Coding for Young People Belgium Multiplier Event - 21 June 2016
Minutes of Multiplier Event

1. Expert Roundtable on "Coding for Young People"

- Ms. Cheryl Miller from CYP Project partner Digital Leadership Institute (Belgium) moderated an expert roundtable on Coding for Young People with contribution from the following experts:
    - Ms. Annika Ostergren Pofantis, Policy Officer, EU Code Week, European Commission
    - Mr. Janne Evelid, Policy Officer, Digital Agenda of the EU including digital skills and jobs, European Commission
    - Ms. Rosanna Kurrer, Cofounder & Digital Literacy Lead, Digital Leadership Institute (Belgium - **CYP Project Partner**)
    - Ms. Katrien De Schrijver, STEM Platform (Flanders, Belgium)
    - Ms. Anne Collet, Driver, LeWagon (BeNeLux)
    - Ms. Camille Françoise, Les Voyageurs du Code ("Code Voyagers" - Belgium), an initiative of Libraries without Borders
    - Ms. Cristina Larocca and Mr. Giuseppe Cardaci, Prism (Italy - **CYP Project Partne**r)
    - Mr. Joan Pons, ATI (Spain - **CYP Project Partner**)

- Ms. Miller kicked off the roundtable by describing the CYP Erasmus+ project and preliminary findings in the CYP project report based on existing coding projects for young people in BE, IT, ES.
- Ms. Miller described the purpose of multiplier event:
    - Validate and update CYP research paper on best practices in teaching coding to young people;
    - Gather volunteers for Stage 2 of CYP project who will test and provide feedback on CYP deliverables; and
    - Multiply impact of the CYP project and Erasmus+ platform.
- Ms. Miller conducted a roundtable discussion with the afore-mentioned experts which focused on the following questions and how they impact best practices on Coding for Young People:

    1) How to get kids coding:

    – Hands on workshops
    – Result-orientation
    – Impact on a need – particularly girls if we can do something with their coding project
    – Fun

2) Getting the environment right for coding:

- Right mix of top/down resources and bottom-up led initiatives
- Public sector facilitation, example of Belgian STEM Platform is discussed
- Strong marketing and brand image that is supported bottom-up
- Tapping into local ecosystems – specific example of Coderdojo is discussed
- Evolve or get left behind

3) How to get girls coding:

- Role models are women
- Including a design element is attractive
- Building community, creating networks, sharing, transnational, inspiration, and support
- Provide free swag and other attractive things

4) Factors for scaling up:

- Start – don't wait for subsidies
- Having locals being active
- Diversity in team – women apply when women teach
- Being linked to another community such as startups
- Creative

5) How to reach schools:

- Non formal education is an important link to formal education
- Connecting schools to organizations that link non formal education and formal education is important for future goals
- Need to target teachers – only do if they want – need mindset change to accomplish more "facilitated" learning
- Must find teachers who are passionate about this issue
- Need to reach school administration
- Needs to be put into context – computational thinking, breaking down problems, logical thinking
- Use it in design, biology, etc
- Crucial to train the trainer
- Important to reach out to parents with coding so they are aware of the technological situation and advantages of coding and can get their kids involved
- Parents need to be convinced – girls especially and in general
- Change attitudes

- Several roundtable experts and multiplier event participants expressed interest in participating in the second half of the CYP project.
- Ms. Miller promised to follow up the multiplier event with an online form to collect feedback.

2. "Coding for Young People" Workshop led by Rosanna Kurrer from CYP Project partner Digital Leadership Institute (Belgium)

- The event then transitioned to a hands-on workshop to demonstrate the best practices that CYP project partners identified in their research e
- Participants of the workshop were from a variety of age ranges including children, young people and adults.
- The workshop consisted of instruction in coding for Android smartphones using the MIT App Inventor platform.
- The MIT App Inventor tool allowed participants to develop a smartphone app on Android.
- Participants worked in pairs, using laptops they brought and Android smartphones provided by CYP project partner.
- Pair-working allowed for more interaction and group work which facilitated the overall process of learning to code and in developing the application.
- There were many questions and a lot of interaction between the participants and the instructor.
- The final output of the workshop was an android smartphone app that counted the amount of push-ups someone does.
- Learnings from the workshop will be integrated into the CYP project deliverables.