



Microsoft YouthSpark Grant

Requirements and Guidelines:

Entities, Colleges, Universities and other organisations that are willing to participate in this initiative are suggested to follow the following guidelines.

- 1) Training must be done in the period November – December 2017
- 2) Training content as per attached curriculum the content can be customised to suit the time constraints but is expected to remain of the same substance.
- 3) Course notes can be provided via W3 Schools - <https://www.w3schools.com/>.
- 4) Age of attendants range 10 - 25
- 5) Session duration 3 – 5 hours
- 6) Computer lab with 10 - 15 PCs
- 7) All students should register by email and participate in the Getcoding online game (http://www.hepis.gr/game/getcoding_game/index.html) where they learn and practice basic programming concepts as part of the training.
- 8) Registration sheet with details of candidates is needed for each session
- 9) Candidates to sign an attendance sheet
- 10) CSM shall audit and take pictures of the training session. All students must provide their express consent to the photographing.
- 11) Students are encouraged to develop a small website in their own time to consolidate the knowledge
- 12) Students/class 10 - 25 participants
- 13) Tutor should be knowledgeable enough through certifications or experience to be able to deliver the training. Preferably the tutor should have the appropriate education.

Grant of EUR5 per student