



"Tell me and I forget, teach me and I may remember, involve me and I learn."

Benjamin Franklin, Founding Father of the United States of America

Interactive learning, evolving students, and giving examples give a sense of belonging to students and make us a community of tech enthusiasts.

"You can't teach people everything they need to know. The best you can do is position them where they can find what they need to know when they need to know it."

Seymour Papert, Computer Scientist and Educator and MIT

The Best we can do is provide you with all the tools and resources to set you up for success, but the work is yours!

"Education is not the learning of facts, but the training of the mind to think"

Albert Einstein 1879-1955

Facts and content exist online; We want our students to improve their thinking process And find solutions that work!

**GMC** methodology

	Instructor	Hackerspace Atmosphere
GOMYCODE	Facilitator - Verifier - Motivator - Guide	Focused on Students success High student involvement time Community interactions and workshops every session Movement / fun/dynamic/empowering.
Traditional	Provider of knowledge Examiner Disciplinarian.	Teacher-focused High teacher talking time Limited student interaction Static.



# Learning Cycle

☐ In GOMYCODE, our courses follow the same structure and methodology.



Each course (Track) contains multiple chapters (Superskills) and a Final project (LAB PHASE) to kick off your portfolio.

Each Superskill is made of skills and multiple practices:

- Skills (smallest component) contain two parts:
- Learning: Definitions Videos Graphs Cheat Sheets Additional resources ...
- Assessment: Quiz Reorder Code Execution (remove the rest)
- Checkpoint: Take home practice project at the end of each chapter
- · Workshop: Collaborative Project at the end of each chapter
- One to One: Interview Questions and Answers to verify knowledge assimilation.

### Session timeline

At GOMYCODE, we place a high value on organization and accountability, reflected in our approach to our sessions.



We always begin with a standup meeting, where each student shares verbally what they have accomplished since the last session.

This allows us to fix objectives and plan the session accordingly. We also incorporate a Break the lice activity to help students connect and build a positive learning environment.

Mostly we play our Practice Boxes, for example. We follow the plan discussed during the standup meeting throughout the session, ensuring students stay on track and progress toward their goals.

Finally, in the last 15 minutes of the session, we assess the achievement of objectives and planning and set objectives for self-learning.

Ey following this structured approach, we can give our students the support and guidance they need to succeed in their learning journey.

# 1. Build. 2. Make errors.

- 3. Learn by making.
- 4. Do it all over again.

### **Use Internet Effectively**

- Google
- Blogs
- Articles
- Youtube
- Extra Online courses (MOOCs)/SPOC
- Stackoverflow.com

## Learn from others: Ask questions and Communicate.

- Ask other students how they did do things.
- Ask instructors about how they look for information.
- Ask experts on LinkedIn. You will be surprised by how people are willing to answer and help.

### Follow Tech Influencers.

Twitter

- Youtube
- LinkedIn
- Instagram

# Learn platform from a student point of view



### ■ GOMYCODE CERTIFICATE

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Rest assured that you will naturally obtain your GOMYCODE certificate when you finish your learning cycle at 100% immediately! Once you finish your course, checkpoint projects, and the Lab phase, our platform will automatically generate your ready-to-print digital certificate and a link to all your achievement details during your learning journey, which you can share on LinkedIn and Get bonus access to our content.



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