



# OurKidsCode

FAMILY CODING CLUBS

## Facilitator Handbook



Trinity College Dublin  
Coláiste na Tríonóide, Baile Átha Cliath  
The University of Dublin



Rialtas na hÉireann  
Government of Ireland



Dream Space™

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An OurKidsCode MeetUp in action

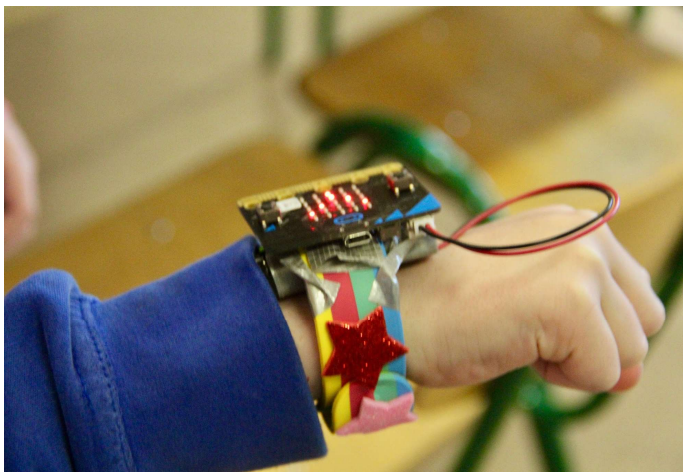
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# What is OurKidsCode?

OurKidsCode is a research project based in [Trinity College Dublin](#). We are a non-commercial entity, funded by Science Foundation Ireland, the Department of Education and the Department of Rural and Community Development. Our core aims are to increase parental involvement and promote greater diversity in computer education, by providing STEM opportunities for families with primary aged children, particularly in rural communities.

OurKidsCode is building a network and community of family coding clubs across Ireland. OurKidsCode clubs are run by families in a local venue e.g., [Broadband Connection Points](#), community centres, sports clubs, libraries or in an after-school setting.



## Why should I become an OurKidsCode Facilitator?

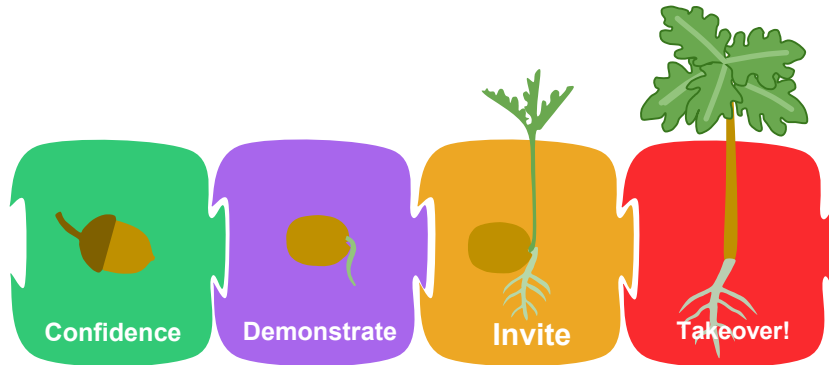
OurKidsCode facilitators support creating an environment for parents and kids to be creative, playful, informed, engaged, curious and empowered in their use of technology.

Facilitators encourage families to work together, which increases their confidence in coding in a fun and relaxed environment. OurKidsCode Taster Workshops and Club MeetUps are sociable and enjoyable. Being an OurKidsCode facilitator does not require technical expertise, we are not teaching coding, we are facilitating families to code and problem solve as a group. Experience or an interest in working with families is more important than technical expertise. Passion for STEAM education is a bonus! OurKidsCode facilitators share our belief that confidence grows in a learning environment that is safe, fun, encouraging and supportive.

OurKidsCode is not a course, it's not a class and there are no tests!

All OurKidsCode facilitators are subject to garda vetting by Trinity College Dublin in line with our [Child Safeguarding Policy](#).

# 4-Step Club Formation Programme



**Taster Workshop**  
**Confidence**

Project: Dance Mat

Families are invited to attend a Taster Workshop to give them a chance to experience what an OurKidsCode MeetUp is like and to get more information about starting their own club, with no obligation to continue.

The focus is on building their awareness of, and confidence in doing creative coding.



Families who've said they're interested in doing more are invited to their first MeetUp as a new club.

**MeetUp 1**  
**Demonstrate**

Project: Rock-Paper-Scissors

The facilitator reinforces the Key Messages for Families while demonstrating how the 6-step MeetUp structure works.



The facilitator invites families to do the tasks involved in running a MeetUp.

**MeetUp 2**  
**Invite**

Project: Conductor

The craft aspect of the project is intentionally simpler to leave ample time for families to ask questions about running their own club.



**MeetUp 3**  
**Takeover**

Planning Ahead

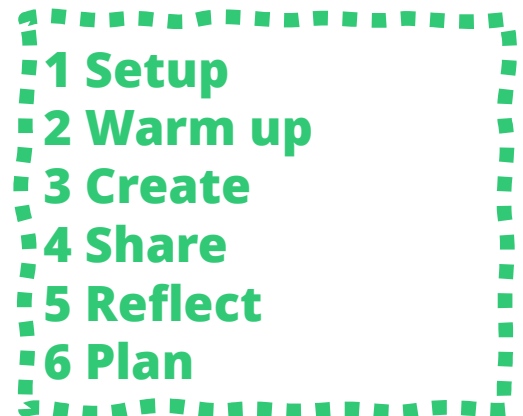
Families explore online resources to choose projects they want to do together. The facilitator supports them to plan their next three MeetUps and ensures they know how to access ongoing support from OurKidsCode.

They are now an official OurKidsCode club!



# 6-Step MeetUp Structure

Every OurKidsCode MeetUp follows the same 6-step structure which has been developed to support clubs to provide satisfying and sustainable experiences to their members.



- 1. Set up** Families prepare the room, get connected to the WiFi and settle into their places.
- 2. Warm up** An activity that gets everyone up and moving around, having fun and burning off some energy before settling down to more focused work.  
The activity should relate in some way to the project to support everyone to start thinking about the logic or the topic of the project.
- 3. Create** Every MeetUp project has both a coding and a craft challenge. Some children are more excited about one kind of activity than the other, so this ensures that everyone has something to do. This also ensures that there is a meaningful, physical artefact to play with at the end, which provides enormous satisfaction and rounds off the activity.
- 4. Share** It's very important for families to have the chance during the MeetUp to show off, play with and share what they've made.
- 5. Reflect** Taking time to think about what they've done and reflect on how it went develops self-awareness, helps clubs improve themselves and backs up the primary and secondary school curricula, which encourage self-reflection and teamwork.
- 6. Plan** At the end of every MeetUp, families choose their next project and plan who will take on which tasks to organise the next MeetUp. This helps ensure that the projects they do appeal to their interests, and that the work of organising is shared equally among the participants. Children are especially encouraged to take a role in organising and conducting MeetUps.

# 6 Key Messages for Facilitators

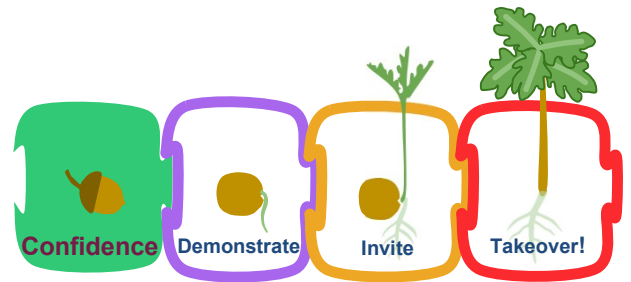
1. You do **not** need to be a technical wizard to be an OurKidsCode facilitator!
2. OurKidsCode is not a school or a course. A core value of OurKidsCode is the belief that parents and children learn best when they're feeling safe and enjoying themselves, so your role is to create **a relaxed and fun atmosphere** for families to develop their confidence to tackle creative coding and craft projects together. Your priority is for everyone to have a positive experience.
3. The OurKidsCode workshops are designed to lead families from zero knowledge of creative computing to having the confidence to start their own family-run club, so **build their independence** by encouraging them to explore their own solutions, support each other and celebrate their accomplishments.
4. MeetUps are busy, lively, child-centred **social** events. Parents are responsible for managing their own children's behaviour and focus, but it is quite normal for children to wander around, eat snacks and dip in and out of the activities.
5. OurKidsCode is a research project. A key aspect of your role is to fill out an **Evaluation Form** after each workshop you deliver. Your reflective feedback on what worked well, what didn't and how it could be better, is very valuable and helps us to develop and improve.
6. The OurKidsCode website has lots of **resources** for facilitators and families. If you have a question that the website can't answer, feel unsure or need support, reach out and ask. **We are happy to help!**

# 6 Key Messages for Families

(These can't be repeated often enough!)

1. OurKidsCode is **not** a drop off activity. Parents **must** stay with their children for the entirety of every MeetUp. MeetUps are limited to 6 families per event, but there is no limit on the number of children as long as every child is accompanied by their **own parent**, **not** a child-minder, other relative, neighbour, etc.
2. All families **must** have registered with OurKidsCode **before** attending their first MeetUp, even when joining an established club.
3. OurKidsCode is a research project. We ask clubs to take responsibility for ensuring that the **Check In, Reaction** and **Evaluation** forms are filled in at every MeetUp because they help us to grow and improve to everyone's benefit.
4. Each MeetUp should follow the 6-step model as developed by OurKidsCode (**Set Up, Warm Up, Create, Share, Reflect & Plan**).
5. OurKidsCode is a whole-family activity where both **parents and children** take an active role. Club MeetUps are not classes or school. Clubs should provide a relaxed, safe and fun environment where families can enjoy creating together.
6. OurKidsCode clubs are **cooperative**. All participants, children especially, are encouraged to take an active part in running MeetUps, helping others, sharing their ideas and choosing projects.

# Taster Workshop Dance Mat



## Overview

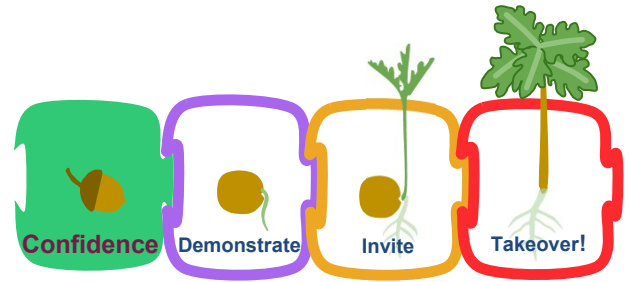
- The Taster Workshop introduces families to OurKidsCode and the concept of a family-run coding club with the hope that they will be motivated to start their own club.
- For many families, this is their first experience of coding.
- The intention is to build their **confidence** with coding, with family-based activities and with the OurKidsCode model.
- Families get the experience of using a MakeyMakey and the Scratch coding platform.
- The focus is on everyone having an enjoyable experience and wanting to do more.
- Parents and children are invited to get involved by helping the facilitator with small jobs, where appropriate.
- At the end of the Taster workshop, families are invited to take the opportunity to do more by starting their own club with support from an OurKidsCode facilitator. There is no obligation to do more.

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## Materials:

- 7 x MakeyMakeys (1 per family + 1 spare)
- 30 paper plates
- Markers
- Scissors
- Dance Mat project guides
- Aluminium foil
- Tape

## Taster Workshop Dance Mat



### Activity

#### Set Up - 15 mins

Facilitator checks in using the online **Check-in form**

Check families are all registered

Help everyone connect to Wi-Fi

Facilitator introduces themselves

Families introduce themselves:

Each person says their name, age (not necessary for adults!) and something about themselves

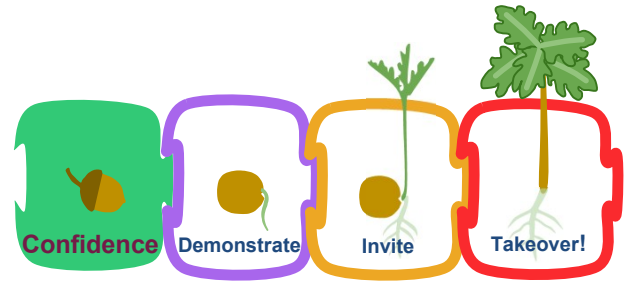
Facilitator gives information about OurKidsCode:

- OurKidsCode is a research project based in Trinity College Dublin. We are a non-commercial entity, funded by Science Foundation Ireland and Department of Rural and Community Development, with the core aims of increasing parental involvement and greater diversity in computer education and STEM opportunities for primary aged children, particularly in rural communities.
- OurKidsCode is building a network and community of family coding clubs across Ireland.
- OurKidsCode is not a course or school, there are no exams & no pressure.
- OurKidsCode is designed for everyone, with or without technical experience – there's no need for anyone to worry if they're completely new to coding.
- OurKidsCode clubs are family-run, with training and support from OurKidsCode.
- This is part 1 of a 4-part series of workshops designed to support parents to start their own family creative coding club. This workshop is a great opportunity to experience an OurKidsCode MeetUp and decide if they want to do more.
- The approach we have developed empowers families to believe they have the necessary skills and enthusiasm to support themselves and each other to meet regularly to work on creative STEAM projects.
- There's no need for lots of detail now. Families who want to know more should go to our website: [www.ourkidscode.ie](http://www.ourkidscode.ie)

### Key messages

- All families must be registered with OurKidsCode or they cannot take part in the workshop
- No one need speak if they don't want to!

# Taster Workshop Dance Mat



## Activity

## Key messages

### 1. Set Up

Facilitator distributes **Dance Mat Project Guide** (opportunity for a 'helper') & tells families what they'll be doing

Families fill out the **Be Positive** worksheet

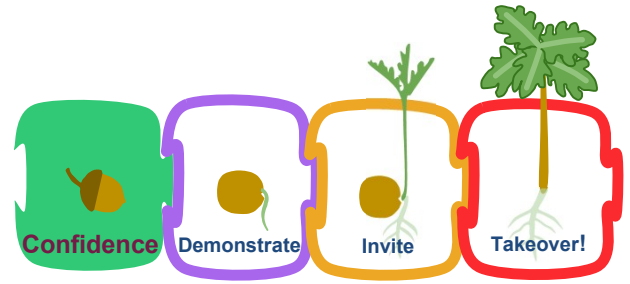
Facilitator elicits feedback

Families read through **Form a Family Team** and discusses who will do what.

Facilitator elicits feedback

- MeetUps always follow the same 6-step format
- This helps to set the tone for how the families want to be together in the workshop.
- Everyone is learning something new, and it will work best if everyone is kind, patient and encouraging of each other
- Working together builds teamwork skills
- Everyone can choose a job to do and can help the other members of their team with their jobs too. More than one person can do the same job
- There are 2 parts to the challenge, the craft and the coding. Family members can do them as a team or split into two teams to complete them separately. Each person can focus on the challenge that they're most interested in

# Taster Workshop Dance Mat



## Activity

### 2. Warm Up – 15 mins

Facilitator calls attention to the instructions, the instructional video link and points families to the craft supplies ('helper' opportunity) and explains the task

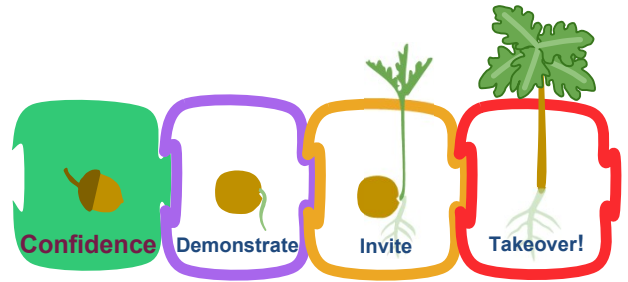
Families choreograph a dance on a paper plate dance mat

Facilitator offers support where needed and encourages families to try out each other's dance instructions

## Key messages

- The warmup activity relates to the Dance Mat project
- Choreographing the dance helps us to know how coding works as a sequence of instructions. When we try to dance the code, this can help us find and fix errors in code
- By rehearsing our dance and then challenging others to perform it, everyone is on their feet, active and losing inhibitions before settling down to more serious collaborative work

# Taster Workshop Dance Mat



## Activity

### 3. Create – 30-40 mins

Facilitator draws attention to the coding and craft instructions & supplies, checks that everyone is getting started.

Facilitator circulates to offer support if necessary. If a family needs help & another family has already completed that step, encourage them to help each other.

Families program a MakeyMakey and create a musical dance mat from paper plates and aluminium foil

### 4. Share - 10-15 mins

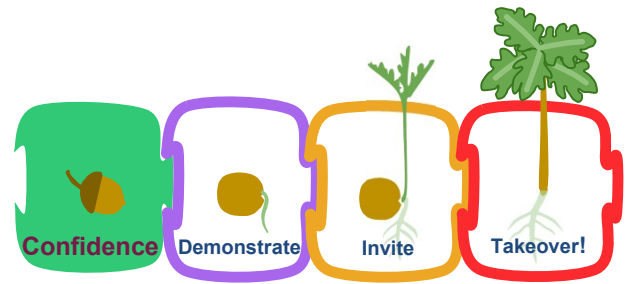
Families try out each other's dance mats and play music with their feet

Facilitator congratulates families on what they've accomplished

## Key messages

- Our model is developed to encourage collaborative learning and support. With parental support, children learn to stick with challenging tasks and try different solutions
- The facilitator is there to jump in if they're really needed, but if someone gets stuck, they should ask another family for help first. They may have solved the same problem already. We believe this is the best way to build their confidence to try different ways to solve challenges
- If someone is finished early, they can see if anyone needs help
- It's important for families to have time to enjoy what they've created by playing with it and showing others what they've done
- It's useful to see how other people have solved the challenge, possibly in different ways
- It's important to acknowledge success and achievement

# Taster Workshop Dance Mat



## Activity

## Key messages

### 5. Reflect – 10 mins

Facilitators asks everyone to fill in the online reaction form

Facilitator brings everyone together for a quick chat about what everyone liked best

- Family reaction is key to OurKidsCode because it helps us to improve our model. Honesty is encouraged and appreciated!
- Each adult and each child should fill in their own online Reaction Form, not just one per family
- Coming together at the end of the MeetUp to have a chat about how it went helps everyone to think about what they've accomplished

### 6. Plan - 5 mins For OKC facilitators:

Families try out each other's dance mats and play music with their feet

Facilitator congratulates families on what they've accomplished

- There are 3 more MeetUps scheduled for families who want to do more. At the next MeetUp there will be another project and more information about starting a family coding club
- There's no obligation to continue, but families who enjoyed this workshop and are interested in doing more, are encouraged come to the next one. They can opt out at any time
- If families are planning to keep going, it's a good idea to agree a way to communicate. They can invite the facilitator to join their WhatsApp group

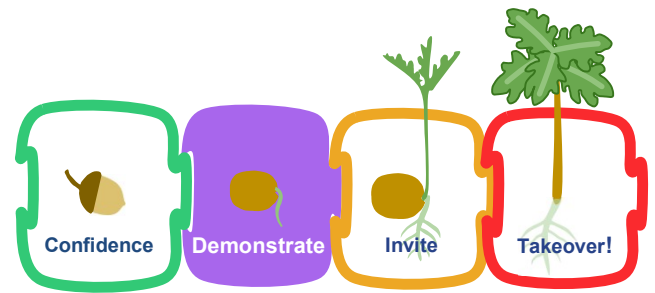
### For NPC facilitators:

- Take the 'Doing More' flyer and use the link to get information about further training. See the OurKidsCode website for more information about the project

### After the MeetUp

- Part of the facilitator role is to complete the facilitator Evaluation Form following every session

# MeetUp 1 Rock-Paper-Scissors



## Overview

- In MeetUp 1, families build on the confidence in coding, crafting and working together that they gained in the Taster Workshop.
- Families experience a new device and platform, Micro:bit and MakeCode.
- The focus is to **demonstrate** how a MeetUp works by gently introducing families to a bit more of the 'why and how' of the OurKidsCode 6-step MeetUp model.
- Parents and children are invited to take a more active role in the activities.
- Families may take their Micro:bits home to try out new projects and show it off to friends and at school. However, these Micro:bits belong to the club, so they need to bring them back to the next MeetUp. If they decide not to continue, they must return them to the club.

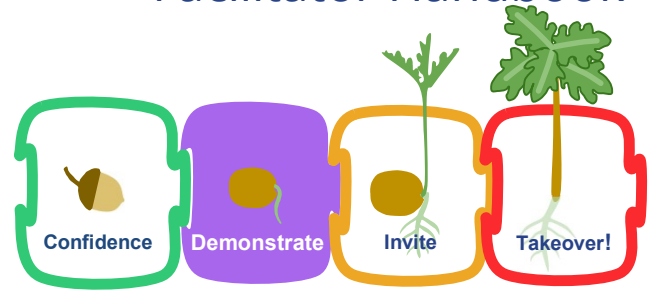
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## Materials:

- Rock-Paper-Scissors project guide
- Duct tape
- Stickers
- 7 x Micro:bits (1 per family + 1 spare)
- Self-adhesive Velcro
- Scissors

# MeetUp 1

## Rock-Paper-Scissors



### Activity

#### 1. Set Up – 15 mins

Facilitator **Checks-in** with OurKidsCode

Facilitator checks that everyone has connected to Wi-Fi and distributes Project Guides (helper opportunities!)

Facilitator asks how everyone's feeling now about the Taster Workshop and sees what they remember about the order that things happened in the Taster Workshop.

Families use the 'Be Positive' worksheet to think about the Taster Workshop and how to make this MeetUp positive too.

Facilitator takes feedback from families about what they wrote or drew and leads a quick chat about positive behaviour

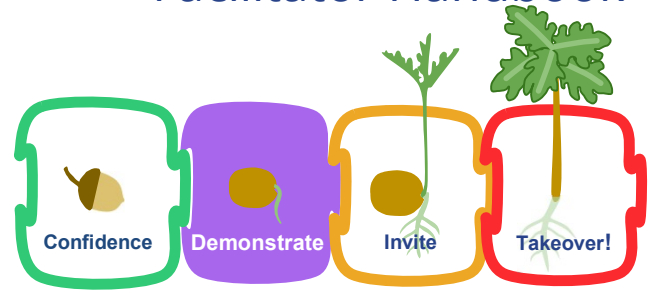
Families have a chat about who's going to do which jobs this time

### Key Messages

- At the start of every MeetUp, someone takes responsibility for filling in the online Check-In form to let OurKidsCode know that the MeetUp has happened
- There are jobs for everyone in running a MeetUp
- Every MeetUp follows the same 6-part format as developed by OurKidsCode
- Families create the atmosphere in their club
- MeetUps are essentially a social activity and help to build social skills, foster friendships and create community while also developing digital and design skills
- It's important for everyone to have a job to do. No one should feel left out or bored
- Families should consider changing jobs this time – if someone was the coder last time, they could try being the maker this time, etc.

# MeetUp 1

## Rock-Paper-Scissors



### Activity

#### 2. Warm Up – 5 mins

Families have a rock-paper-scissors tournament

Facilitator calls attention to the way the warmup relates to the project

#### 3. Create – 30-40 mins

Facilitator calls attention to the instruction pages, the instructional video link and the supply table (helper opportunity!)

Families code a Micro:bit to show rock, paper or scissors when shaken and make a wristband to hold the Micro:bit

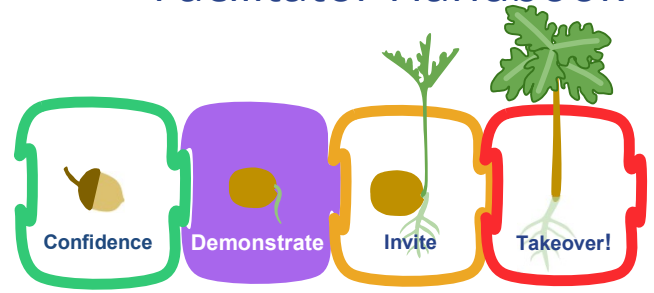
Facilitator circulates to make sure everyone has been able to connect and get started and to offer support if it's really needed

### Key Messages

- Every MeetUp should have a Warmup activity
- In an OurKidsCode club, families choose a Warmup for the next MeetUp at the same time as choosing a project.
- Ideally, the activity relates in some way to the creative coding project that's coming next to help families to understand the logic behind the challenge.
- Playing Rock-Paper-Scissors ensures everyone knows the rules and creates awareness of how the game relies on randomness
- All OurKidsCode projects have both a craft and a coding component
- Families should remember to look to their teammates and the other teams for help
- If a family finishes first, they could see if someone else needs help or start filling in the Reaction Form

# MeetUp 1

## Rock-Paper-Scissors



### Activity

#### 4. Share – 10 mins

Families play rock-paper-scissors with the Micro:bits and with hands

### Key Messages

- While sharing their second completed project, families can enjoy that their confidence with coding has increased. This is encouragement to keep going

#### 5. Reflect – 15 mins

Facilitator asks everyone to fill in the online **Reaction form**

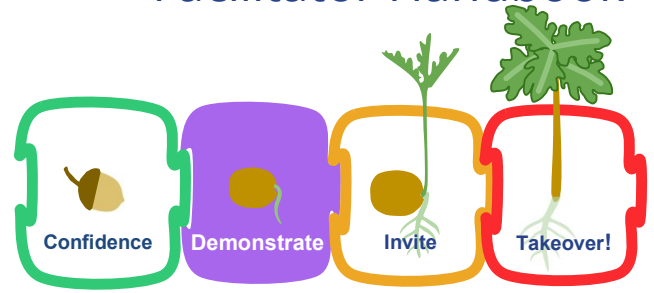
Come together for a chat about what you liked best and how it could be improved

Facilitator takes notes about what was said and explains that they will use the notes to fill in an **Evaluation form** after the MeetUp

- Everyone should fill in the **Reaction Form** at every MeetUp
- Self-reflection, teamwork and discussion are now a part of the curriculum in Irish schools
- Taking time to think about how the session went, what was good and what would make it better, helps to reinforce the messages that children are getting in school
- After every MeetUp, one person takes responsibility for completing a short **Evaluation form** to let OurKidsCode know how it went and ask for support if it's needed

# MeetUp 1

## Rock-Paper-Scissors



### Activity

#### 6. Plan – 10 mins

Talk about the next MeetUp

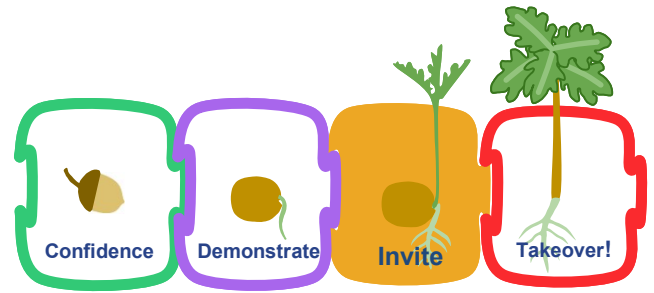
### Key Messages

- At the next MeetUp, there will be a shorter project to give time for questions about running a club
- At the next MeetUp, families will take a more active role in running the MeetUp by doing some of the jobs.
- Families who want to do more can take the Micro:bits home to try out new projects and show them off to friends and at school.
- The Micro:bits belong to the club, so families need to mind them. They'll want them for future club projects and OurKidsCode doesn't have the budget to replace them if they get broken.
- If a family finds that they don't want to continue, they should return the Micro:bit to the club so another family can use it.

### After the MeetUp

- Part of the facilitator role is to complete the facilitator **Evaluation form** following every session

# MeetUp 2 Conductor



## Overview

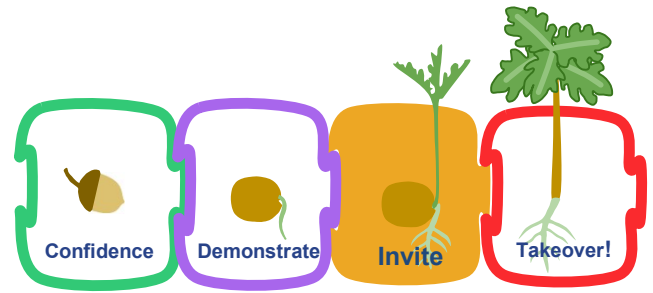
- In MeetUp 2, families build their confidence in running a MeetUp themselves as the 6-step format becomes more familiar and the coding less daunting.
- The focus is on preparing families to run their own MeetUps in future.
- The facilitator takes a step back, **inviting** parents and children to take on active roles in the MeetUp.
- The craft aspect of the project is simpler to allow time for families to ask questions about running an OurKidsCode club and look at the printable documents OurKidsCode supplies to support them.
- Families talk about the rules of behaviour they want for their club.

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## Materials:

- Conductor Guide
- Copies of the 'Running a MeetUp' and 'MeetUp Checklist' from the Run a Club page on the OurKidsCode website
- Laptop with camera
- Craft supplies for making a baton: scissors, paper, tape, stickers, markers, etc.

# MeetUp 2 Conductor



## Activity

## Key Messages

### Set Up – 15 mins

Facilitator distributes **Guide to Running a MeetUp** and **MeetUp Checklist**

Adults and children can take responsibility for setting up the supplies table, handing out the Project Guides, checking that everyone can access the WiFi, and filling in the online **Check in** form, with support from the facilitator and the Guide.

- Families are already familiar with the 6-step MeetUp format
- OurKidsCode clubs are cooperative and designed so that no one family is in charge or left to do all the work
- Families can use the '**Running a MeetUp Guide**' and '**MeetUp Checklist**' to help guide them through this process

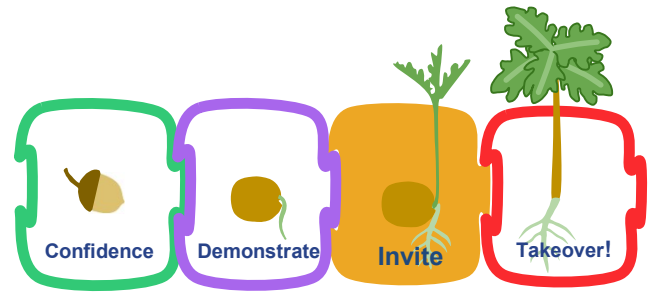
Families use the 'Be Positive' worksheet to write down some rules for their club about how they want everyone to be together

- Families create the atmosphere in the club, so it's important to be a positive team player
- The '**Be Positive**' worksheet is available as a separate page

Families chat about who'll take on which jobs for the challenge

- The '**Forming a Family Team**' worksheet is available as a separate page

# MeetUp 2 Conductor



## Activity

### 2. Warm Up – 10 mins

Each family member chooses a musical sound to make, with an accompanying symbol. They compose a tune and record it in symbols, then perform it for the group.

Facilitator only offers support if it's needed

### 3. Create – 20-30 mins

Families take charge of checking if everyone is able to get started and if anyone needs help

Families make a baton from paper and craft supplies and use Scratch to program the camera on their device to sense a conductor (one of the family!) waving the baton over Scratch shapes. Each shape acts as a band member playing their part in a musical composition.

Facilitator should be able to step back entirely and let families complete the challenge without external support.

## Key Messages

- It's important for everyone to get moving and having some off-screen fun before settling down to the coding project.
- When they choose a project, clubs also think of a warm-up activity to go with it.
- The craft aspect of this project is quicker and easier to leave time at the end for questions and planning the last MeetUp in the series when the families will take over.
- When they choose a project, clubs may also need to think of a craft activity to go with it if there isn't one already.

# MeetUp 2 Conductor

## Activity

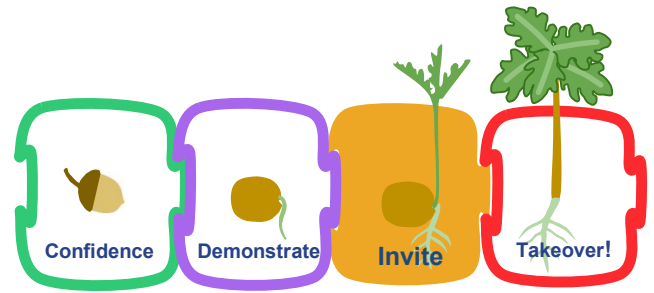
### 4. Share – 10 mins

Families perform their compositions for the rest of the group

### 5. Reflect – 10 mins

With support from the facilitator and reference to the **Checklist** and **Running a MeetUp Guide**, club members

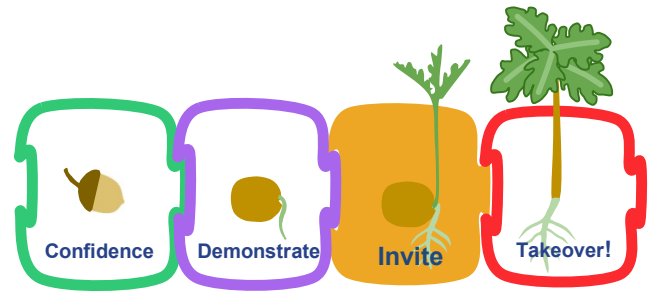
1. take responsibility for checking that everyone has filled in the online **Reaction** form
2. gather the families together for a chat about what went well and what they'd like to do next time
3. take notes about what was said
4. one person volunteers to fill in the **Evaluation Form**



## Key Messages

- The **Reaction forms** are very important to OurKidsCode because they help us to improve our model and they show our funders that we are active around the country.
- OurKidsCode also asks for one person from the club to fill in the **Evaluation** form after the MeetUp is over and they've had a chance to reflect on how it went and how it might be improved. They can use the notes taken in the **Reflect** step of the MeetUp.

# MeetUp 2 Conductor



## Activity

### 6. Plan – 15 mins

The facilitator answers families' questions about running a club

Families talk about their interests and the kinds of projects they might like to do next.

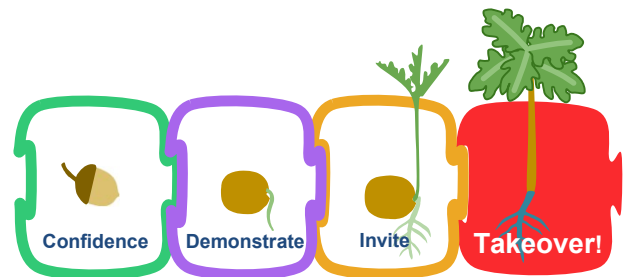
Families use the checklist to decide who will do which tasks for the next MeetUp

## After the MeetUp

## Key Messages

- The OurKidsCode website has lots of resources for clubs and families, including the most up-to-date .pdf versions of all the printable documents
- At the next MeetUp, families will choose their next three projects.
- If they want to get started early, there are links to websites with project ideas on the OurKidsCode website
- The '**Choosing a Warmup**' and '**Choosing a Project Guide**' are also there to help
- They should make sure that the tasks are shared equally and that children also have tasks to do.
- It's okay if not every family comes to every MeetUp, but if someone has taken on a task and can't come, they should ask someone to take over for them.
- Part of the facilitator role is to complete the facilitator **Evaluation** form following every session

## MeetUp 3 Planning Ahead Summer camp



### Overview

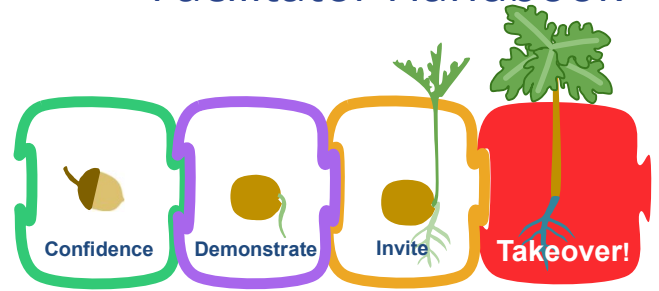
- The group may have a mix of families who have different views on starting a club. MeetUp 3 focuses on the positives about OurKidsCode clubs and how they work, because any family may carry on to form a club in the future.
- The focus is on ensuring that the families have the confidence to continue to choose projects and do creative coding, with or without other families.
- Families identify a club name, mascot and ethos, whether for their new club or only for the group of families present on the day.
- Families build their confidence by finding, choosing and doing projects.
- Parents build rapport with each other by doing a project together.
- The facilitator introduces the families to the supports OurKidsCode offers to clubs and families.
- Parents discuss their ideas about continuing to do creative coding with their families
- The facilitator reinforces the importance of the 6 Key Messages.

### Materials:

- Micro:bits
- Makey Makeys
- Project guides
- Post-it notes
- Markers
- Craft supplies
- Bananas (*7 per parent group*)
- MeetUp Printables:
  - ✓ Running a MeetUp x 3
  - ✓ Meeting Checklist x 3
  - ✓ Forming a Family Team x 3
  - ✓ Being a Positive Club poster (*A3 or A2 if possible and appropriate for the venue*)
  - ✓ Choosing Projects x 3
  - ✓ Choosing a Warm-Up x 3

# MeetUp 3

## Planning Ahead



### Activity

#### 1. Set-up - 5 mins

Adults and children take responsibility for setting up the supplies table, checking that everyone can access the WiFi, and filling in the online **Check in** form.

### Key messages

There are lots of reasons why we ask clubs to check in:

OurKidsCode is a research project. We need data about how often clubs meet so we can understand how family creative coding clubs work and how to make them even better.

By checking in, clubs provide data to the project and to our funders so we can keep OurKidsCode free to all families

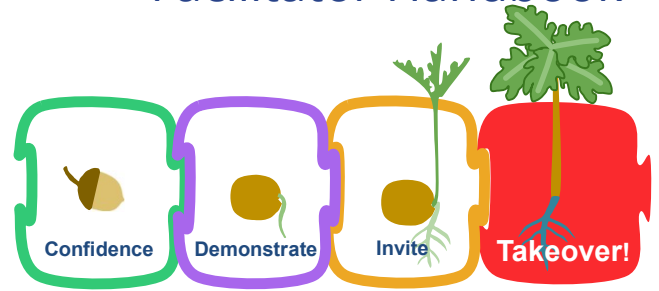
It is also in the club's interests to check in since OurKidsCode tracks how often clubs meet via the online **Check-In form** and prioritises the most active clubs for any freebies that come up in the way of devices, funding for extra activities, etc.

OurKidsCode clubs are cooperative and designed so that no one family is in charge or left to do all the work.

Lots of the jobs can be done by kids, so involve them in the running of the club. This boosts teamwork, leadership, communication and organisational skills.

# MeetUp 3

## Planning Ahead



### Activity

#### 2. Be Positive – 5 mins

Using post-it notes, the families write one or two words or draw pictures to say what kind of behaviour they want in their club / at home when they do creative coding together.

The Facilitator can demonstrate this, e.g. write 'Everyone should be kind' and a smiley face on a post-it.

If they're going to form a club, they should use real post-its and stick them on their club **Be Positive** poster. The Facilitator can pre-load these into the Project Guide.

If they're not going to form a club, they can write their rules on the post-it graphics in the Guide.

Facilitator reminds families to focus on the positive behaviour that they want to see rather than on the behaviour they don't want.

### Key messages

Clubs should provide a relaxed, safe and fun environment where families can enjoy creating together.

This Code of Behaviour is useful when doing creative coding (or any activity!) at home too.

Rules of behaviour are more effective when everyone understands why they are needed and has a say in choosing them.

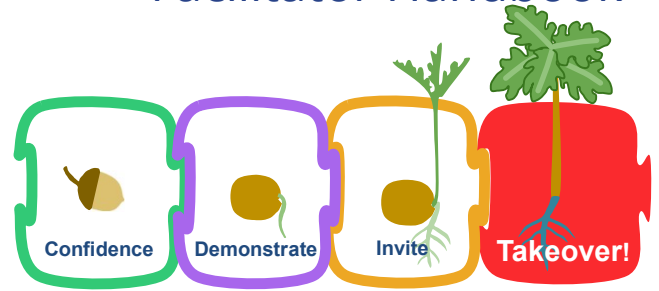
Agreeing rules in advance can help everyone remember to be kind and respectful of others.

It's a good idea to review the rules regularly and especially when a new family joins the club.

They can make a new poster at any time. The template is on the OurKidsCode website on the **Run a Club** page.

# MeetUp 3

## Planning Ahead



### Activity

#### 2. Warm up – 10 mins

Families divide into two teams: parents vs. children

Each team chooses an animal mascot and a nickname for their OurKidsCode club.

Facilitator leads the teams in the OurKidsCode Quiz, with the kids & parents against each other.

The winning team's choice of mascot and club name win and are adopted by the club.

The other team can veto if the name is unsuitable, e.g. rude, insulting, boring.

If they're forming a club, then they'll write in their club name and draw their mascot onto their club rules of behaviour poster. If not, then carry on to the next step.

### Key messages

This group is an OurKidsCode club, even if only for this last workshop.

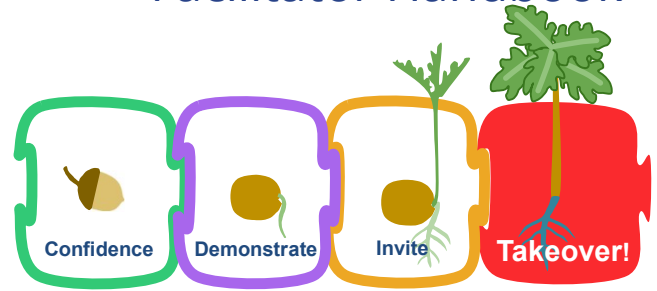
They will choose a club name and an animal mascot that reflect their group's personality and ambitions.

When picking a name, they should be aware that the other team can veto their choice if it's unsuitable, so they don't pick one that's too boring or contains rude words, etc.

The quiz is for fun and the losers are expected to take their defeat gracefully!

# MeetUp 3

## Planning Ahead



### Activity

#### 4. Create - 20 mins

##### Parents' team:

The parents get into groups of 3-4 and make the banana piano following the instructions in the project guide.

When they've finished, they have a chat (parents love chatting!) using the questions on the right side of the page.

The Facilitator points them to the **Run a Club** page on [ourkidscode.ie](http://ourkidscode.ie) where the most up-to-date versions of all the resources can be found.

The facilitator directs them to the extra **project guides** so that they know they can use those projects for their first 3 MeetUps and the **Staying Connected** document so they can reach out if they need support after the workshop.

They should also think about devices and which ones they want to invest in.

If they are going to continue as a club, the Facilitator gives them paper copies of the **MeetUp Checklist** and **Running a MeetUp** documents to plan who'll do what for the next MeetUp.

They should use the time to decide when and where they'll meet next and how they'll communicate with each other.

### Key messages

OurKidsCode clubs are cooperative, no one should be left with all the jobs to do.

OurKidsCode is here to support family creative coding clubs, so if they feel daunted, they should reach out for support to [contact@ourkidscode.ie](mailto:contact@ourkidscode.ie) with Club Support in the subject line.

If they want to start a club, but need more families, they can request a Taster Workshop to introduce new families to OurKidsCode, or they can use the guides to do the projects from the summer camp again.

If they want to meet in their local library, they should know that libraries require all adults in clubs to be Garda vetted.

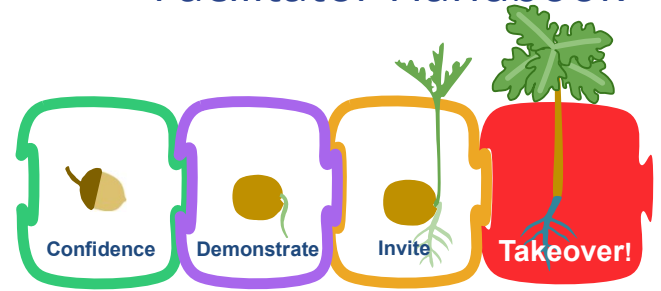
Other possible venues are community centres, schools, family resource centres, parish halls, etc. They can also host the club in their homes.

No matter where they meet, each child must be accompanied by their legal guardian and all families must be registered with OurKidsCode first.

With devices, it's best to start small & only invest in things you know you'll use.

# MeetUp 3

## Planning Ahead



### Activity

#### 4. Create, cont'd – 20 mins

The Facilitator divides the kids into 1-4 teams, depending on what makes sense for the group, and assigns them to the MakeCode (less challenging) or Scratch projects.

As much as possible, the kids make the projects without help from the Facilitator, other than praise and encouragement. Younger children may drift between teams and spend time with the Parents' Team, that's okay too.

There are **Designer** and **Maker** activities suggested for both projects, but the emphasis is on fun and the children are free to come up with their own ideas and have fun with it.

Once each kids' team has made their project, they can try the other one, if time allows.

#### **Micro:bit dice project:**

Some suggestions for other ways to play with the dice:

- Try to guess what number is next
- Make a snakes & ladder board
- Make a list of dance moves or silly faces instead of exercises

#### **Scratch project:**

A one-picture story is enough, given the time.

### Key messages

Creative coding is all about having fun and being positive.

OurKidsCode is about teamwork, so make sure everyone gets a chance to be part of making the project.

Ask your team for help if you get stuck.

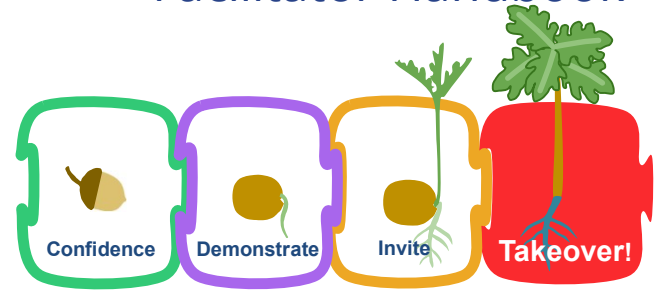
Ask the other team for help if your team is stuck.

See how much your confidence has grown since the Taster!

What other ways can you think of having fun with these projects?

# MeetUp 3

## Planning Ahead



### Activity

#### 4. Create, part 2 – 5-10 mins

The facilitator explains to the teams that they are going to look for more projects to do next time they do creative coding.

If they're forming a club, they're choosing the projects for their next 3 MeetUps. If not, they're getting ideas for projects to do at home.

The teams go back to the tutorial pages on Scratch, MakeCode and MakeyMakey. The Facilitator also points out that there are 3 more follow on projects on the **Run a Club** section of the OurKidsCode website and they're free to choose those.

The teams each write down 3 projects that look like fun, using the questions on page 4. They don't need to spend too much time on this.

If they can think of a craft element and a warm-up, that's great! But if they can't, they shouldn't worry about it. They can think of them later, or someone else might come up with an idea.

The facilitator reminds the groups that all OurKidsCode MeetUps have a warm up and a craft element.

### Key messages

Parents and kids are getting practice with looking for projects online so they have the confidence to carry on doing creative coding without a facilitator.

There are lots of projects online. Even a simple project can be a lot of fun. It's more fun when you can choose the projects that interest you most.

OurKidsCode projects always have a warm-up and craft element. Online projects probably won't have those, but you can come up with your own ideas for those.

It's a good idea to make sure you have all the devices / craft materials you need before you start on a project, as it's frustrating not to be able to complete it.

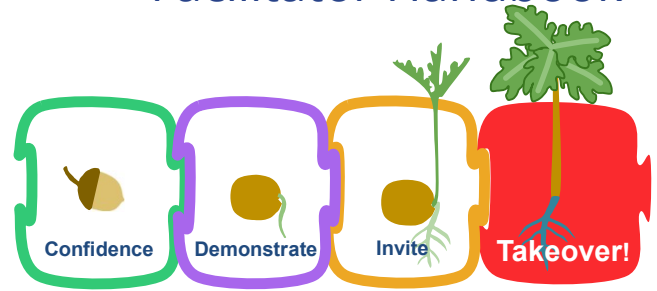
Parents get to veto projects that aren't doable, e.g. they require kit that the club doesn't have or they're too difficult for the group to take on just now.

Big projects are also okay, a group can choose to work on one project over a couple of MeetUps if it takes longer to finish.

To be safe on the internet, kids should always have an adult with them when they're searching for new projects.

# MeetUp 3

## Planning Ahead



### Activity

#### 4. Play and Share – 10 mins

The teams work together to rate the project they completed using the smiley face responses on page 5.

They can also think about warm-ups and craft elements for the project they did.

Each team takes a turn to show off their project to the rest of the group, talk about the rating they gave it and whether or not they'd recommend it to clubs to do.

#### 5. Reflect – 5 mins

Each person fills in a **Reaction Form**. The group discusses what went well and what they'd change.

#### 6. Plan – 5-10 mins

If the club is carrying on, they should agree what project they'll do at their next MeetUp.

If they aren't continuing, then each family can say what project they want to try next at home.

The facilitator says goodbye to the families and leaves the club WhatsApp. The club should now access support as explained in the **Staying Connected** printable.

### Key messages

Everyone in the club should have the chance to choose a project.

Even if it's not so interesting for one person, doing a project that someone else has chosen helps to build patience and cooperation skills.

All projects should have a craft element and an off-screen warm-up

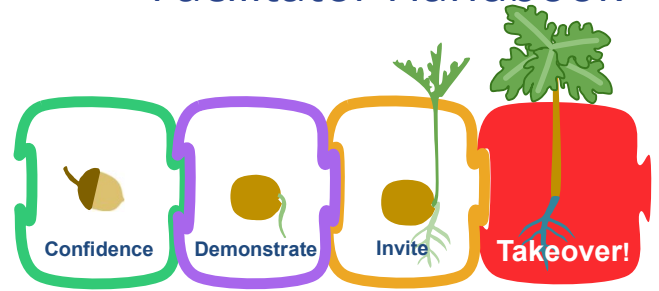
If there are projects that require extra kit, the club can put those off for now, but agree a future time to discuss how to get the kit for the club.

Even if they've chosen a different project, it's a good idea to have one of the OurKidsCode projects ready to go in case the chosen project doesn't work out or its project leaders can't attend.

Each of the chosen projects needs a Project Leader. They are expected to try out the project at home first, so that they can help the other families when they meet. They can also come up with the warm-up and craft aspects, if they haven't been decided yet.

No one family should have to lead all the projects, even if they have more skills than the others. They can support others, but it's good for everyone to have the experience of leading.

# MeetUp 3 Planning Ahead



## Activity

## Key messages

### 7. Handover

Following MeetUp 3, the facilitator fills in the **Evaluation** Form as usual. They also arrange to meet with an OKC team member for an online club handover. The purpose of the meeting is to provide the club support team with basic information about the club and insights into how best to support them to keep meeting up in future.

## QR Codes and Links



[ourkidscode.ie/contact](https://ourkidscode.ie/contact)



[ourkidscode.ie/register](https://ourkidscode.ie/register)



[ourkidscode.ie/checkin](https://ourkidscode.ie/checkin)



[ourkidscode.ie/reaction](https://ourkidscode.ie/reaction)



[ourkidscode.ie/evaluate](https://ourkidscode.ie/evaluate)



[ourkidscode.ie/news-events](https://ourkidscode.ie/news-events)