



# Code Challenge

The Code Challenge was set up 3 years ago to encourage students of all ages and abilities to start coding around a problem or issue without the pressure of coursework.

### Outputs

- Engaged annually with in excess of **35** local schools
- Increased STEM Ambassadors from 6 –
  44 over the life of the project
- In excess of 150 children took part in coding clubs annually
- Judges were drawn from 12 local
  STEM industries
- In excess of 75 school teachers attended CPD workshops to learn how to use coding in the classroom
- All winning teams selected were funded to attend Double Negative, the visual effects studio in London for a presentation ceremony and tour
- During the third year of the Challenge we gave greater emphasis on encouraging more girls into STEM subjects locally supported by a Girls can Code networking event at BU attended by students, teachers and industry

The main focus of the challenge is simply getting kids coding around a chosen theme, whether to design some artwork, control a robot or electronic control system or make a game / animation. The first years theme was tourism, year two was sustainability and this year sport and fitness.

#### **Workshops** for Teachers

In partnership with STEM Dorset and Wiltshire, the Code Challenge also offered a programme of CPD sessions on a variety of computing platforms to support local teachers and STEM Ambassadors. The aim was to build a strong link between teachers and coders and help stimulate greater creativity and confidence in coding for local school teachers to help support students in years 5-13. From these workshops a support booklet was produced to connect teachers with a wider variety of coding platforms than they might have come across.

#### **Engaging Ambassadors**

The Challenge saw a significant step in engagement with coding Ambassadors. When the code challenge started in 2013 there were just 6 registered coding ambassadors (STEM professionals who volunteer to inspire young people about STEM careers) across Dorset. This year 44 Ambassadors engaged with the Challenge and provided support to schools. Increasingly the Ambassadors were acting as mentors to schools with low IT skillsets and this can be seen as an added outcome of the Challenge.

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