



What and Why?

Osmo is an educational game system used with an iPad. With Osmo you use physical game pieces together with the digital device. Osmo coding teaches you the basic skills of coding through a fun game. Osmo coding uses a visual programming language where coding blocks are used to tell the device what to do.

Coding develops problem solving skills and promotes mathematic/logical thinking. A game is a fun way to learn the basics of writing commands. Coding is a system that is also used to create for example websites, games and online platforms.



How to use Osmo coding?



Introduction and Warm-up (5 minutes):

- Have you coded commands before?
- Which devices or apps did you use?
- Coding (creating chains of commands) can feel complicated at the beginning. Young learners may need concrete examples to understand the basic idea.



Discovering the App Store

- Introduce the Apple App Store and its role in downloading apps for iOS devices.





Finding Apps

Guide learners on how to search for specific apps or explore different categories to discover new ones.



Downloading and Installing Apps

Provide step-by-step instructions on how to download and install an app from the App Store



Hands-On Practice

Supervise learners as they practice searching for, downloading, and installing apps from the App Store.



Troubleshooting

Discuss common problems that can arise when downloading apps and offer solutions



Assessment

Each learner independently demonstrates their skills by finding and downloading an app on their own iOS device.





Course 2: Downloading Apps on Android Devices



Introduction to Apps

Explain what apps are and how they are used on devices.



Discovering the Google Play Store

Introduce the Google Play Store and its role in downloading apps for Android devices.



Finding Apps

Guide learners on how to search for specific apps or explore different categories to discover new ones.



Downloading and Installing Apps

Provide step-by-step instructions on how to download and install an app from the Google Play Store.



Hands-On Practice

Supervise learners as they practice searching for, downloading, and installing apps from the Google Play Store.





Course 2: Downloading Apps on Android Devices



Troubleshooting

Discuss common problems that can arise when downloading apps and offer solutions



Discovering the Google Play Store

Introduce the Google Play Store and its role in downloading apps for Android devices.



Assessment

Each learner independently demonstrates their skills by finding and downloading an app on their own Android device.



Course 3: Downloading Apps on Windows Devices

(Repeat Course 1 or Course 2 activities but using Microsoft Store)





Lesson Plan

Further Reading Material:

- Computer or tablet with internet access for each learner.
- Projector or large screen for demonstrations.
- Handouts with visuals depicting the Gmail interface and steps for creating an account.

Lesson Plan

You can pick and choose from among the prepared activities. Please tailor the lesson to the individual need of the Digi Coach you are training.

The times allocated to each activity are rough estimates and it can vary depending on the group.

Activity 1 (5 minutes)

Introduction and Warm-up (5 minutes)

1. Discuss the Importance of Email:
2. Begin with a group discussion about communication.
3. Ask learners if they have used email before and encourage sharing their thoughts.

Activity 2 (10 minutes)

Introduction to Email

1. Explain Email:
2. Use simple language and visuals to explain email.
3. Discuss its role in everyday communication



Activity 3 (10 minutes)

Overview of Gmail (10 minutes)

1. Introduce Gmail:
2. Show the Gmail logo and homepage on the screen.
3. Briefly touch on its popularity and user-friendly features.

Activity 4 (15 minutes)

Creating a Gmail Account (15 minutes)

Step-by-Step Account Creation:

1. Slowly demonstrate how to create a Gmail account.
2. Encourage learners to follow along and ask questions.
3. Emphasize the importance of a strong password.

Activity 5 (10 minutes)

Exploring Gmail Interface (10 minutes)

1. Navigating Gmail:
2. Show main sections (inbox, sent, drafts).
3. Demonstrate composing a new email.
4. Ensure everyone is following and provide hands-on assistance.

Activity 6 (10 minutes)

Sending and Receiving Emails (10 minutes)

Email Practice:

1. Demonstrate sending an email.
2. Highlight each step and check for understanding.



Activity 7 (15 minutes)

Hands-On Practice (15 minutes)

Create and Use Gmail Accounts:

1. Instruct learners to create their own accounts.
2. Have them send an email to a classmate and check for replies.

Activity 8 (5 minutes)

Troubleshooting Discussion (5 minutes)

1. Introduce common problems: insufficient storage, incorrect Apple ID/password, etc.
2. Discuss solutions and take questions from participants..

Activity 9 (10 minutes)

Troubleshooting and Assessment (10 minutes)

Discuss Common Problems:

1. Talk about possible Gmail issues.
2. Encourage learners to share their experiences and **solutions**.

Activity 10 (5 minutes)

Closing and Feedback (5 minutes)

Summary and Feedback:

1. Summarize key points.
2. Ask for feedback and encourage further exploration.



Activity 11 (5 minutes)

Additional Exercises for Practice

1. Create a Contact List:
2. Guide learners to add contacts.

Send an Email with an Attachment:

- Practice attaching and sending a simple image.

Organize Emails:

- Demonstrate creating folders/labels and moving emails.

Notes

- Adapt the pace based on learners' responses.
- Use lots of visuals and hands-on activities.
- Encourage questions and provide individual support as needed.
- Celebrate small successes to boost confidence.

Follow-Up

1. Offer additional sessions for more advanced features like managing spam, using Google Meet, or setting up email signatures.
2. Consider pairing learners with a buddy for practice outside of class.

