

Learning to Program

Digital Inclusion · Good practice · Portugal · Local

Quality score: 80/100

Evidence strength: Descriptive / self-reported

Summary

The objective of this project was to defy this group of students to apply the knowledge they acquired in building a pedagogical tool that would simplify the learning process in the area of computer programming and stimulate curiosity and experimentation, even for children with sp

Key dimensions

Dimension	Score
Innovation level	5/5
Sustainability (ongoing)	1/1
Evaluation evidence	0/1
Demonstrated reach	1/1
Documented learning	1/1

Evaluated by MEDICI consortium

Data sources

[MEDICI / Digital Inclusion Atlas](#) — accessed 2026-06-14

[Practice website](#) — accessed 2026-06-14

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