



**Global Junior
Challenge**
Projects to share the future

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Project Location

Country: Poland

City: Kraków (Network office)

Organization

Organization Name: Stowarzyszenie Edukacji Pozaformalnej MERITUM / MERITUM Association for Non-Formal Education

Organization Type: Association

Website

www.gopro.edu.pl

Privacy Law

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Project Type

Education up to 15 years

Project Description

Description Frase (max. 500 characters):

GO_PRO! Regional Programming Centers works as a network of public libraries, where youth have possibility to learn basic programming skills using innovative robotic tools

Project Summary (max. 2000 characters):

We believe that programming skills should not be reserved only for professionals. In modern

society, the lack of understanding of the basics of computer science is the new equivalent of illiteracy.

GO_PRO! Network is developing mostly in rural areas in part of Poland with biggest ICT exclusion. The main rule of the network is that it should promote programming classes among whole local community, especially girls and people with disabilities. The main rule of the network is also, that all education activities should be free of charge for everyone.

The capacity shall be built with cooperation with public libraries. Libraries are institutions of public trust, which effectively prevent social exclusion. The role and tasks of public libraries go beyond the collection and sharing of books. They can and should participate in the wide dissemination of knowledge and culture. This project stimulated the international trend of transformation of libraries into social life centers, modern point of access to knowledge and culture.

Within the project we have:

1. Prepared 40 Librarians to be GO_PRO! Trainers (3 days training)
2. Equipped 20 Public rural libraries with IT equipment (interactive projectors, All-in-One computers, tablets, Lego Mindstorms EV3 sets - they gave become Local Programming Centers
3. Within Libraries GO_PRO! trainers lead 500 hours of workshops for 1400 youth
4. In every Programming Center Coders Club was opened - Coder Clubs are based on challenges. Each week there is a new problem, new challenge, which Club has to solve together! They need to learn new thing about algorithm, build a robot using Lego Mindstorms, and then program it properly. Sometimes the challenges forces youth to divide into smaller groups. They compete with each other to create best solution, this way they are stimulated to give all their energy and enthusiasm to solve particular problem the best possible way.

The contract with libraries will last till the end of 2020 to continue work on GO_PRO! centers (news form workshop are published on gopro.edu.pl page). In 2015 and 2016 new GO_PRO! centers will be opened from national and European funds and from private donations.

How long has your project been running?

2014-06-29 22:00:00

Objectives and Innovative Aspects

The main objective of the project was to create space for the development of key competences (ICT) in the field of programming for children and youth.

Specific goals

1. Creation of extracurricular programming education points (GO_PRO!) in 20 municipalities in Poland (VIII – XII 2014)
2. Improving knowledge and competence in teaching the basics of programming (algorithmic) in 40 library workers in Poland (X 2014) – make them “GO_PRO!” trainers
3. Increasing the knowledge and expertise in the creation of algorithms, creative problem solving and creativity in 1200 pupils/students attending classes/workshops in GO_PRO! Centers (X – XII 2014)
4. Increase motivation to learn programming at least half (600) of pupils/students attending

classes/workshops in GO_PRO! Centers (X – XII 2014)

Specific Goal 1 and 2 were realized through the creation of the concept of teaching, developing training materials and education toolkits, creation of webportal for communication and developing GO_PRO! network, as well as the transfer of equipment (digital projectors, all-in-one computers, tablets, Lego Mindstorms sets) and training of employees in 20 public libraries in Poland

Specific Goal 3 was achieved by performing in 20 GO_PRO! Centers at least 25 hours of programming lessons and creation of "Coder Clubs". Children and young people were able to meet there and together with "mentors" solve logical problems and create programs addressed to the specific problems

Specific Goal 4 was carried out in a similar manner to the specific goal 3, but here it is worth noting that the motivation was built by the education methods that address some specific issues, as well as the use of innovative, enjoyable educational methods, such as Lego Mindstorms.

Results

Describe the results achieved by your project How do you measure (parameters) these. (max. 2000 characters):

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How many users interact with your project monthly and what are the preferred forms of interaction? (max. 500 characters):

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1. GO_PL
2. Coders

themselves with minor support of GO_PRO! trainers when necessary

Sustainability

What is the full duration of your project (from beginning to end)?: More than 6 years

What is the approximate total budget for your project (in Euro)?: From 75.001 to 500.000 Euro

What is the source of funding for your project?: Grants

Specify: Association working in the field of innovative methods and technologies in education

Is your project economically self sufficient now?: Yes

Since when?: 2014-12-30 23:00:00

Transferability

Has your project been replicated/adapted elsewhere?: No

What lessons can others learn from your project? (max. 1500 characters):

Where to teach programming? The computer classes in the core curriculum strongly influence these changes will have the objectives of the core curriculum programming. Therefore, the paths will be time consuming as well as teachers. Meanwhile, programming to have almost immediate feedback intensively using technology. The basic idea is to use the GO_PRO! Centers we cooperated with the conditions for modern programming to organize interesting IT lessons and develop programming skills.

Are you available to help others to start or work on similar projects?: Yes

Background Information

Barriers and Solutions (max. 1000 characters): Main barrier for teaching youth? How to be effective, effective IT education seems to be finding the right balance between the awakening of passion to code in youth. The Digital Competence school initiatives in the field of programming teaching provide feedback, often very specific (drawings, visuals). We use the GO_PRO! Centers, it stressed concrete nature of the feedback (are great), but feedback based on very concrete results like playing sounds. This is crucial if we take into account that we think very specifically and visual feedback gets easier. We have developed two concepts of teaching: 1. Planning algorithm to solve problems and find solutions. Special equipment like such as interactive projectors, tablets, touch screen computers based on the unique robotics solution such as Lego Mindstorms.

Future plans and wish list (max. 750 characters): The project increased the institutional capacity of 2

local centers of education in the field of new technologies, with the right equipment, teaching concepts and prepared trainers. The project - through the provision of materials on the website, has a chance to reach out and encourage other libraries and cultural, educational facilities in Poland, and contribute to creative, innovative teaching the basics of programming. Project was finished in December 2014, but it was just the beginning of GO_PRO! Centers idea. Program of developing GO_PRO! Networks starts in January 2015 and will aim at developing programming skills in Youth in Poland and abroad. New libraries and other facilities will join us soon!

non-formal education ^[1] Meritum ^[2] Lego EV3 ^[3] Centers ^[4] Programming ^[5] Librariesm IT skills ^[6]

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