



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

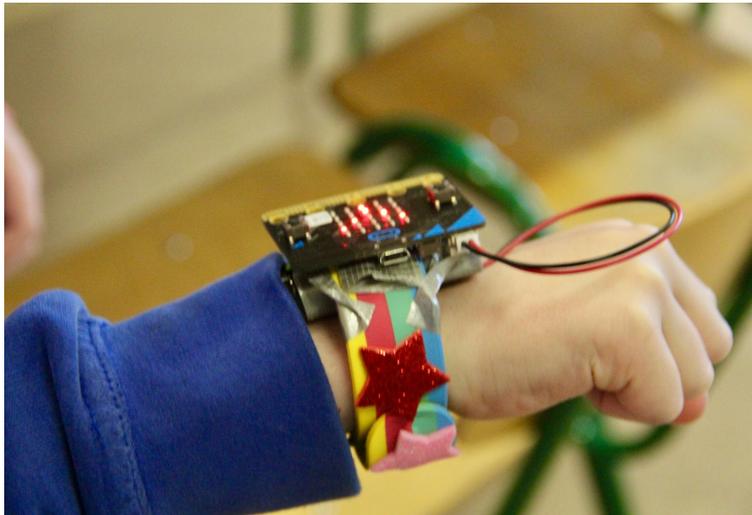
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What is OurKidsCode?

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?

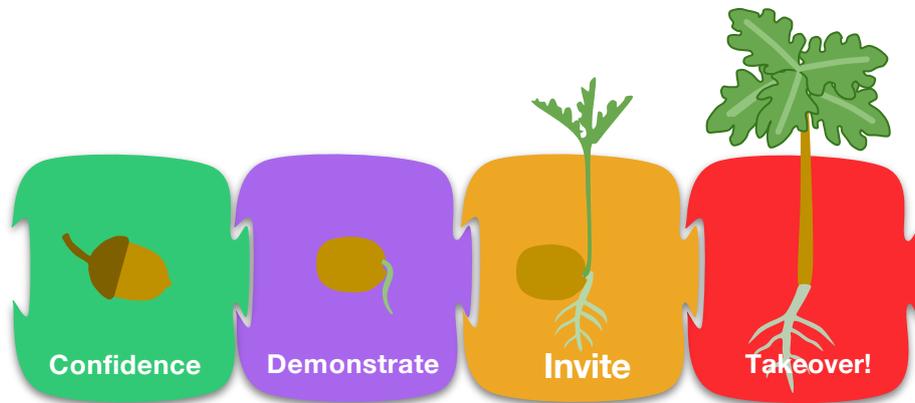
OurKidsCode facilitators support creating an environment for parents and kids to be creative, playful, informed, engaged, curious and empowered in their use of technology.

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

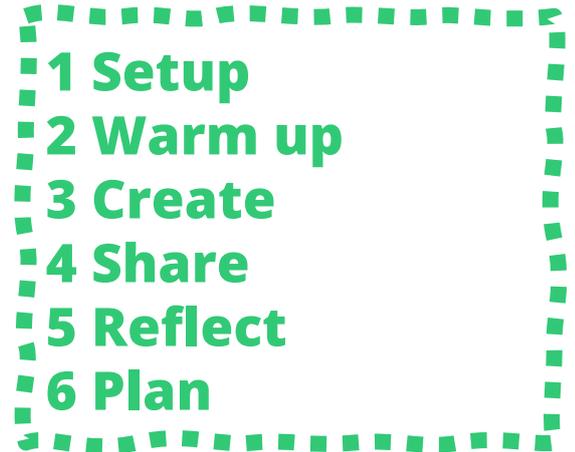
Families explore online resources to choose projects they want to do together. The facilitator supports them to plan their next three MeetUps and ensures they know how to access ongoing support from OurKidsCode.

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

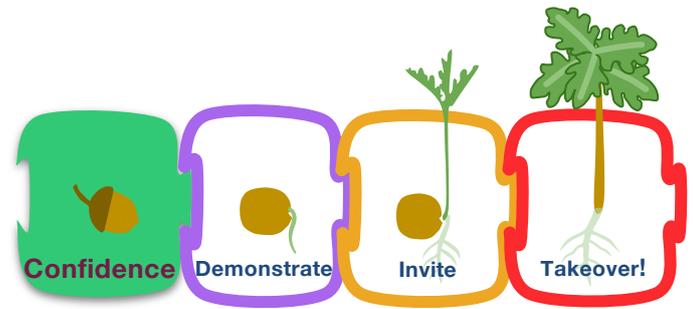
1. You do **not** need to be a technical wizard to be an OurKidsCode facilitator!
2. OurKidsCode is not a school or a course. A core value of OurKidsCode is the belief that parents and children learn best when they're feeling safe and enjoying themselves, so your role is to create **a relaxed and fun 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

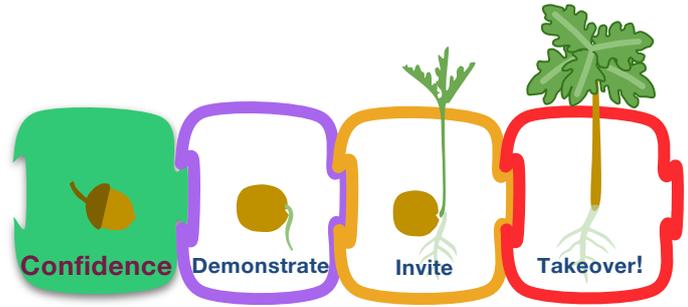
- The Taster Workshop introduces families to OurKidsCode and the concept of a family-run coding club with the hope that they will be motivated to start their own club.
- For many families, this is their first experience of coding.
- The intention is to build their **confidence** with coding, with family-based 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.



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

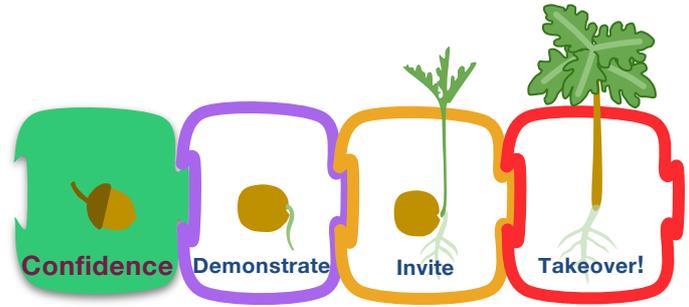
Facilitator gives information about OurKidsCode:

- 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

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

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.

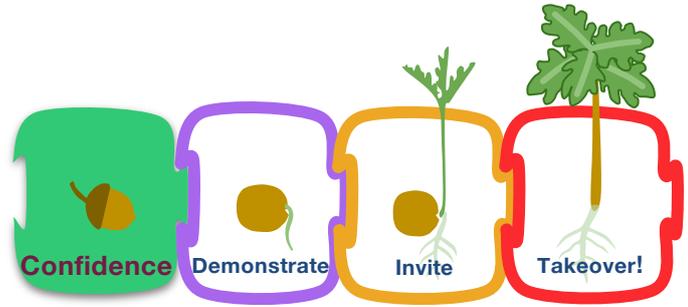
Facilitator elicits feedback

Key messages

- 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

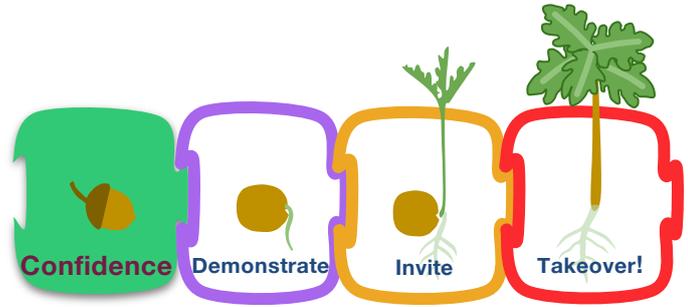
Facilitator offers support where needed and encourages families to try out each other's dance instructions

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

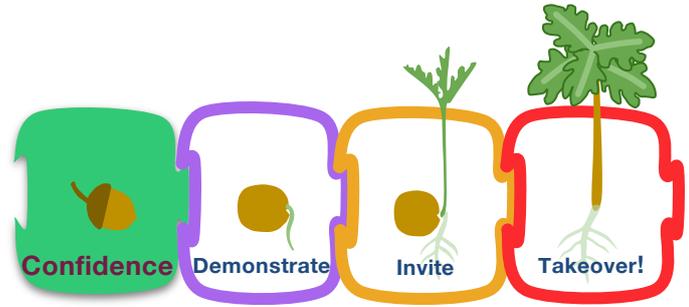
Families try out each other's dance mats and play music with their feet

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

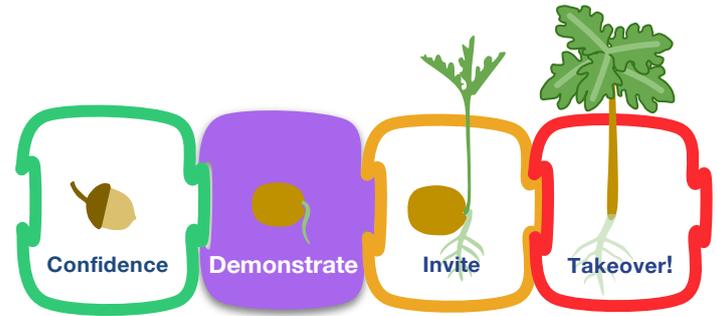
For NPC facilitators:

After the MeetUp

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

MeetUp 1

Rock-Paper-Scissors



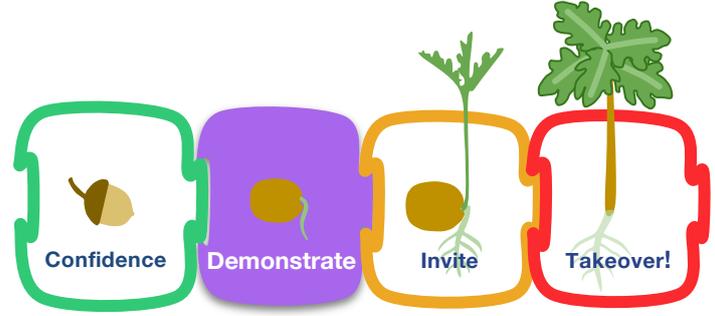
Overview

- 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.

Materials:

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

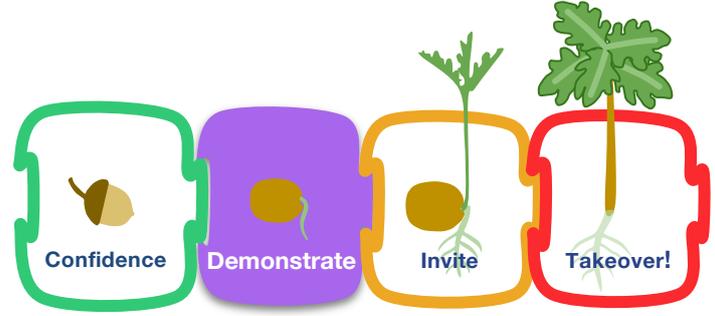
Families have a chat about who's going to do which jobs this time

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

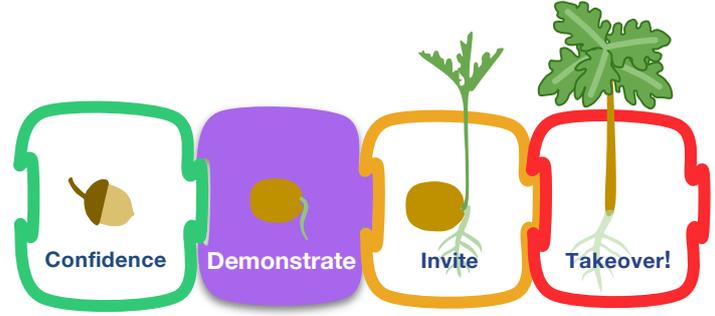
Facilitator circulates to make sure everyone has been able to connect and get started and to offer support if it's really needed

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**

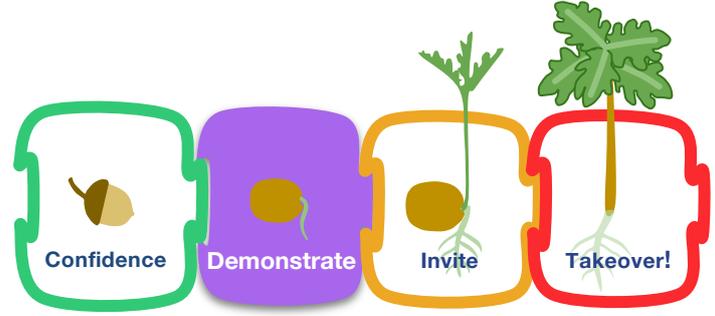
Come together for a chat about what you liked best and how it could be improved

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

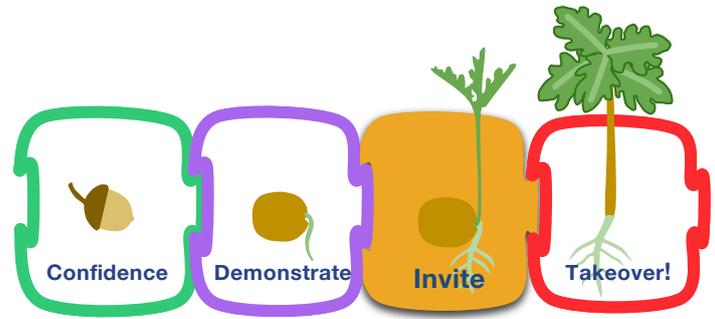
Key Messages

- 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.

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

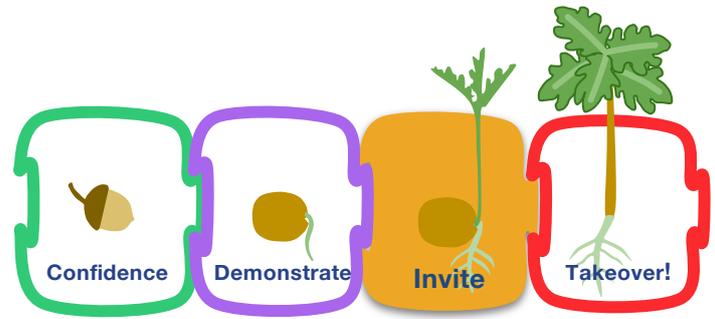
Set Up – 15 mins

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

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



Key Messages

- 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 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
- 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.

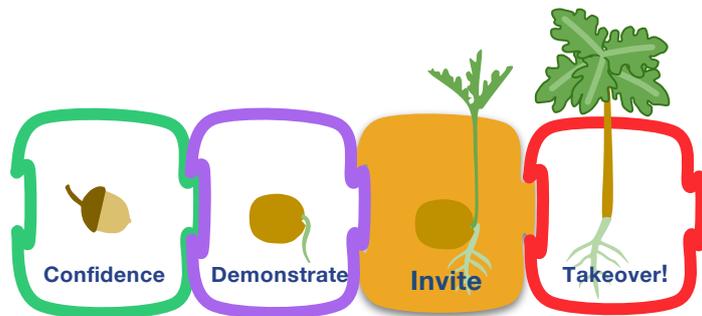
Facilitator only offers support if it's needed

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

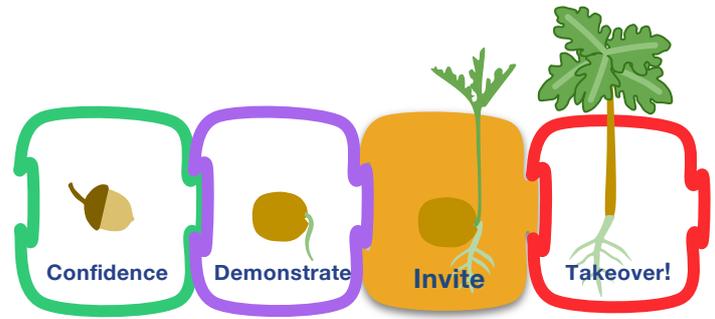
4. Share – 10 mins

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

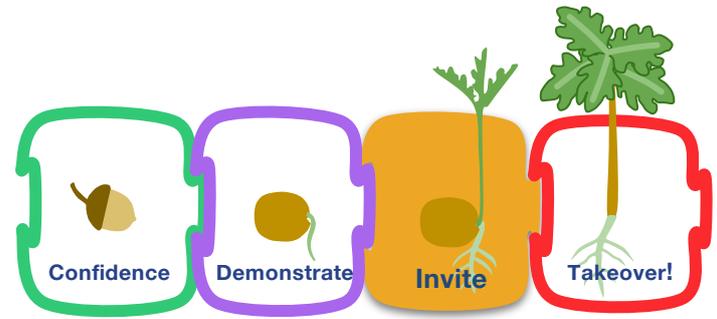
1. take responsibility for checking that everyone has filled in the online **Reaction** form
2. gather the families together for a chat about what went well and what they'd like to do next time
3. take notes about what was said
4. one person volunteers to fill in the **Evaluation Form**



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



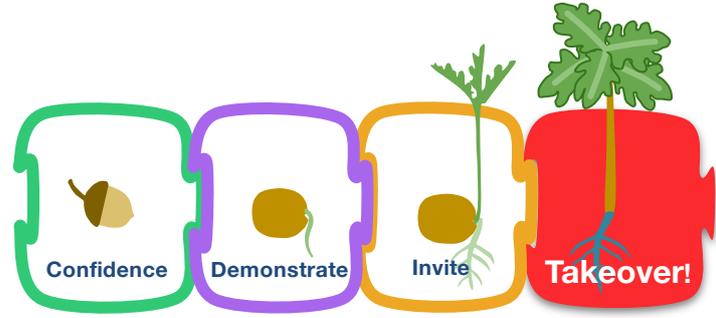
Overview

- Families **take over** running their club themselves, by planning ahead
- The focus is on ensuring that the families have a plan for their next three MeetUps and that they are confident to continue meeting up without the facilitator
- There is no project to do at this MeetUp
- Families identify their club name, mascot and ethos
- Families build their confidence by finding and choosing projects
- The facilitator reinforces the importance of the 6 Key Messages
- The facilitator introduces the families to the supports OurKidsCode offers to clubs

Materials:

- Post-it notes
- Markers
- MeetUp Printables:
 - ✓ Running a MeetUp x 3
 - ✓ MeetUp Checklist x 3
 - ✓ Choosing Projects x 3
 - ✓ Choosing a Warm-Up x 3
 - ✓ Being a Positive Club poster
(A3 or A2 if possible and appropriate for the venue)

MeetUp 3 Planning Ahead



Activity

1. Set-up – 10 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.

2. Warm up – 15 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.

Key messages

It is 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.

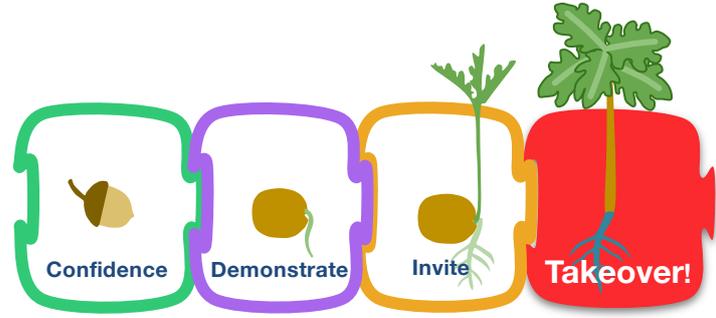
They already have a club code but they are a real club now and they also need a club name and an animal mascot that reflect their group's personality and ambitions.

When picking a name, they should be aware that the other team can veto their choice if it's unsuitable, so 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

3. Be Positive – 10 mins

The facilitator brings everyone back into family groups.

Using post-it notes, the families write one or two words or draw pictures to say what kind of behaviour they want in the club.

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

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

Volunteers write in the club's new name and draw a picture (or pictures!) of the mascot on the **Being a Positive Club** poster. They can write the rules in now, or just stick on the post-its and write them at a later MeetUp.

If it's appropriate, the club can put the poster up on the wall of their meeting room.

Key messages

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

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

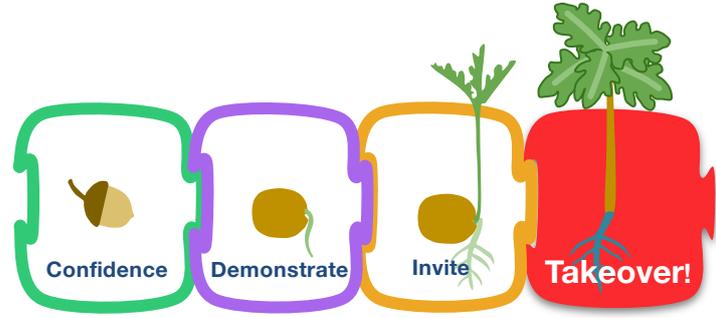
Agreeing rules in advance can help everyone remember to be kind and respectful of others.

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

4. Create – 20-30 mins

The facilitator divides the group back into Parents and Children teams and explains that they are going to plan ahead for their next three MeetUps.

Parent Team:

The facilitator instructs the parents to work independently to agree their next three dates and fill in **Run a MeetUp** and **MeetUp Checklist** with who will do which jobs for those MeetUps. They will fill in the information about the project in the **6. Planning** step next.

The facilitator also directs parents to the **'Run a Club'** section of the OKC website and reminds them about the range of club printables, including the **'Staying Connected'** printable and the Slack channel.

If they have more questions about running a club, they can ask them now, but the facilitator makes sure that they know how to contact OurKidsCode Club Support, because this is their last facilitated workshop for the moment.

Key messages

No one should get stuck doing all the jobs! OurKidsCode clubs are cooperative.

Clubs should look out for invitations to ongoing training and follow OurKidsCode on social media to keep up with our latest news.

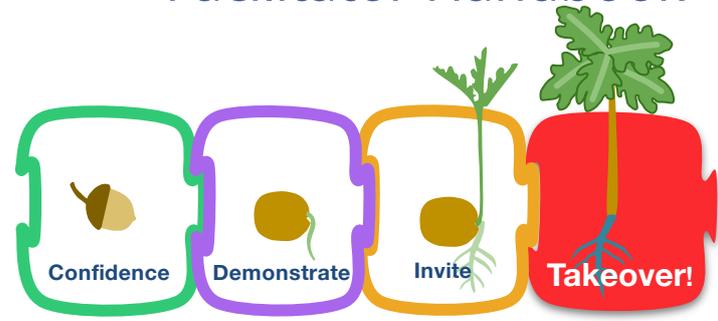
Clubs are invited to join in the Microsoft Dream Space Do Your Bit Challenge – more information on our website and social media as it becomes available.

If they want to invite new families, they can. The maximum number of families at a MeetUp is 6, but there may be more than that in the club as not everyone will attend every MeetUp.

When a new family joins, the group can choose to redo an earlier project from their Taster or MeetUp 1 or 2 as an introduction.

MeetUp 3

Planning Ahead



Activity

4. Create (continued) – 20-30 mins

Children Team:

The facilitator supports the children to explore online resources together and choose three projects that look interesting & doable, using **Choosing a Warm-up** and **Choosing Projects** to help.

The children can work as a group around one laptop, or they can split into smaller groups by family, age or interests, whichever works best for them.

If they have a special interest, they can try Googling to find projects, e.g. 'micro:bit projects about football'

If they can think of a warm-up and craft idea for the projects, great! If not, they can figure those out later in **5. Sharing**

The children finish up with a list of at least three projects that they want to do. This could include the OurKidsCode follow-on projects: Pet, Frustration & Reactions, or it could be projects that they've found themselves.

Key messages

It's more fun if the families get to choose the projects that they do.

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.

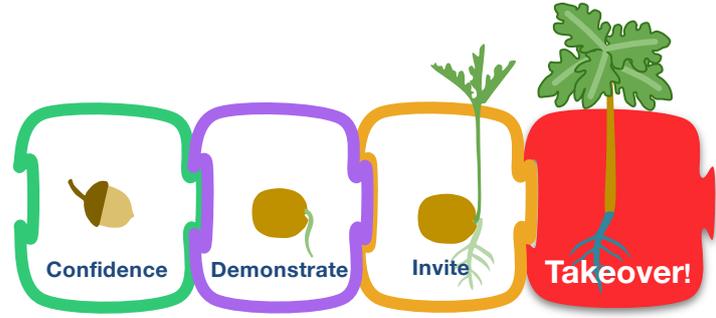
Big projects are also okay, a group can choose to work on one project over a couple of MeetUps if it takes longer to finish.

It's also an idea to go back to a project they've done already and see if they can change it to make it more interesting. E.g. turn Rock-Paper-Scissors into dice and use it to play snakes & ladders, or explore all the different sounds you can make with Conductor.

If someone's project idea doesn't get picked this time, it can go on the list for a future MeetUp.

MeetUp 3

Planning Ahead



Activity

5. Share – 10 mins

The parents & children come back together.

Parents tell children when they'll be meeting again & who'll do which jobs.

Children tell parents about the projects they've found. If they still need to decide on warm-ups & craft ideas for any of the projects, the group can brainstorm them.

6. Plan – 5 mins

The group votes on their next three projects. If they're not feeling confident about the projects that the children found, they have the option to go with the three projects on the OurKidsCode website: **Pet, Frustration** and **Reactions**.

The group decides on one family per each of the three projects to be that project's Leader.

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

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.

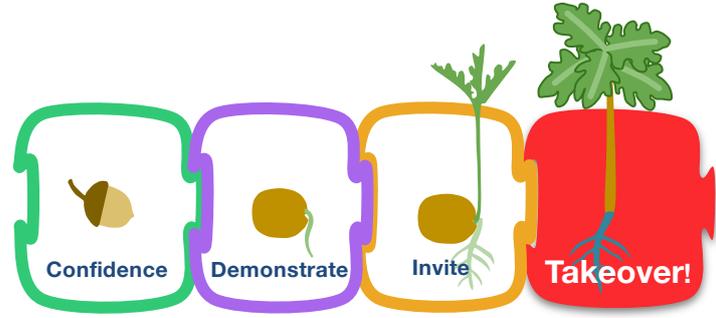
If there are projects that require extra kit, the club can put those off for now, but agree a future time to discuss how to get the kit for the club.

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 to give them basic information about the club and their insights into how best to support them to keep meeting up in future.

QR Codes and Links



ourkidscode.ie/contact



ourkidscode.ie/register



ourkidscode.ie/checkin



ourkidscode.ie/reaction



ourkidscode.ie/evaluate



ourkidscode.ie/news-events