

Evaluation Form for Class Activities

The cMinds evaluation objective is to validate the cMinds inquiry-based didactical framework for analytical skill building through the deployment of programming concepts. More specifically, the evaluation activities focus on the following:

- The cMinds inquiry-based educational frameworks for building transversal problem-solving skills
- The cMinds digital learning environment, including the programming concepts tutorial, hands-on problem solving through exploration, and visualization of learner outcomes
- The cMinds proof-of-concept learning activities / puzzles built on the digital learning environment

For each validation session engaging children in the classroom please comment on:

Relevance: How relevant are the methodologies and tools for: (i) building digital skills (ii) building analytical thinking and problem solving skills?
Acceptance: How receptive are children and teachers to the didactical methodologies, learning activities, and on-line tools?
Adaptability to varying learning scenarios Are methodologies and tools easily integrated into classroom activities?
Effectiveness in the learning process How is learners' critical thinking affected? Is learner interest maintained? Do learners collaborate well? Are digital skills improved?
Implementation Are applications easy to use? Is the interface well accepted and effective among the age group? Please report any bugs towards bug fixing

