system

1.1. Accessing the Course Enrolment Section

To access the courses available on the RoboSTEAMSEN platform, users must first enroll in them. The enrolment process ensures that participants can access course content, interact with learning materials, and track their progress.

To access the course enrolment functionality, navigate to the official project platform:

<https://robosteamsen.eu/index.php>

Click the “Teacher Training Package” option from the main menu or dashboard (Fig 3).



Adapting Resources, Methodologies and Tools by IDD

A database of tools and resources to provide the knowledge to facilitate adapting robotics and active learning methodologies for different IDD.



Teacher Training Package

An online course to be carried out in other institutions beyond the partnership that can be useful for training teachers from the associated partners



Technical ecosystem & Community of practice

A Community of Practice to spread the result and be able to maintain it after the project is finished

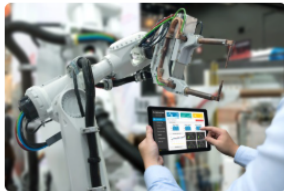
Figure 3. – dashboard

1.2. Viewing Available Courses

After clicking the “Teacher Training Package” option, the system will present a list of all available courses for which the user can choose. Each course displays basic information such as a title and a short description (Fig 4).

Teacher Training Package

A series of online courses is available through the Community of Practice, addressing the needs of school teachers who support students with Intellectual and Developmental Disabilities (IDD) in learning core STEAM subjects (Science, Technology, Engineering, Arts, and Mathematics). In addition, a specialized course focuses on disability management. Each course is presented in two levels: basic and advanced.



Basic Programming Course for Simple Robots

This course introduces teachers to the fundamentals of programming using visual, block-based environments like Scratch or Blockly. Participants will learn how to create basic algorithms and control simple virtual robots through simulations. The course is designed for educators working with students with intellectual and developmental disabilities, and it emphasizes accessible, self-paced learning. By the end of the course, teachers will be able to apply basic programming concepts to help their students understand how robots execute simple tasks.



Advanced Programming and Robotics Course

This advanced course is aimed at teachers who already have foundational knowledge in programming and robotics. Participants will explore more complex programming concepts, including decision-making with sensors and advanced control structures. Using online simulations, teachers will learn how to create sophisticated routines for virtual robots. The course also focuses on adapting these concepts for students with intellectual and developmental disabilities, ensuring that advanced robotics projects remain accessible and engaging for all.

Figure 4. – List of existing Learning Plans

1.3. Enrolling in a Course

To enroll, click on the name of the desired course. If you are not logged in, a log in screen will appear (Fig 5).

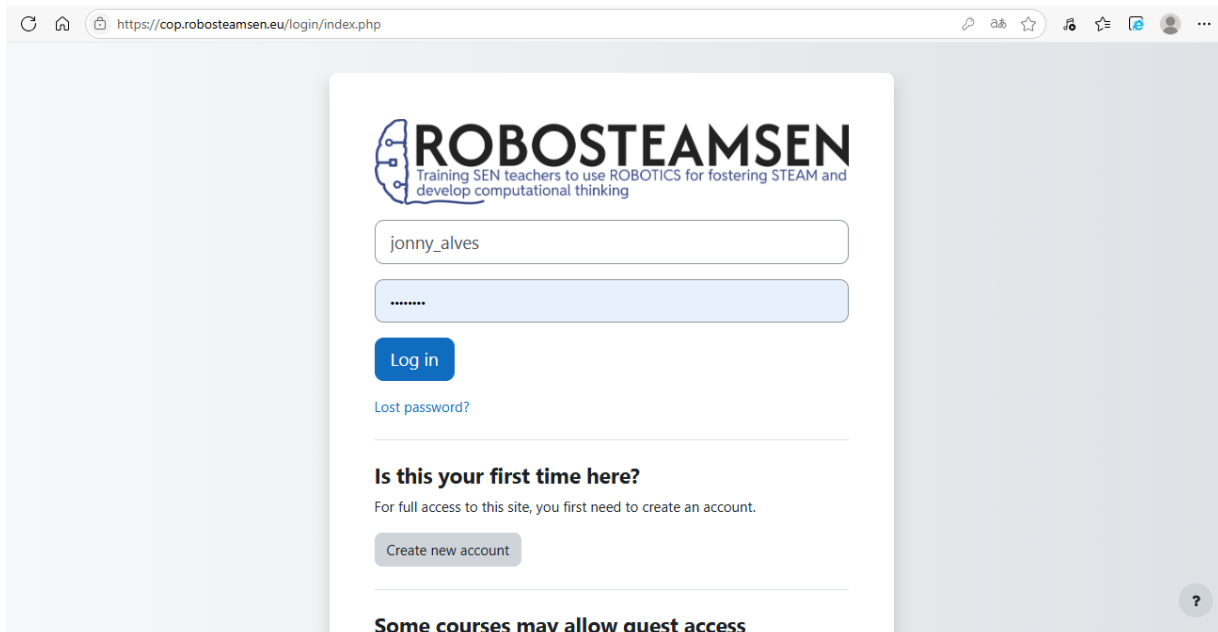


Figure 5. – Log in screen

After logging, the system will present enrolment window of the course selected (Fig 6).

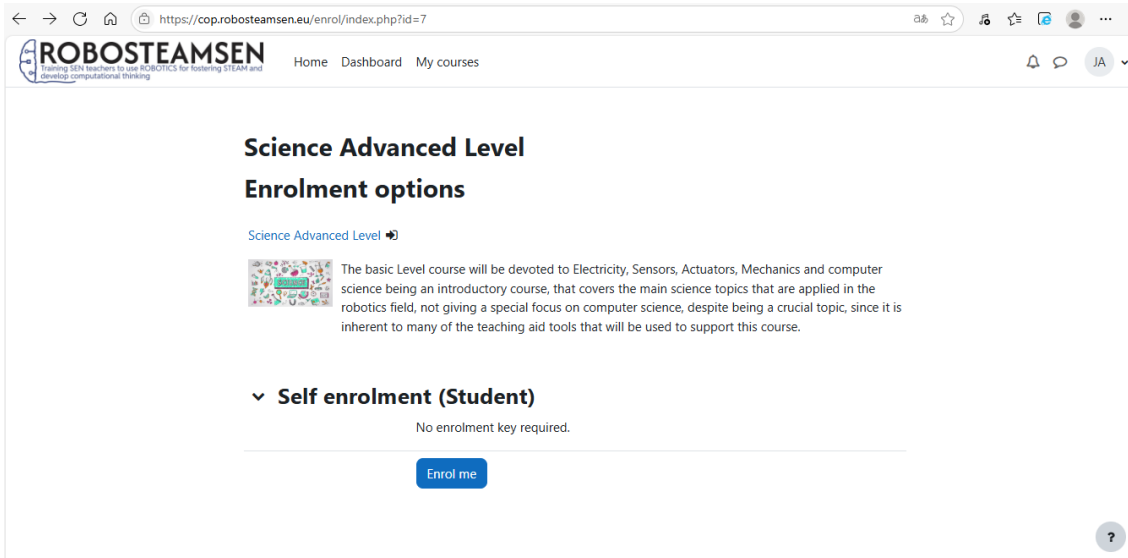


Figure 6. – Enrolment window of the course selected

To enrol, click the “Enrol me” button of the selected course. After this, the course will be added to the user’s personal dashboard (Fig 7). Users will be notified by email upon successful enrolment.

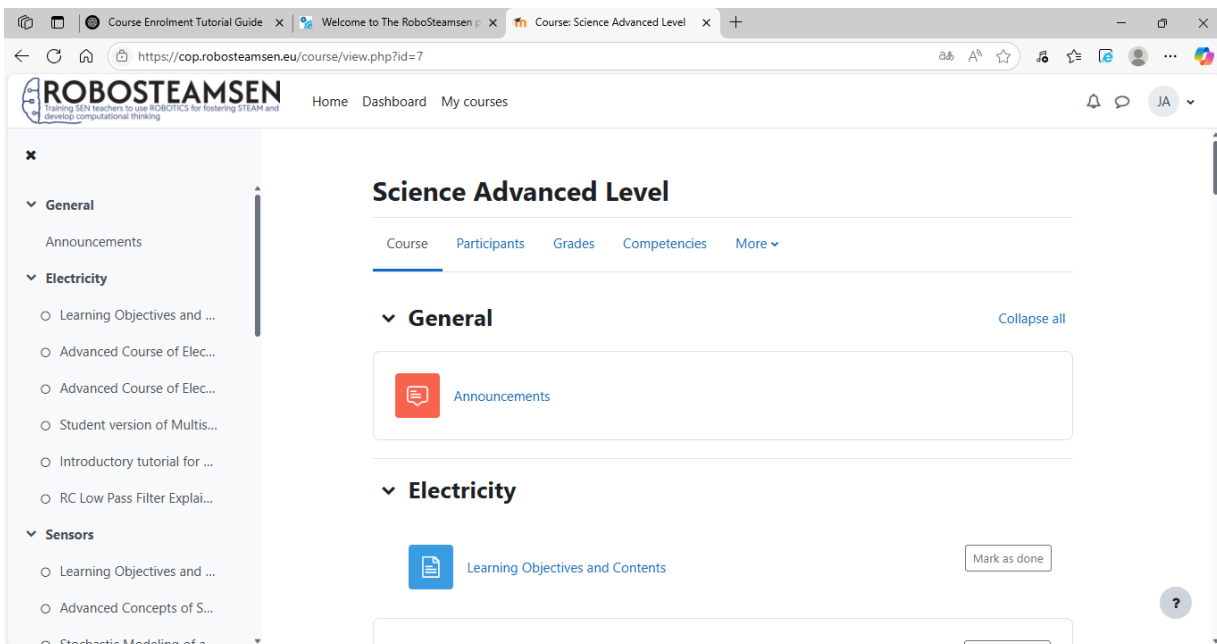


Figure 7. – User’s personal dashboard

1.4. Viewing Enrolled Courses

Users can review their enrolled courses by accessing the “My Courses” section from the main menu (Fig 8). Here, they can view upcoming sessions, access materials, or cancel enrolment if needed.

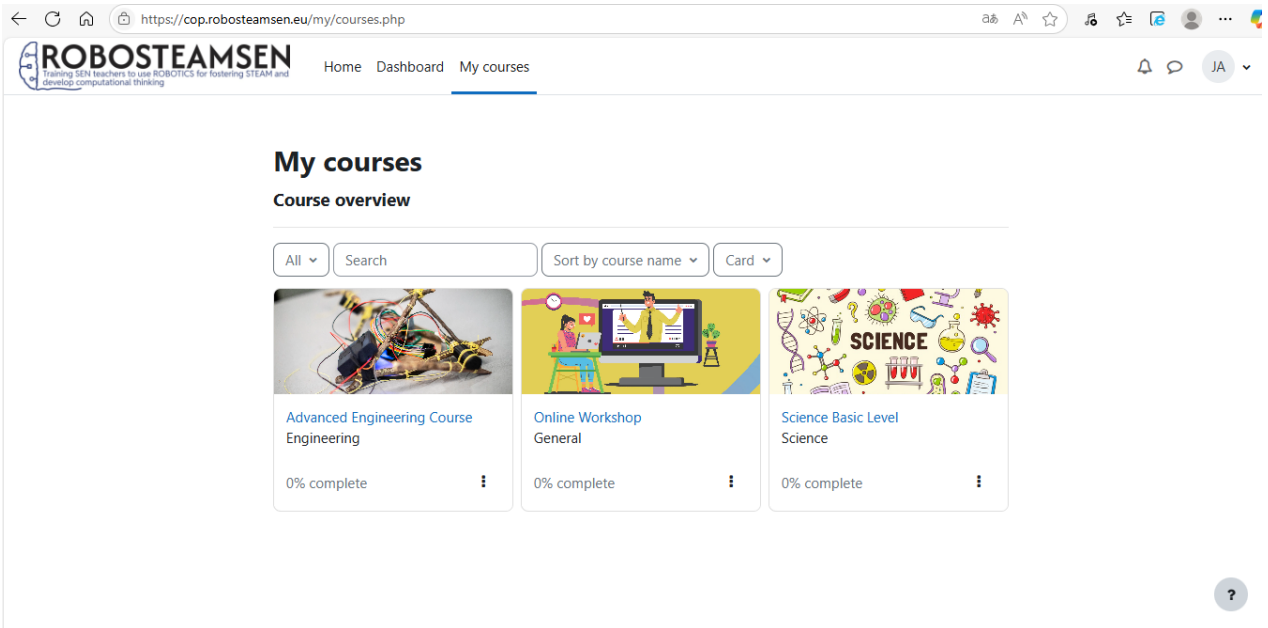


Figure 8. – My Courses section

1.5. Cancelling a Course Enrolment

Users can cancel a enrolled course by accessing the “My Courses” section from the main menu. Here, they can cancel enrolment if needed by selecting the option “Remove from view” (Fig 9).

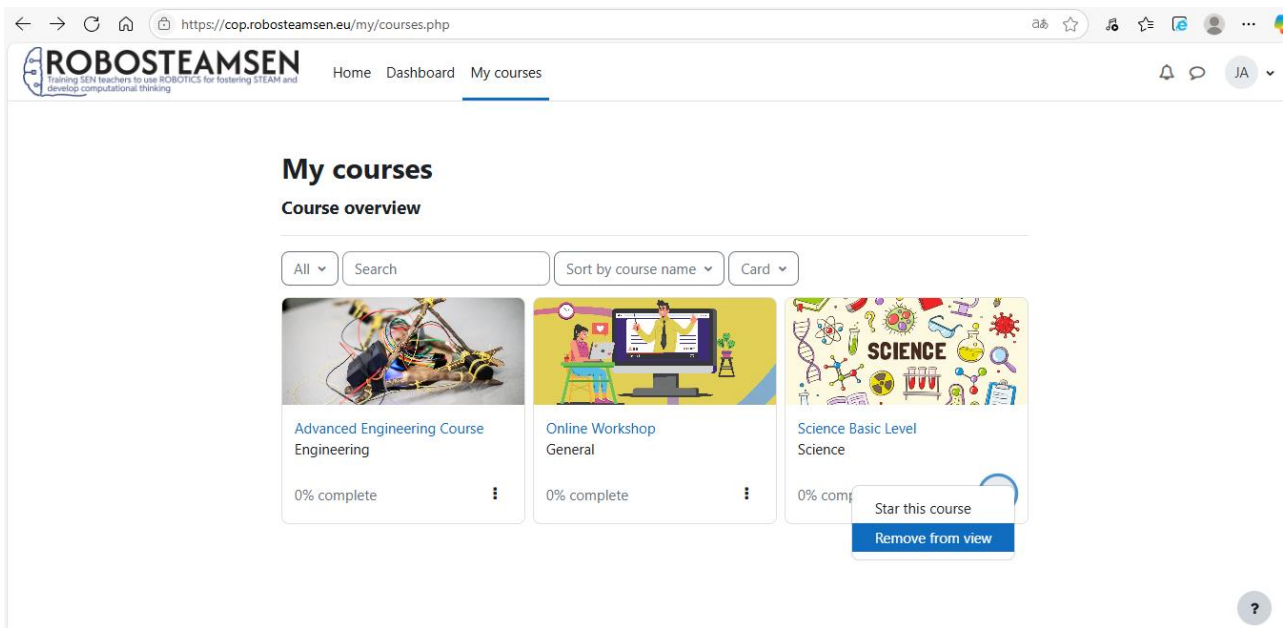


Figure 9. – Cancel enrolled course

1.6. Troubleshooting and Support

If you experience issues during the enrolment process:

- Ensure you are logged in.
- Contact your institution's platform administrator for technical support.

2. Final Notes

Course enrolment is a simple yet essential step to access the platform's educational content. Ensuring proper enrolment allows users to participate fully in training activities and track their learning progress effectively.

The course enrolment functionality has been designed to be intuitive and user-friendly, allowing educators and stakeholders to quickly join relevant training opportunities.