

#CREATEWITHCODE

VIRTUAL DOJOS



CODERDOJOS – FREE, FUN LEARNING CLUBS THAT ENABLE NINJAS (7 – 17 YEAR OLDS) TO TEACH THEMSELVES HOW TO CODE AND BECOME CREATORS AND NOT JUST CONSUMERS OF TECHNOLOGY... ARE NOW GOING VIRTUAL!

The digital online world is offering more opportunities to work and learn differently. Many more jobs will need digital skills and some knowledge of coding will be essential. Dojos bring together people who want to learn how to code and to explore the possibilities this brings. CoderDojo clubs around the world are hosting virtual dojos - enabling us to come together remotely.

An initiative of the



Fogarty Foundation

GETTING CONNECTED: TOOLS

Popular and free video conferencing tools Zoom, Webex and Google Hangouts have been put to the test. Zoom seems to be the most popular. Cisco's Webex has recently become free and offers business conferencing quality that some dojos are taking advantage of. Each tool can connect groups of people online but they are all a little different and with so many free ones out there, it can be hard to choose. CoderDojo recently compared 5 video conferencing tools to provide a clearer picture of what they offer.

Choosing a tool

- Does the tool allow private communication between adults and young people, or between young people? This can pose a safeguarding risk, so you should avoid using tools that allow private messaging.
- Does the tool require young people to have an online account? For most collaboration tools where an account is required, account holders need to be at least 13 years old. If the young people in your group are under the age limit of the tool you want to use, then their parents or carers must set up the required accounts and remain nearby throughout the session.
- Does the tool need to be installed on learners' computers? This may be an issue for learners without administrative rights to their computers.
- Does the tool work on multiple operating systems and web browsers, and is it free to use?

	BIG BLUE BUTTON	CISCO WEBEX	GOOGLE HANGOUTS	JITSI MEET	ZOOM
Maximum users	150	100	250	75	100
Time limit	60 mins/none	None	None	None	40 mins/none
Is installation required?	No*	Optional	No	No	Optional
Is an account required?	No	No	Yes	No	No
Can I turn off direct messaging between hosts and participants?	Yes	Yes	Only public chat	No	Yes
Can I mute users?	Yes	Yes	No	Yes	Yes
Can I control screen-sharing?	Yes	Yes	No	No	Yes
Other useful features	<ul style="list-style-type: none"> • Breakout rooms • Hand-raise signals • Ready-to-use polls • Open-source 	<ul style="list-style-type: none"> • Hand-raise signal • Polls • Passwords for sessions 	<ul style="list-style-type: none"> • Integrated with Google calendar and Gmail 	<ul style="list-style-type: none"> • Hand-raise signals • Passwords for sessions • Open-source 	<ul style="list-style-type: none"> • Breakout rooms • Simultaneous multi-screen share • Hand-raise and other signals • Host only screen sharing option
Issues worth mentioning	<ul style="list-style-type: none"> • Harder to set up than other tools if you plan to use your own server 		<ul style="list-style-type: none"> • Fewer presenter controls than most • No passwords for sessions available • Sessions can be accessed without a host 	<ul style="list-style-type: none"> • Cant turn off direct messaging between users • Users can record sessions and kick out others 	<ul style="list-style-type: none"> • Multiple reports of people gaining unapproved access to sessions. You should use additional security features: password, unique links, waiting room feature, lock room feature
How to videos	Video for hosts and video for participants	Overview video and start/join a session video	Training videos and help articles	Video about how to set up a session	Multiple introductory videos



RESPONSIBLE DOJOS: SAFEGUARDING

To further support Dojo's running remotely the Raspberry Pi Foundation recently posted advice on their website, highlighting the importance of being prepared and conscious of the responsibilities Mentors have when working with young people. The 7-page document can be found here <https://rpf.io/online-club-guidance>, here are the key recommendations from it:

- Ensure that young people have their parents' consent to take part in your online session.
- A parent or other adult should be present in the house during the online session. They don't need to be in the same room, but they should know that the session is taking place.
- Advise parents that their children should participate in the online session while sitting in an open area of the house or in a room with the door open.
- Provide parents with the link to the Raspberry Pi Foundation's safeguarding page, so that they know where to report any concerns.
- All communication with young people should be in the open, and you should avoid the use of online tools that allow private messaging between yourself and your learners, or between learners.
- It is OK to use webcams during the session, but make everybody aware that they are not allowed to record or take screenshots of the session.
- If you share your own instructional videos/photos with young people, make sure that your background space is child-friendly and that nothing inappropriate is on display. Be sure to triple-check that you share the correct video/photo file and that no personal details are visible in it, including information that may identify your home address.
- Make parents aware that young people may send you their projects, as links or videos/photos, and make sure young people have their parent's permission before sharing any content with you.

DESIGNING YOUR SESSION

- Let attendees know in advance what you are planning for them to work on.
- Remind all participants about the code of conduct and the behaviour expected during the online session, such as no private messaging or taking screenshots.
- Plan an icebreaker activity for the start of the session. This could be as simple as asking your learners to say hi and tell others what they plan to make.
- Decide if you want to divide learners in any way — by age, programming language, or level of support needed. Some online video conferencing tools have a function to create separate breakout rooms, or you can create multiple video sessions to accommodate different groups. Share the right link or links with parents in advance. Remember that we encourage you to have at least two adult club leaders in each virtual environment.
- Make sure you can facilitate a showcase at the end of the session so that all learners are able to show off their work.

COMMUNICATIONS

Early communication with Ninjas and parents is key to running a virtual dojo. To get the most out of a coding session it's recommended Mentors try to include an icebreaker upfront and allow enough time at the end to showcase Ninjas' work. Some dojos are running separate sessions for under 13's and over 13's. Be conscious of guidelines for length of delivery, breaks, mode of conversation and collaboration.

- Remember that your communications with club members outside of club sessions should always be directed to the young people's parents and not directly to young people.
- If you don't have a way to contact the club members' parents directly, ask your venue for help.
- Be careful never to share the access details to your online session publicly, so that only people you are inviting are able to attend.



OTHER HELPFUL TOOLS

If video conferencing doesn't suit there are other ways to stay connected and help Ninjas code. Other effective tools Dojos are using to share activities and resources are:

- Streaming video services - YouTube Live Stream, The Midland Dojo Live Stream Scratch every Mon, Tue and Thurs from 3:30pm
- Cloud classroom solutions - Edmodo and Google Classroom.
- Collaborative office suites - Office365 and Google Docs.
- Ice breaker tools - Kahoot and Padlet.
- Showcasing tools - Flipgrid and Scratch Studio.

CoderDojo promotes networking and confidence through learning new skills. With online communication tools dojos can be run virtually, bringing people together remotely to learn and explore the possibilities of coding.

If you are thinking about running your Dojo remotely we'd love to hear from you to find out how it went. Sharing your stories and successes will help other dojos.

Please contact us to let us know what you are doing or cool project ideas you have. Let us know if we can help your dojo out in any way.

Christian Krogdahl
Coderdojo WA
coderdojowa@fogartyfoundation.org.au



Powered by:



Fogarty Foundation

Creating opportunity, realising potential

Partners:

