



Future Makers Awards Brainstorming Guide

Helping youths enter the Future Makers Awards at your Dojo

CodeWeek. 



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 CoderDojo

About the Future Makers Awards

The Future Makers Awards, celebrate digital solutions that answer society's most pressing challenges. From October 18th to December 1st young people are invited to submit their ideas and demonstrate how they are using their coding superpowers to create a positive social impact.

This Guide for Dojo volunteers will help you promote the Future Makers Awards in your Dojo and to support ninjas who are interested in participating. It contains Dojo Icebreakers, a Brainstorming sheet to be given to ninjas and additional resources.

In this Guide:

- Icebreakers
- Brainstorming Dojo activity
- Brainstorming sheet for ninjas
- Ways to support and encourage
- Some Frequently Asked Questions
- Past Winners & Example Projects

“I used my coding super-powers to develop a flood gauge, a flood warning system that alerts the community by email or tweet.”

Shane, 10, Former Future Makers Awards winner



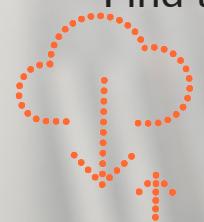
Icebreakers

Starting a Dojo with Ice breakers helps relax youths and get them into a good mindset for brainstorming ideas.

A 10 second checklist:

- Use 1 or 2 icebreakers as a 10-15 minute introduction to your Dojo.
- Be enthusiastic, whatever happens, be enthusiastic!
- Choose volunteers carefully and don't cause embarrassment.
- If something is not working move on to the next activity.
- Finish each icebreaker while young people are still enjoying it.
- Choose icebreakers appropriate for your age group. No Dojo is the same and your understanding of what will and will not work with your group is key.

Find the list of icebreakers you can use on page 8 of this Guide.



Brainstorming Dojo Activity

Use blank paper (preferably larger than A4) and write categories on them. For example, the environment, education, work or health. Organise the Dojo group into smaller teams and give each team a sheet. Get the teams to think up three problems or issues related to this category. Then let the team choose one problem to focus on and what they could create in a Dojo to help improve the current situation for people. Get one or more members of each team to explain their idea and how they would create it using code.

Doing short demos at the end of each session improves communication skills, provides inspiration and encourages youths to share ideas and knowledge.

On the next page is a pdf which can be printed out for ninjas at your Dojo. This can be given to ninjas to encourage them to use their coding superpowers to make the future!

Ninja Brainstorm Worksheet!

You've decided you want to make the future! You've got the coding superpowers you need but first you have to find a problem in your local area to solve and figure out how?

Choose three topics or subtopics from the list (or make up your own!). Write one in each box below:

- Health (fitness, illness, food, obesity, mental health, mindfulness, addiction)
- Politics (governance, employment, poverty, access to resources)
- Environment (waste, pollution, reforestation, biodiversity)
- Education (literacy, digital literacy, school access, creativity)
- Housing (homelessness, rehousing displaced people, insulation, energy efficiency)
- Inclusion (Anti-bullying, Gender equality, elderly people, access for people with disabilities, assisting people displaced by war/violence)

Then write what problems are associated with these three words/phrases in your local area:

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Now pick one issue from each box and write it as a problem statement below: A problem statement should explain

- What is the problem? Or what is the need?
- Who is affected by the problem and how? The people who are affected by the problem will be the users of your device/website/app so it is important to keep them in mind.
- Why is it important to solve? What insight do you have to offer to solve the problem?

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Pick the problem statement you most want to solve. In the boxes below think of three ways you could use code to solve this problem and help those affected:

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Ways to Support & Encourage Participants

Supporting youths to put themselves and their ideas forward is important. Many ninjas, particularly those who tend to be introverted may be afraid their ideas or project isn't 'good' or complex enough to submit an application.

However, their project could help a lot of people overcome a significant issue in their local community, they could also win an awesome prize and be given an amazing opportunity to meet other Future Makers by entering. It is free to enter and with applications available in ten languages there is no reasons not to enter.

Simple ways to support participants:

- Print out and use the Ninja Brainstorming worksheets at your Dojo!
- Encourage ninjas to present their project ideas at the end of Dojo sessions
- Mentors with particular skills relevant to entrants should be encouraged to attend every session during the six week period
- Dojos could hold an extra session during the six weeks to support ninjas who might not be able to work on their projects at home
- Help ninjas record their project video
- Highlight past winners & examples of Future Makers



"I used my coding superpowers to develop the E-car charger locator, an app that helps people find charge points for electric cars."

Niamh, 14,
A great example



Some Frequently Asked Questions

Q: What are the criteria to enter?

- Applicants must be between the ages of 10-17 years;
- Applications must be submitted via the online application form, available in ten languages;
- The applicant's idea must use technology/coding;
- The project needs to be about bringing a positive social impact by providing a real solution to a specific social challenge;
- The project demonstrates innovative elements and stands out from current solutions.
- An Applicant must be an individual as opposed to group entries

Q: What software/technology should I use?

You can use any coding language and technology you want to develop your idea and bring your project to life.

Q: How do I get an application form?

You can download an application form in your chosen language at:
www.coderdojo.com/futuremakers

Q: What languages are the application forms available in?

The application forms are available in: Czech, Dutch, English, French, German, Hungarian, Italian, Polish, Romanian, Spanish.

Q: How do I submit my application?

Step 1: Simply download your application here.

Step 2: Fill in the online application form. Application forms are to be filled in on your computer (there is no need to print them). You can also create a short, two-minute video to support your application (talk about you and your project). Add the publicly accessible link to your video in the application

Step 3: Once complete, email your application to futuremakers@coderdojo.com.

DON'T FORGET to add in the subject line of your email the country you are submitting your application from and your age group (either 10-13 years old, or 14-17 years old). Example of email subject line: Future Makers Application | England | 14-17 years old

Q: Do I have to include a video to enter?

Submitting a video is optional. However, it will give us a chance to get to know you and your idea better.

Q: What should I include in my video?

In your video tell us why you are passionate about coding, how you came to develop your project and how you believe your project can make the world a better place.

Q: What are the prizes?

Winners will be chosen in both the 10-13 and the 14-17 age categories. Winners will be treated to an awesome 2 day expenses paid fun filled trip to Amsterdam the European Capital of Innovation! While each runner up will receive €300 of cool coding/robotics equipment.

You can find all our FAQs at: goo.gl/rXb13f

Name	Players	Resources	Instructions	Objectives/Outcomes
Time Bomb	Full Class	A small ball	<p>Invite the young people to sit (facing inwards) in a circle. You will need a small foam or tennis ball to be the 'bomb'. A young person is selected to start with the 'bomb'. He then has to call out someone's name and throw the 'bomb' to them. That person has 2 seconds only to say someone else's name and throw the 'bomb' to them.</p> <p>You leave the game if you hold the ball for too long, don't say someone's name before you throw, or do such a poor throw it cannot be caught by the next person. A very simple game but it can get very fast and furious. Try it with 2 'bombs'!</p>	Learning each other's names
The Low Tech Social Network	Full Class	Pens & Paper Social Network Sheet. Sample Field Ideas: 1. Name 2. Colour of socks 3. Star sign 4. Favorite subjects 5. Favorite Website Fields for Number of Shares	<p>Participant fills out Paper Social Network profile sheet.</p> <p>Part 1: Find someone that has the same for one of the items from 1-4 on your sheet. Get them to sign beside that item. "Winner" is the first to get 4 signatures (or the most friends!).</p> <p>Part 2: Find someone who has one item the same as your profile and swap profiles. Find someone that has one item the same on this new profile and swap again (can't be the same person as before)</p> <p>Repeat -(count your shares!)</p>	Getting to know each other
Sign My Arm	Full Class	A few pens/washable markers	Give each young person a felt tip marker and tell them they have two minutes to get as many signatures on one (bare) arm as possible. When the time is up, go around and count them, to find the winner. Remember not to emphasise the winning but the fun. Laughs are guaranteed!	Learning each other's names, encouraging kids to speak to each other and ask for help. (Nail polish remover takes pen off skin)
Lingo Bingo	Full Class	Pens & Lingo Bingo Sheets	Print out the "Lingo Bingo" sheets. Then call out terms in a random order and have children mark off each word like they would for bingo normally. The ninjas who get all four words in the corners first, the first line and then all the words in their grid wins.	The game helps young people become familiar with coding terms.
Magic Bridge	Full class	A piece of string long enough for the full group to stand on	Each player must stand on the "bridge". They can take one foot off the bridge. If they take both feet off the bridge, they fall off! To be allowed cross the bridge, the group must arrange themselves in a specified order (e.g. alphabetically, by birthday) without anybody falling off the bridge.	This game encourages communication and teamwork. A follow-up discussion about thinking about their team-mates as well as themselves (e.g. stepping back to let people pass) and a second attempt at the game is worthwhile.
Who Am I?	Full Class	A few coloring pens/paper	Give everyone a piece of paper and a pencil. Allow 5 minutes to draw a picture that conveys who they are without writing any words or numbers. At the end of 5 minutes the leader collects the pictures. Show the pictures to the group, one at a time, and have them try to guess who drew it. Each artist can then explain how their work expresses who they are.	Lets the group get to know each other
Desert Island	Full Class	Pen & paper	You've been exiled to a deserted island for a year. In addition to the essentials, you may take one piece of music, one book and one luxury item you can carry with you i.e. not a boat to leave the island! What would you take and why? Allow a few minutes for the young people to draw up their list of three items, before sharing their choices with the rest of the group.	As with most icebreakers and relationship building activities, it's good for the group leaders to join in too!
Brainstorming	Full class, in teams	One whiteboard/A3 page per team One marker/pen per person	Each team is given 5 minutes to write down at least 30 different things they could do with an orange. (A paper clip also works well for this) There is no criticism allowed, it is about quantity not quality and no idea is too crazy or impossible! Once the time is up, ask each team to give one idea. This can be done several times until good ideas start drying up.	This game encourages creativity. It is an ideal intro to a larger activity that may begin with a brainstorming phase.
Rock Paper Scissors Tournament	Full class	Understanding neighbours. It only lasts for a minute but it can get noisy!	Everybody plays one game of Rock Paper Scissors against a random opponent. The winner becomes a "Champion" and the loser is out and becomes a "Supporter". Each Champion quickly finds another Champion and plays another game, while the Supporters must cheer and chant the name of their Champion. Defeated Champions become Supporters. After 2 wins, a Champion has 3 Supporters. After a 3rd win, they have 7. We quickly have two Champions left, each with roughly half the class shouting for them.	This game is really about the Supporters. As part of a team, you may not always get your own way but you will have to join in and work hard for the team whether your idea got chosen or not!



"I used my coding superpowers to develop pi vision, an obstacle avoidance sensor glasses for the blind."

Timothy, 14,
Former Future Awards Winner.

