

PRESS NOTE: 01 Dec 2016

Goa IT Professionals (GITP) appeals to all Goan schools and colleges to actively participate in the upcoming **Computer Science Education Week** during December 5-11 (i.e. next week) to help their students understand how computer science is touching every sphere of human activity today and the ease with which they can equip themselves to benefit from it. GITP through its Project GEIT (Goans Empowered with Information Technology) initiative has already circulated details to more than 180 email contacts of Goan schools about the free online “Hour of Code” activities of USA’s code.org especially planned for next week through which students can self-introduce themselves to the exciting world of creative computer programming with simple online fun exercises based on popular cartoons and animated movies. Millions of children worldwide have taken to the productive use of computers and internet as a direct result of code.org and similar institutions’ work over the past few years. See our email below for details.

GITP understands that the current dismal plight of Goan school Computer Labs and broadband connectivity will likely impede participation of many schools and students in the Computer Science Education Week activities. We continue our efforts to enable and pressurize the state government to address this serious infrastructure matter but are disappointed by its progress so far. Nevertheless, it would go a long way if the school managements atleast create awareness among their students about free online learning resources like code.org, Khan Academy and others which the students could then explore from their homes and their parents’ smartphones instead of wasting time on just games, videos and other distractions available on the internet.

Given below are the email sent to +190 school recipients for your reference:

Dear School Leaders,

Greetings from the Project GEIT team!

It’s a week since our **TechSparkle2016** camp concluded and our team is just coming out of that wonderful experience of introducing 200+ kids across Goa to the amazing world of Information Technology. 90+ kids attended it in North Goa at the Central Library (Patto) and 110+ kids attended in South Goa at the District Library (Navelim). We are extremely grateful to those among you who encouraged and sent your children for this camp. All details of this camp will soon be available on our Facebook page for your reference.

Some of you might be aware that the global **Computer Science Education Week** is coming up shortly i.e. 5-11 December. Its objective is to introduce children to the magical world of computers beyond our current clerical Microsoft Office-centric curriculum. An USA-based institution, code.org, has been spearheading this movement for past many years through their **Hour of Code** initiative wherein children can easily self-learn online about computer programming and more importantly the

logical thinking process that goes into controlling a computer. All this is done using games, cartoons and movie characters that children are already familiar with. More details on this initiative can be found in postscript below and code.org website.

Last year Project GEIT organized Hour of Code in its 3 pilot schools i.e. Gokuldem, Neura and Chora. And we would be happy to guide and support your school this year with it. **So register your school [here](#) at the earliest, check how many computers are working in your Computer Lab, also if your broadband connection is working and let us know any help you need to ensure your school's participation in this global event.**

With or without Project GEIT, the onus clearly lies on your shoulder to ensure that the budding generations presently in your school's care are prepared to flourish in a technological era that is already upon us. Let us together ensure that none of us fail in this important duty. All the best!

Regards,

Project GEIT (Goans Empowered with IT) - a Goa IT Professionals (GITP) group initiative

COMMUNICATION FROM [CODE.ORG](http://code.org)

Thanks to educators like you, computer science is experiencing [record growth in schools](#). The entire education community has rallied behind this new subject, and 2016-17 will be the biggest school year for computer science, ever.

New Code Studio features for your classroom, thanks to *your* feedback.

Our goal is to make it as easy as possible for educators like you to give *every* student the opportunity to learn computer science. That's why we want to share these tools for you and your classroom.

For *any* classroom

- Encourage **pair programming** in your classroom! We improved the way Code Studio tracks student progress, even if 2 students use the same computer! [Check it out](#) and let us know how it's working in your classroom.
- Keep your CS Fundamentals class on track with "[Stage Extras](#)", so no one gets too far ahead or too behind.

For middle and high school classrooms

· **App Lab**, our online programming environment, is a powerful tool for middle and high school students to create and share *real working apps*. If you teach middle or high school and are new to App Lab, [start learning](#)—and tell other teachers, too! If you're already using App Lab, check out all our [feature updates](#).

· **The best interactive tools** from our CS Principles course are now available as [stand-alone tools](#) to teach computer science concepts such as encryption or compression in any middle or high school classroom.

Last but not least: Hour of Code 2016 is coming! Sign up your classroom.

Join the biggest learning event in history this **CS Education Week, December 5-11**. Last year, 200,000 educators hosted an Hour of Code event—and together we reached over 180 countries.

[Sign up early](#) to help us reach *every student* this year.

On a personal note, thank you for all you do to give our children the opportunity to build their future. The computer science education movement is one of the best stories in the world today. It's unfolding right before our eyes, and it's thanks to you, the heroes of the movement. Your support and the work you do every day in classrooms inspires all of us.

Minecraft @ Hour of Code

If you did the Hour of Code last year with your class, you might have used our Minecraft tutorial. Since launching, it's been used over 31 million times by students—thank you for making this fun and exciting introduction to computer science so popular! For 2016, Code.org, Microsoft and Mojang are announcing the all-new [Minecraft Hour of Code Designer](#), a tutorial that lets students code their own Minecraft rules. This year, students can use code to control how animals and other Minecraft creatures behave—they can create a totally unique Minecraft experience, and then share it with friends or play it on their phones!

The new tutorial begins in a Minecraft world where sheep don't move, the chickens don't cluck, and nothing attacks: it's a blank slate without movement or defined action. Over the course of an hour, students will bring this world to life using computer science. At the final level, they get to define the rules of Minecraft however they wish. If they want, the cows can lay eggs, sheep can explode, and zombies can run away from players! If you used last year's Minecraft activity, the new one provides a perfect way to expand your students' knowledge of computer science. For new

teachers, we are pleased to offer both tutorials, which require no experience to teach.

We're thrilled to add [**Minecraft Hour of Code Designer**](#) to our list of activities for this year's Hour of Code. If you haven't checked out the expanded list yet, there are tons of new activities that you can filter on our site based on grade level, experience level, subject area, and more. Find the perfect activity for your class at <https://code.org/learn>.

Computer Science Education Week (December 5-11, 2016) is almost here! [Sign up your Hour of Code event here**](#) if you haven't yet and get ready to do the new Minecraft tutorial with your class!**