



## **GUIDELINES: HANDS ON HACK CODING JAM @ THE FUTURE CLASSROOM LAB 20TH OCTOBER 2016**

### **WHAT IS IT?**

The **European Coding Initiative**, along with the **Future Classroom Lab ambassadors**, is organizing an **international online hackathon on 20th of October**, where teams from schools and learning labs across Europe and beyond will have the chance to build and share their projects.

The organisers will lead the work from the **Future Classroom Lab** in Brussels, and any team joining up the initiative is most welcome to organise its own **branch event**, participate to the **competition** and **connect online**.

The aim of this initiative is to raise awareness on the importance of **digital skills for a digital citizenship** and experiment together how engaging and meaningful is to create digital content and tools, and to **become makers** rather than just consumers of technology.

**N.B.** The hackathon is **open to everyone** (educators, students, practitioners, parents, policy makers...) and no previous knowledge of computer programming is required. All coding languages (including visual one as Scratch, Kodu, Alice, etc.) are absolutely fine.

**REGISTER YOUR TEAM HERE**

## Categories

The hackathon will revolve around three major themes, and best projects will be awarded under the following categories:

**CREATIVITY:** Design an interactive game or an animation, develop a software or an app, build a robot, compose a song...unleash your creativity!

**PROBLEM SOLVING:** Are you concerned about a problem affecting your school or community? How would you help to solve it via technology?

**THE FUTURE OF LEARNING:** Innovators drive the change and transform the world we live in. How do you think teaching and learning should look like in the future?

## How does it work?

The first thing you need to participate in a hackathon, is to understand the concept behind the event. Hacking is about creative problem solving, and a hackathon is an event where people come together to solve problems. Have a look at the following steps to understand how it will work.

### BEFORE THE EVENT

**TEAM UP.** Build one or more team(s) of **ideally 3-7 people** (smaller and larger groups are also welcome).

The event is open to pupils, students, teachers, parents, professionals, anyone. Make sure your team have a variety of skills: communication, management, creativity, leadership, coding, etc.

**REGISTER YOUR TEAM.** Fill in [this online form](#) to register your team. **Choose a name for your team**, as we will use this to refer to you in the communications.

**EXPLORE THE TOOLS.** Once you have built your team, **have a look at our [resources repository](#) and to [the toolkit](#)**. Explore different tools, websites or techniques for teaching and learning coding, and decide which of these tools you prefer to create your prototype.

## DURING THE EVENT

**MIND THE TIME.** On the **20th of October, at 9:30 in the morning**, the organisers will **kick off the hackathon**, from the Future Classroom Lab in Brussels, unveiling the specific topic of the competition. You will have **up to 8 hours** to complete the activity and submit your video and prototype sheet by 5:30 pm.

**BE CREATIVE.** Unleash your imagination and be disruptive. There is no limit. **You can create everything you want.** Design an interactive game or an animation, develop an app, build a robot, compose a song, hack something that already exists. Your imagination and creativity will make it special.

**BE AMBITIOUS.** Your idea is special, make sure all the teams can see this too. **Take pictures or record videos** during the creative process, share what's going on with other teams. By the end of the hackathon you will have to produce a **2-minute-long video** to share your creation, along with a short document outlining the main elements of your prototype.

**HAVE FUN.** Make the best out of this experience, but first of all enjoy and have fun. Inventing, building, hacking is extremely engaging, so make sure all the members of your team enjoy it. Be respectful and attentive to others' opinions and views, teamwork is the key to success (and fun).

## What will you need to participate?

In order to participate in the hackathon, you will most likely need the following things:

### ✓ **A ROOM WHERE YOU CAN SPEND THE DAY**

Make sure you can use the same room for the whole day. Looking for a different room during the hackathon is not a good idea, as you will lose some valuable time that may prevent you from finishing your prototype on time.

### ✓ **CATERING / FOOD & BEVERAGES**

Have in mind that the hackathon lasts 8 hours, so you will need to have some food and drinks to provide your students with during the whole day.

### ✓ **A GOOD INTERNET CONNECTION**

Apart from a good internet connection, it is recommended to have at least one computer to connect with the organisers, as well as with the other teams, during the hackathon.

### ✓ POSSIBLY, A SOCIAL MEDIA CHANNEL

A twitter account is highly recommended to follow the organisers and the other teams. The organisers will interact with the participants via both twitter and Facebook. If you don't have a twitter account, and you would like to interact with other participants during the event, we strongly recommend you to open one account for the event, as this will be the only way to share your contributions with the other teams and the organisers in real time.

**Follow** the coding initiative twitter account [@needcodeeu](https://twitter.com/needcodeeu)

**Watch out** for the hashtag **#HandsOnHack**

**Like** our Facebook pages and visit our website to get the last updates:

[All you need is code](http://www.allyouneediscode.eu) website

[All you need is code](#) Facebook page

[Future Classroom Lab](#) Facebook page

## What will happen during the event?

During the hackathon, there will be different times when the organisers connect to the participants. Read the information below carefully to know what each team is expected to do during the hackathon, and **stay tuned to the contact point and the three check points** to be able to follow the event properly.

### AGENDA

9:30-10:00	<i><u>Kick off</u></i>
10:00-11:00	<b>Brainstorming</b>
11:00-11:30	<i><u>Check Point 1</u></i>
11:30-12:30	<b>Idea Development</b>
12:30-13:00	<i><u>Check Point 2</u></i>
13:00-13:30	Lunch break
13:30-14:00	<i><u>Show &amp; Tell</u></i>
14:00-16:30	<b>Solution Design</b>
16:30-17:00	<i><u>Check Point 3</u></i>
17:00-18:00	Wrap up & submission

### 9:30-10:00 Kick off

The organisers will kick off the event through a video conference with all the participants. They will give the last instructions for the teams to start working on their projects and they will unveil the specific focus topic of the day. **The link to join the video conference will be sent the week before the event.**

### 10:00-11:00 Brainstorming

Now it is time to brainstorm. Reflect on the three categories of the hackathon: Digital Creativity, Problem Solving, the Future of Learning, and choose the one most relevant to your team. Then, unleash your imagination and be disruptive. Do not focus too much on the final product you want to make, but on the problem you want to solve, the need you want to meet, the idea you want to give shape to.

### 11:00-11:30 Check Point 1

*By this time, you should have a rough idea of what you want to create and why. All the participants are encouraged to share their work via social media channels, with a picture, a sentence, micro video, etc.*

**Twitter** [@needcodeeu](#) **#HandsOnHack** or **Facebook** [All you need is code](#)

### 11:30-12:30 Idea Development

Try to figure out how you want to give shape to your idea (you can design an interactive game or animation, develop an app, compose a song), and what tools or programming languages you want to use (you can use a visual programming language, an app, etc.). You can get inspired having a look at our repository of resources and toolkit. Decide which of these tools you prefer to use to create your prototype and start designing the structure of your creation.

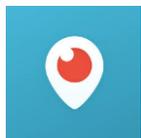
### 12:30-13:00 Check Point 2

*By now, you should have chosen the prototype you want to create, the media you are going to use for your prototype, and what its basic structure will look like. All the participants are encouraged to write a twitter post explaining what you have decided to do and how you intend to create your prototype.*

**Twitter** [@needcodeeu](#) **#HandsOnHack** or **Facebook** [All you need is code](#)

## 13:00-13:30 Lunch break

## 13:30-14:00 Show & Tell



Some of the teams taking part to the hackathon will broadcast from their venues via Periscope.

They will have maximum 3 minutes to share what they have been doing. If you want to broadcast a short streaming video from your venue, please install Periscope on your smartphone and send your Periscope handle to [bart.verswijvel@eun.org](mailto:bart.verswijvel@eun.org). (@bartverswijvel). We will announce before the event who will broadcast when. Anyone with a Periscope account will be able to view the streaming videos if you follow the accounts.

All the other participants are also encouraged to share updates on your work: what you have done so far, what problems/challenges you are facing, your free thoughts (Are you happy to what you have done so far? Do you think you will be able to finish your prototype on time?) Anything you feel like sharing with the rest of the audience.

## 14:00-16:30 Solution Development

You will have two hours and a half to really develop your solution. By the end of the day you will need to have filled in a short presentation form and have produced a 2-minute max video presenting your idea.

## 16:30-17:00 Check point 3

*By now, you should have your prototype somehow ready. It's time for you to wrap up you project and make sure it is presented in the best way possible. All the participants are encouraged to write a twitter post telling the others whether they are on track or not and sharing their prototype status.*

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## 17:00-18:00 Wrap up & submission

By 18:00, every team will need to submit **a short description** of their prototype (using the official template), as well as **a 2-min-video (presentation, interview, animation, slideshow, etc.)** presenting their idea. You can either upload your video on YouTube, and share with us the link, or send the video directly to us ([coding@eun.org](mailto:coding@eun.org)) by using cloud services as dropbox, wetransfer, etc. Be careful not to use any materials covered by copyright for your project, and if minors appear in your video, make sure you have permission from their parents.

## SOME TIPS BEFORE STARTING THE HACKATHON:

- Don't be late for the video conferences. In the first video conferences, the organisers will connect with all the participants **to unveil the main topic** to be elaborated and to kick off the day.
- **Start taking pictures and videos of the process from the very beginning**, so that you will have enough material at the end of the event to create the final video you will have to share with the participants and the organisers.
- Please make sure you **share what is happening at your place** with all of us. Tweet, post, share pictures, videos, comments or ideas. Share awesomeness.

## Helpdesk

If you need assistance during the process, contact us via twitter directing your questions to [@needcodeeu](https://twitter.com/needcodeeu). If your issue is really important you can also contact us via email [coding@eun.org](mailto:coding@eun.org)

## Want to join the code week too?

You can also register your event into the [code week 2016 website](#). Doing so your team will get a participation certificate from the Code Week organisers.