hands on HACK</>
coding @ Future Classroom Lab

SAVE THE DATE: 20 OCTOBER 2017

CODING JAM @ THE FUTURE CLASSROOM LAB

WHAT IS IT?

The European Coding Initiative, along with the Future Classroom Lab ambassadors, are organizing an **international online coding jam on 20 October 2017**, 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 the initiative is most welcome to organise its own **branch event**, participate to the **competition** and **connect with the organisers online**.

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

The coding jam is open to everyone (educators, students, practitioners, parents, policy makers etc.) and no previous knowledge of computer programming is required. The organizer can also choose the coding/programming language (including visual ones as Scratch, Kodu, Alice, etc.) most suitable to him/her.

REGISTER YOUR TEAM HERE

CodeWeek.</>

Categories

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

Digital Creativity: Design an interactive game or an animation, develop a software or an application, build a robot or compose a song…unleash your creativity!

Responsible Citizenship: Are you concerned about a problem affecting your school or community? How would you help to solve it using technology?

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?

Have a look [here](#) at the winning projects of 2016.

How does it work?

The first thing you need in order to participate in a coding jam is to understand the concept behind the event. Hacking is about creative problem solving, and a coding jam 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 or anyone else interested in coding and programming. Make sure your team have a variety of skills: communication, management, creativity, leadership, coding, etc.

REGISTER YOUR TEAM. Fill in [the online form](#) to register your team. **Choose a name for your team**, as we will use it in order to communicate with you before and during the Hackathon.

DURING THE EVENT

MIND THE TIME. On **20 October, at 9:30 am CEST**, the organizers will **kick off the coding jam**, 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 CEST.

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 so make sure that all the teams can see this too. **Take pictures or record videos** during the creative process, share them on social media using **#HandsOnHack** and show us what you are doing. By the end of the coding jam you will have to produce **a 2-minute-long video** to share what you have created, along with a short document outlining the main elements of your prototype.

HAVE FUN. Make the best out of this experience, but first enjoy it and have fun. Inventing, building, hacking is extremely engaging, so make sure all the members of your team can enjoy it. Be respectful and attentive to others' opinions and views. Teamwork and fun are the key to a successful Hackathon.

What will you need to participate?

In order to participate in the coding jam, 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 coding jam is not recommended, as you will lose valuable time that may prevent you from completing your prototype.

✓ CATERING / FOOD & BEVERAGES

Have in mind that the coding jam lasts 8 hours, so you will need to have some food and drinks to provide to the participants during the 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 coding jam.

✓ **POSSIBLY, A SOCIAL MEDIA CHANNEL**

A Twitter account is highly recommended to follow the organizers 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 in real time your contributions with other teams and the organizers.

Visit our website: **All you need is code**

Follow the Coding Initiative on Twitter: **@needcodeeu**

Use the hashtag: #HandsOnHack

Like us on Facebook: **Future Classroom Lab** and **All you need**

is code

What will happen during the event?

During the coding jam, there will be different times when the organizers connect with the participants. Read the agenda below to know what each team is expected to do during the coding jam, 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	*Kick off*
10:00-11:00	**Brainstorming**
11:00-11:30	*Check Point 1*
11:30-12:30	**Idea Development**
12:30-13:00	*Check Point 2*
13:00-13:30	Lunch break
13:30-14:00	*Show & Tell*
14:00-16:30	**Solution Design**
16:30-17:00	*Check Point 3*
17:00-18:00	Wrap up & submission

Helpdesk

If you need assistance during the process, contact us via Twitter directing your questions to **@needcodeeu**. If your issue is urgent you can also contact us via email **coding@eun.org**

Do you want to join the code week too?

You can also register your event into the code week 2017 website. Doing so your team will receive a participation certificate from the Code Week organizers.