

## Students' Projects Samples

Figure S1: Student project - Renewable energy generation project with coding

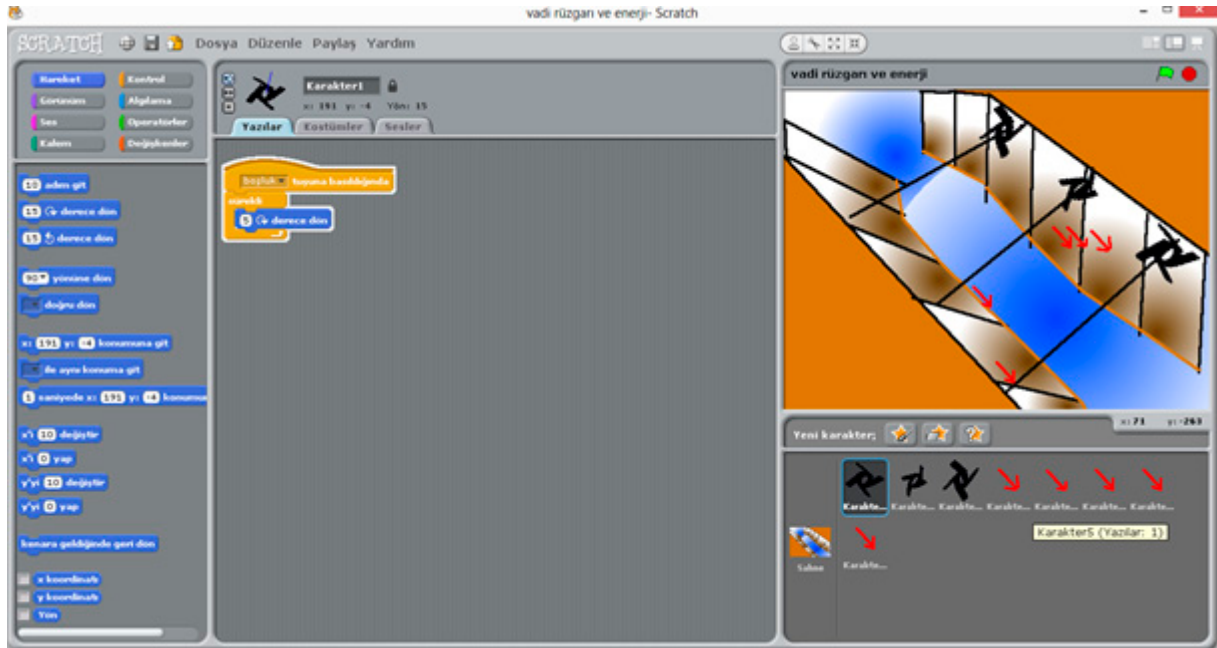


Figure S2: Student project - Magnetic wall and table animation with coding

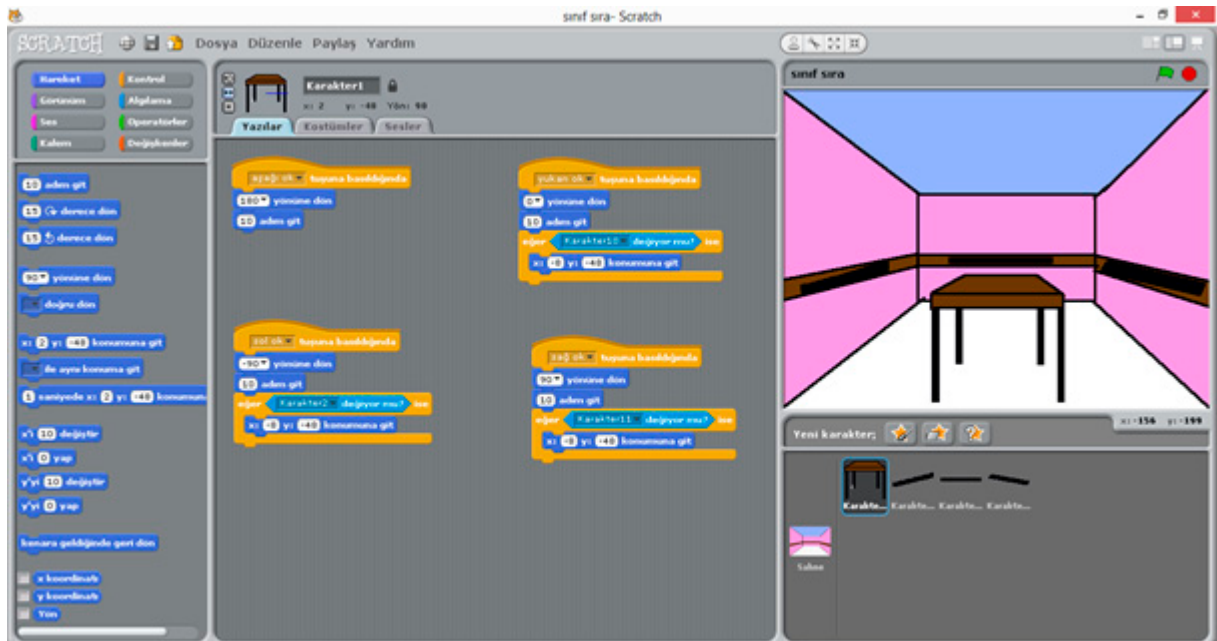


Figure S3: Student project - Bus stop design for children with coding

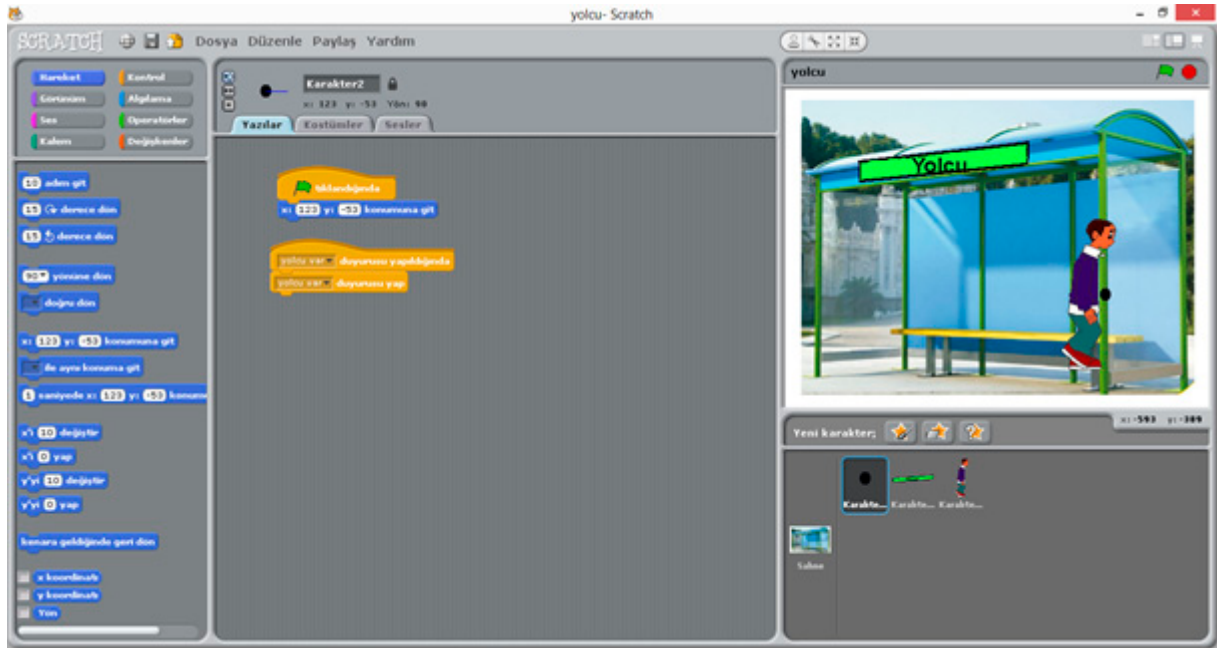


Figure S4: Student project - Design of a new pedestrian crossing with coding

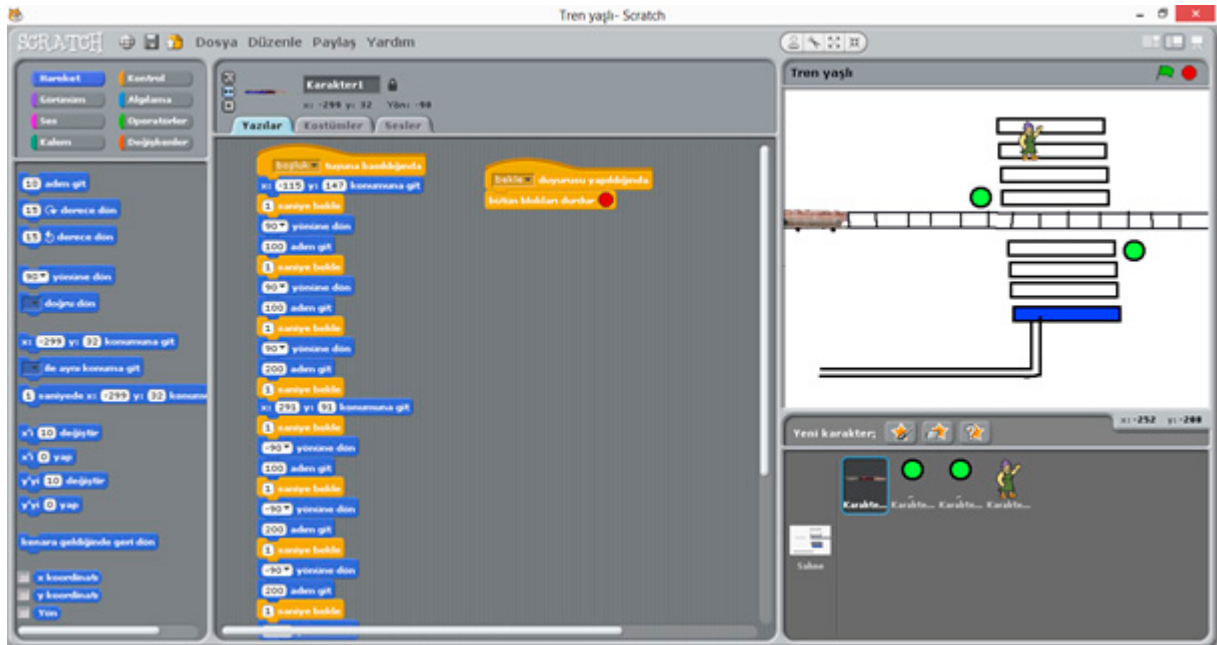


Figure S5: Student project - English vocabulary learning game with coding

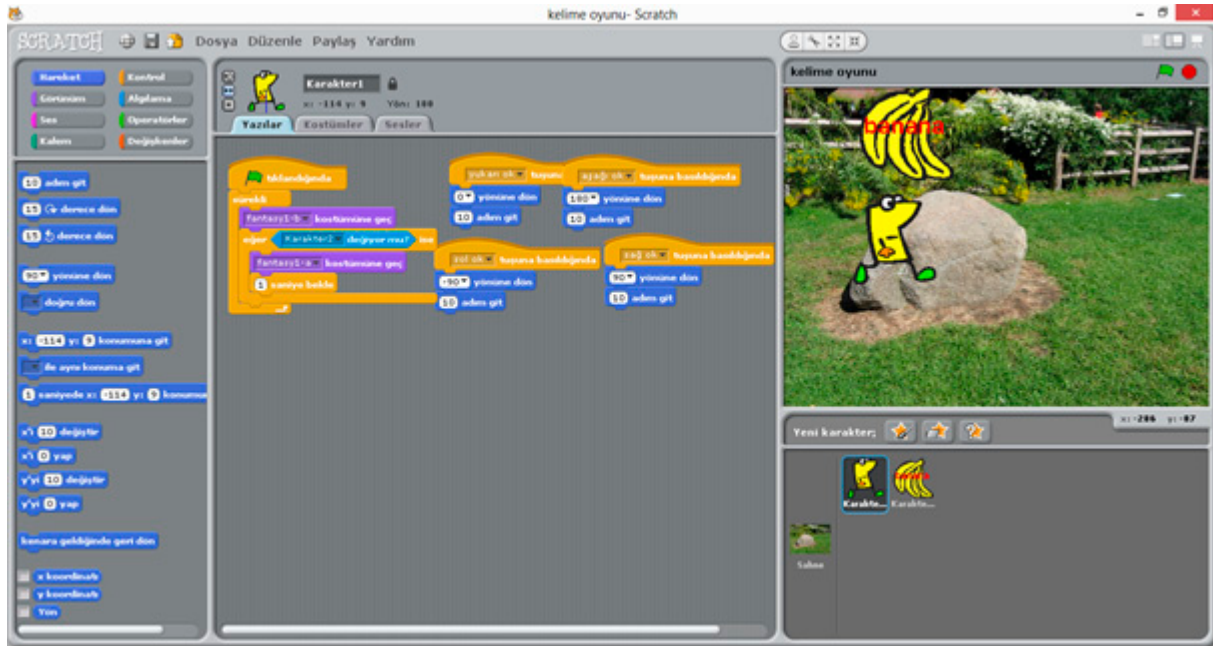
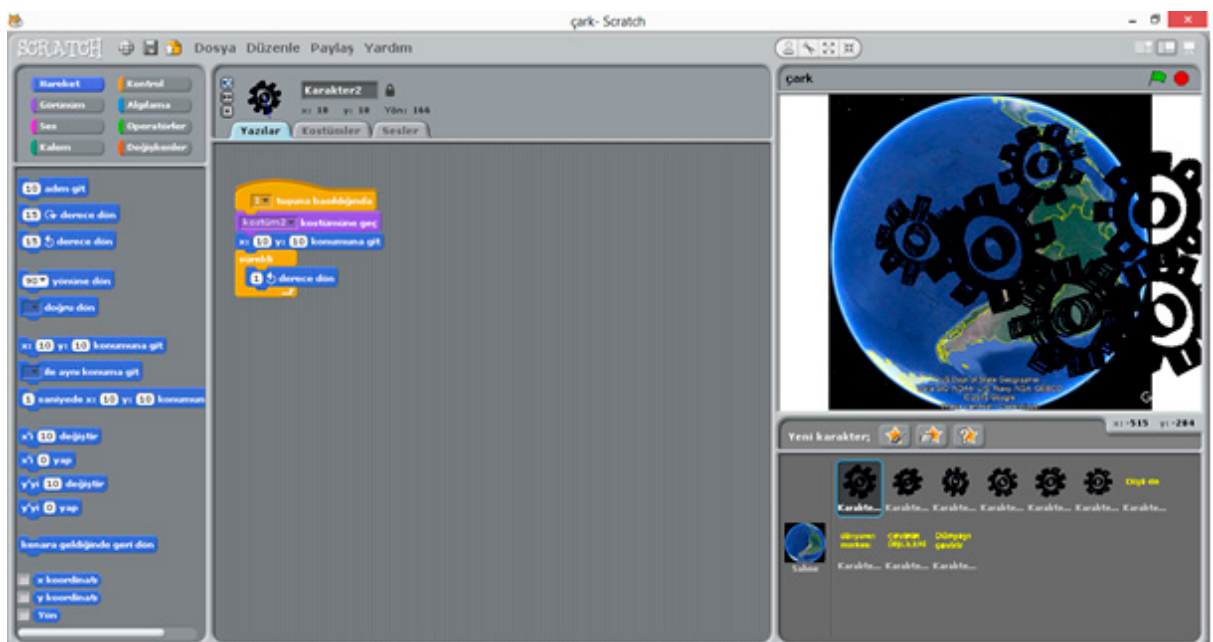


Figure S6: Student project – Gear advertising with coding



The screenshot shows the Scratch 2.0 interface. The top bar displays the title 'müzik - Scratch'. The left sidebar contains the 'Scratch' logo and navigation buttons: 'Karakterler', 'Kostümler', 'Sesler', 'Arayüz', 'Görünüm', 'Alfabe', 'Ses', 'Operatörler', 'Kodlar', and 'Değişkenler'. The main workspace is divided into three panels: 'Yazılar' (Scripts), 'Kostümler' (Costumes), and 'Sesler' (Sounds). The 'Yazılar' panel shows a script for 'Karakter24' (x: 185, y: -112, size: 90) with a 'when green flag clicked' event, a 'say character17 (vazir: 1)' block, and a 'say character17 (vazir: 1)' block. The 'Kostümler' panel shows a 'when green flag clicked' event, a 'say character17 (vazir: 1)' block, and a 'say character17 (vazir: 1)' block. The 'Sesler' panel shows a 'when green flag clicked' event, a 'say character17 (vazir: 1)' block, and a 'say character17 (vazir: 1)' block. The stage area shows a black and white checkered pattern. The bottom panel shows a list of characters, with 'Karakter17 (vazir: 1)' selected.





Figure S11: Student Project - Animation of geometric shape with coding

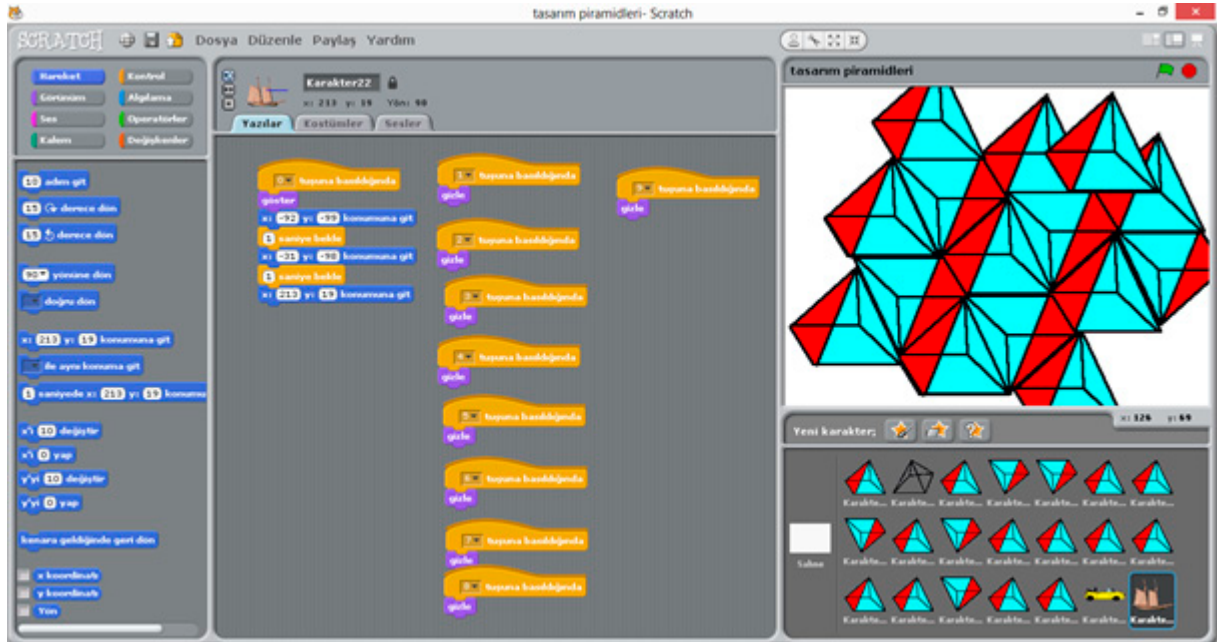


Figure S12: Student project - Pyramid design with coding

