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Coding can help improve problem-solving, teamwork and analytical thinking skills, as well as enhance creativity, teach people to cooperate across physical and geographical boundaries and to communicate in a universal language (DG Connect. 2020).



DIGITAL LITERACY IMPROVEMENT
THROUGH EFFECTIVE LEARNING
EXPERIENCES FOR ADULTS

REINFORCE THE
CODING ABILITIES OF
55+ PEOPLE



2020-1-SEO1-KA227-ADU-O92582



Co-funded by the
Erasmus+ Programme
of the European Union

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The European Union, as one objective of the Digital Skills and Jobs Coalition, wants to ensure that everyone has the right digital skills (including coding) to thrive in society and on the labour market.

Right now, more than **90% of professional occupations require digital competences**, including programming, while there is also a shortage of qualified staff.

This European level gap calls for interventions towards enhancing sustainable economic growth through the development of human capital, enhancing European competitiveness, reducing unemployment, and promoting social cohesion.

BACKGROUND

THE PROJECT

The development of digital skills is, for older adults, clearly a way to keep the mind active and to maintain the cognitive skills namely in terms of creativity, attention, working memory and language processing.

For adults, studies have demonstrated a positive transfer of coding and programming skills to situations that required creative thinking, mathematical skills, and metacognition, followed by spatial skills and reasoning.

This has enormous advantages in a world where adults have to master financial abilities, personal and social management skills, etc. It can be helpful, also, if we think about the possibility of these adults intervening in the creative and cultural sectors, which could benefit from becoming more digital, wide-ranging and modern.

The aim of the SILVERCODERS (Digital Literacy Improvement Through Effective Learning experiences for Adults) project is to reinforce the coding abilities of 55+ adults through the following outputs:

- 1 A methodological learning framework for building coding skills among 55+ adults based on a "low entry high ceiling approach" that has low knowledge requirements in the beginning and more complex problem-solving challenges for more advanced learners.
- 2 A proof-of-concept pilot test for building programming skills among 55+ adults.
- 3 Instructional support content in the form of best practice videos, video-lectures and user guides that will facilitate the integration of the proposed methodologies into existing adult training organizations. It will also include validation and certification approaches for European frameworks.

The project will also constitute a pool of experts/trainers with specific competences and expertise to work as a support community.

