CODEX2 Project
(Collaborative Development for the XO-1 Laptop)

Visit us
learninglab.lincoln.ac.uk
/wiki/OLPC_XO-1

The CODEX2 Project is part of the University of Lincoln UROS scheme (Undergraduate Research Opportunities Scheme) and our aim is to provide an easily accessible Open Source platform within which students are able to develop activities for the OLPC XO-1 laptop as well as create Open Source applications and contribute to the OS Community.

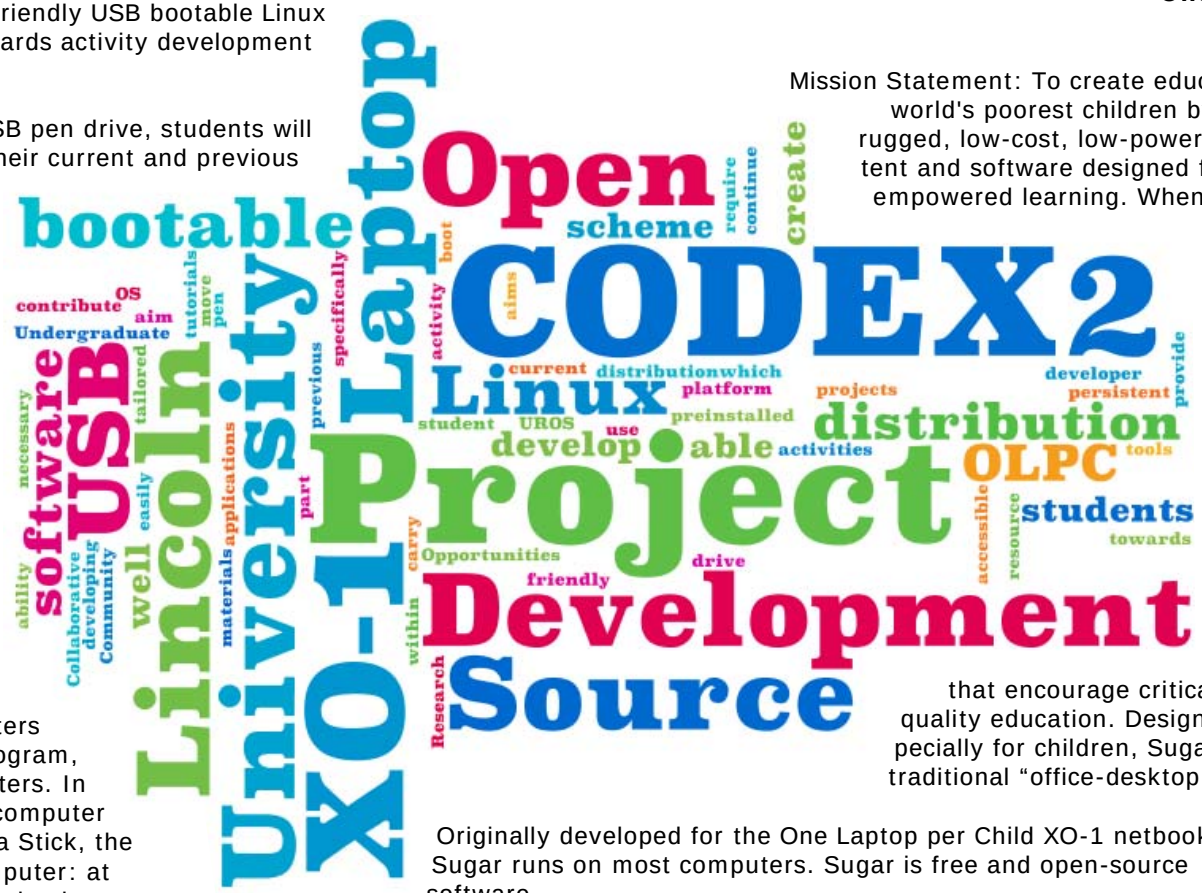
Through the use of preinstalled development software, tutorials and resource materials the CODEX2 Project aims to create a student developer friendly USB bootable Linux distribution which is specifically tailored towards activity development for the XO-1 Laptop.

With the ability to boot from a persistent USB pen drive, students will be able to develop on the move and carry their current and previous projects with them as well the necessary development tools they require to continue developing.

Sugar On A Stick
(SOAS)

Sugar Labs offers ubiquitous access to Sugar in a USB (Universal Serial Bus) flash memory drive (stick). The Sugar on a Stick project gives children access to *their* Sugar on any computer in their environment with just a USB memory stick. Taking advantage of the Fedora LiveUSB, it's possible to store everything you need to run Sugar on a single USB memory stick (minimum size 1GB).

This small USB device can boot into the Sugar learning platform on different computers at home, at school, or at an after-school program, bypassing the software on the those computers. In fact, Sugar on a Stick will work even if the computer does not have a hard-drive. With Sugar on a Stick, the learning experience is the same on any computer: at school, at home, at the library, or an after-school centre.



one laptop per child™

One Laptop Per Child Project
(OLPC)

Mission Statement: To create educational opportunities for the world's poorest children by providing each child with a rugged, low-cost, low-power, connected laptop with content and software designed for collaborative, joyful, self-empowered learning. When children have access to this type of tool they get engaged in their own education. They learn, share, create, and collaborate. They become connected to each other, to the world and to a brighter future.

Sugar Interface

The award-winning Sugar Learning Platform promotes collaborative learning through Sugar Activities that encourage critical thinking, the heart of a quality education. Designed from the ground up especially for children, Sugar offers an alternative to traditional “office-desktop” software.

Originally developed for the One Laptop per Child XO-1 netbook, Sugar runs on most computers. Sugar is free and open-source software.

Sugar is the core component of a worldwide effort to provide every child with equal opportunity for a quality education. Available in 25 languages, Sugar’s Activities are used every school day by almost one-million children in more than forty countries.

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PC Edu Tools People

Codex2 Project

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