

Política

**UCAB CERTIFIED ONE HUNDRED CHILDREN
AS PROGRAMMERS**

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El Universal / Computer science is also a matter of children and can be taught by playing. This is demonstrated by a successful experience developed by the Andres Bello Catholic University with which 100 students were trained, from the Ciudad de los Muchachos School of Fe y Alegria, in Guarenas.

To carry out the initiative, more than 10 students of Computing and Education of the UCAB gave virtual classes to teach basic elements of programming and creation of software to children of sixth grade. Although classes formally started in March and culminated in June, the program began in October 2016 with the training of the instructors.

Nestor Luengo de Andrade, vice-rector of Identity, Student Development and Social Extension of the UCAB, explained that it is a community service project coordinated by the schools of Computer Engineering, Education and [Progracademy](#). A network focused on the training of primary school students and secondary for the development of competencies in the areas of critical, creative and computational thinking.

German Gil Alba, academic director of Progracademy, adds that the tutors, who are young university students without teaching experience, received an exhaustive virtual training.

"During this process simulations of the classes were made so that the children of the sixth grade had the best possible experience by the ucabistas".

In this regard, the vice-rector of Identity, Student Development and Extension of the UCAB, emphasized that the project fits the principles of the university and meets the innovative nature of the use of new technologies.

"With this experience, we have managed to develop computational skills, but I am sure that we have gone further. These children have also managed to develop citizenship skills", said Silvia Lobo, director of the school.

The program was carried out for three months and was supported by an unprecedented platform in Venezuela: CODE, a tool used worldwide. Through it, the children overcame different challenges in game mode, with a progressive increase in the difficulty of the activities.

To meet the objectives, the students received two weekly sessions. One with the coaches, through videoconferences; and the other by themselves, where they advanced as a couple with a work plan.

The experience culminated in a final project for which the students had to create a videogame or an animation, to put into practice what they had learned. The course was also possible with the support of Digitel that provided the internet.

UCAB certified one hundred children as programmers

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