



Girls Code it Better Sprint



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Girls Code It Better Sprint

Girls Code It Better Sprint is a “taste” of Girls Code It Better club. In a **single meeting of 3 or 4 hours**, in fact, the participating girls are offered the opportunity to get involved with a small challenge and to discover the creative potential of technology through the creation of an original and personalised digital product.

The goals of GCIB Sprint are:

- **Hands-on learning:** demonstrating a concrete example of what can be created with technology
- **Creativity Development:** allowing girls to take part in a fulfilling creative activity
- **Digital Empowerment:** giving Girls a Chance to Play with Creative Technology

The pillars of GCIB Sprint are:

- **duration of 3 or 4 hours** to give a not too complex but captivating taste of the experience
- **presence of 2 coaches** to ensure support to all participating girls; at least 1 of the 2 coaches must have specific experience with the relevant creative technological area
- **20 participating girls aged 11-14.** It is possible to extend the initiative to girls aged 14-19 but this age group requires more complex planning. Participants may already have advanced skills, making it necessary to develop more complex activities and involve additional resources to ensure an adequate level of challenge and learning.
- a real challenge kicks off the work and requires **the girls to design and build an original solution**, not just execute and copy commands
- technology and **technological tools are used** as a creative means and not as an end (it is not "a coding course" but a "digital creativity club")
- **Girls Code It Better Sprints can be organised both online and in person.**

Create your Girls Code It Better Sprint

We insert here some useful indications for the creation of a Girls Code It Better Sprint, highlighting the fundamental steps. The indications can also be used as a checklist.

Compared to the Girls Code It Clubs, the various steps of Girls Code It Better Sprint have been simplified and will specifically concern Design, Organisation and Conduction.

Designing a Girls Code It Better Sprint

- **Technological area.** Choose the technological area and the tool you want to propose to the girls. For the online clubs, we recommend giving priority to programming, virtual reality or 3D modelling because they are easier to manage remotely.
- **Coaches.** Identify 2 coaches who will be able to guide the girls during the GCIB Sprint. At least one of the two coaches must have strong skills in the chosen technological area. The second coach must have skills in the educational field with the age group of the participating girls.
- **Challenge.** With the help of the coaches, choose a small, concrete challenge that is captivating and engaging for the girls. Some examples that will help you better understand what we mean by challenge:
 - *Create an interactive quiz to help those who do not know Italy to discover it*

- *Create a product that allows you to tidy up your desk or workstation*
- *Create a gallery/museum dedicated to a well-known historical figure*
- **Example.** Ask the coaches to create a small product that can be used as an example of a solution to the initial challenge. Always remember that the girls may not be familiar with the technological area, so showing them an example will be essential.

Within the Girls Code It Better Sprint, choosing the right challenge is essential, so we indicate some of the fundamental characteristics of a “good” challenge: **the 3As of the challenge**

- **Active:** It should allow girls to actively create and not just perform.
- **Appealing:** It must be captivating to girls to involve and entice them
- **Authentic:** it must concern the creation of a real project that addresses an authentic need, not a generic and “scholastic” problem

Organising a Girls Code It Better Sprint

- **Date and Time.** Choose a date and time for your GCIB Sprint in consultation with the coaches. Try to choose a day of the week and a time that allows as many girls as possible to participate.
- **Location.** Choose whether to do your Girls Code It Better Sprint online or in person at a physical location. If it will be online, set up a Google Meet (or similar) room and write down the link. If it will be in person, choose a place that can be easily reached and that allows 20 girls to work comfortably.
- **Tools.** Prepare everything you need for your GCIB Sprint. If it will be online, coaches and girls will need to have a device with internet access, a microphone, and a webcam. If it is in person, you will need a touch screen for the coaches, a device for each girl and an internet connection to connect the devices. You can choose to ask the girls to bring their own device, but it will be more complex to connect and manage. Depending on the chosen technological area, other hardware tools may be necessary, e.g. 3D printer
- **Recruitment.** Make the initiative known through social media posts and posters. **Spread the initiative** to the local community, schools and target audiences on social media by asking them to share it as well. Indicate a registration method (e.g. through a Google Form you have prepared or by phone). Remember to request an email address to send detailed information. At this stage, you can **ask parents for permission to take photos**, following their country's legal guidelines
- **Reminder.** Close to the GCIB Sprint date sends an email to all registered participants reminding them of the appointment and indicating how to participate. e.g. Google Meet link and necessary equipment for online Sprint or specific instructions for getting to the physical location. Indicate a reference phone number for any problems or requests

Conducting a Girls Code It Better Sprint

- 1 **Welcome.** Coaches welcome girls in the physical space or in the online space, helping girls who may have difficulty accessing or finding the location.
- 2 **Presentation.** Coaches introduce themselves by showing who they are and their experience. They can use some slides they have prepared or show their work.
- 3 **Involvement.** They ask the girls some introductory questions to allow them to introduce themselves and break the ice. At this stage it is also possible to have the girls already working with the devices by proposing simple activities such as creating a small digital avatar. This will also allow them to connect the devices to the Wi-Fi network.

- 4 **Launching the challenge.** The coaches explain to the girls what the challenge is on and that they will have to create a product-solution to the launched challenge.
- 5 **Example.** Coaches can suggest to the participants that they “play” with the example model they have prepared to help them understand what they can create and have a basis for the achievement.
- 6 **Access.** Coaches provide the girls with instructions on how to access the chosen technological tool. At this stage, coaches also give a brief overview of the tool to help the girls navigate the creative environment.
- 7 **Base.** Coaches guide the girls in creating the base of the product starting from the example model. This phase is important because it allows the girls to discover the basic controls and start creating a product.
- 8 **Personalisation.** Starting from the base created, the girls personalise their product by adding original details, modifying some features of the product and adding their own ideas.
- 9 **Sharing.** Each girl will be able to show the other participants their original product using the classroom screen or screen sharing in the case of online clubs. The other participants will be able to give feedback.

Design examples

Challenge	Product	Tool
Creating a Point and Click Video Game to Protect the Environment	Simple video game programmed with garbage that “flies” and must be caught	Makecode Arcade
Create a programmed story that tells the life story of a prominent woman in science and technology	A story in scenes (theatrical style) that tells the story of the chosen woman	Scratch or Makecode Arcade
Create an interactive quiz to help those who do not know Italy to discover it	Interactive quiz with questions about Italy (a narration part can be added as previous example)	Scratch or Scratch for CS First
Create an escape room that allows you to discover the goals of the 2030 Agenda for Sustainability	Simple escape room with scoring and hot spots that offer stimulating questions	Cospaces Edu or Minecraft
Create a gallery/museum dedicated to a well-known historical figure	Virtual museum with a staged narrative of a character's life (if the level of expertise and time allow, it can also be connected to 3D modelling)	Minecraft or Cospaces Edu
Create a virtual tour to discover a specific place in Italy	Simple 360 virtual tour with one of the iconic places	Minecraft or Cospaces Edu
Create a product that allows you to tidy up your desk or workstation	Pencil holder and eraser holder snap together on a base	Tinkercad or SketchUp
Create a product that represents an important character for science and technology	3D avatar of a historical character with a model representing one or more of the character's discoveries	Tinkercad or SketchUp
Create a product that allows you to discover an Italian monument	Small diorama with stylised historical monument and setting	Tinkercad or SketchUp

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Project funded via a Digital Europe Programme grant 101158834
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Funded by
the European Union