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SilverCode Guide to Programming for Elders

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Our everyday life is surrounded by gadgets and several types of electronical devices for performing tasks like selecting and reading the news; paying online the utilities like water, gas, electricity; etc. All these applications are implemented through programing and coding. A high percentage of elders over 55 years do not use cards for online and offline payment, do not do online shopping, do not use online administrative services etc., which can cut out the costs for the stationary facilities. In this context teaching them to code may defeat some of their reluctances and fears in this matter. Thus, we propose the short curricula of a guide that facilitate the learning of programming for elders over 55 years, consisting in 5 modules. The first module is about basic digital skills and presents computer basics, general applications usage like web browsers, email, Skype, Facebook, computation basics logical schema, algorithms, vectors, matrixes, syntax, types, instructions, subroutines, strings in the context of JavaScript. The second module is about computational thinking, importance of coding, problem solving thinking and digital skills. The third module is about keywords and glossary of terms for the digital language. The fourth module is about basics of computer programming, motivational examples, programing language concepts, JavaScript object oriented features and several applications. The fifth module is about coding everyday where students build several useful applications from scratch and experiment with augmented and virtual reality.