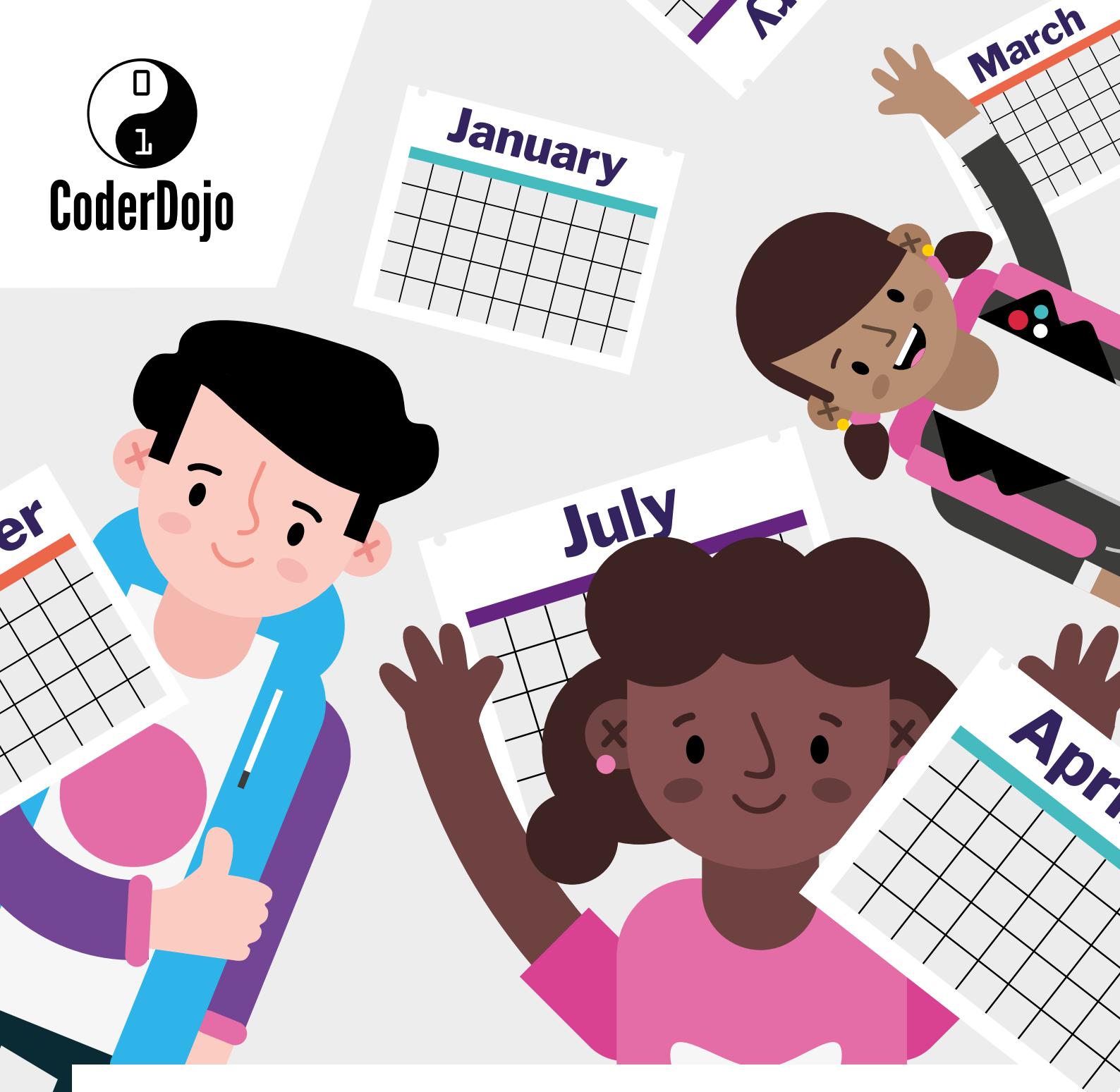


CoderDojo



CoderDojo Foundation

Annual Report

2017

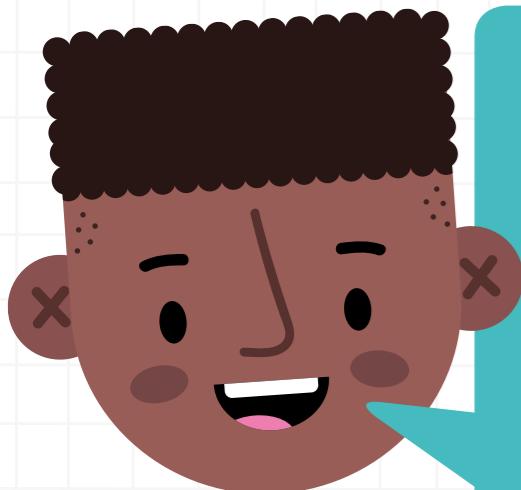
The CoderDojo Foundation is an Irish registered charity (524255) CHY20812
and is part of the Raspberry Pi Foundation, registered charity number 1129409

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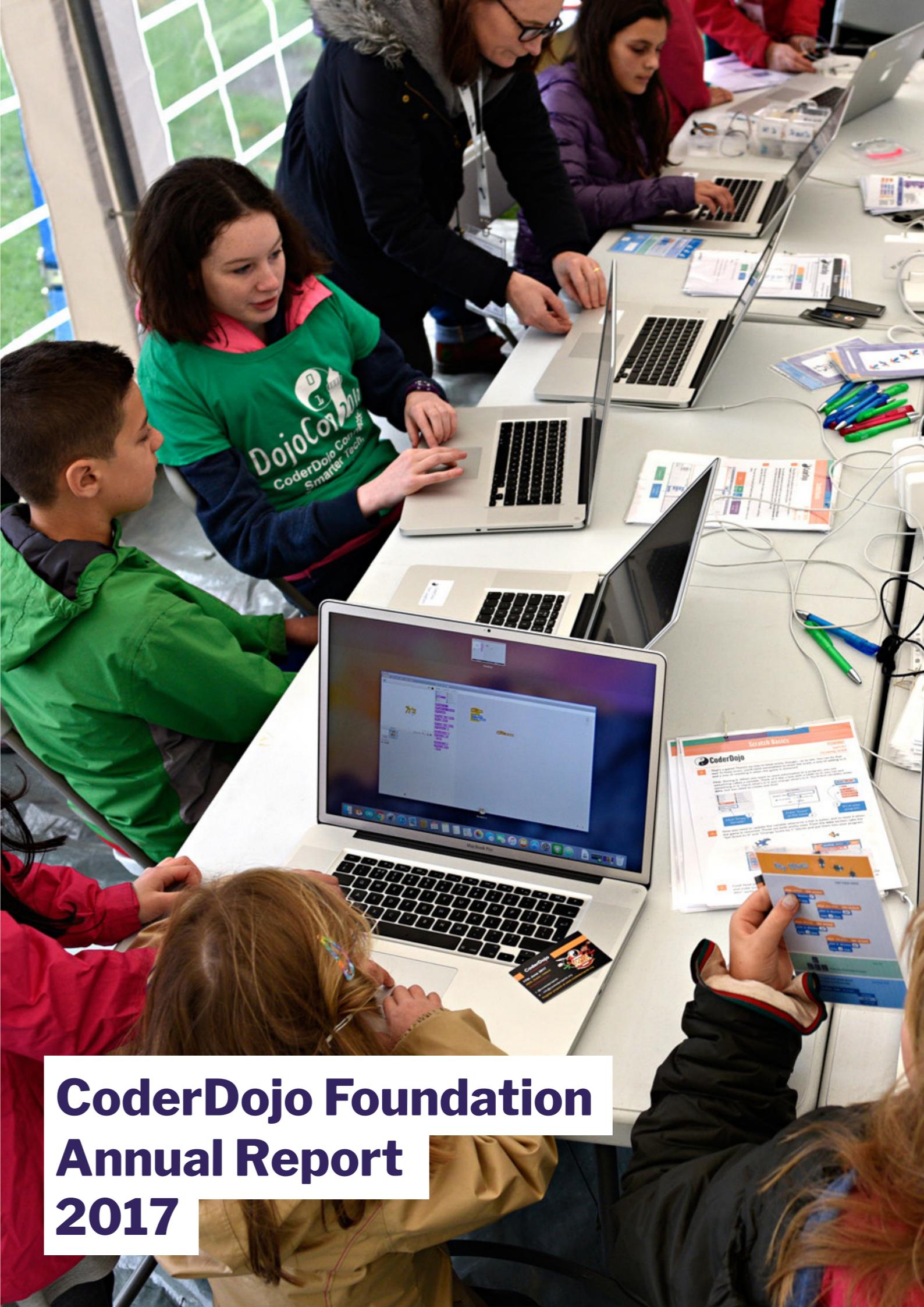
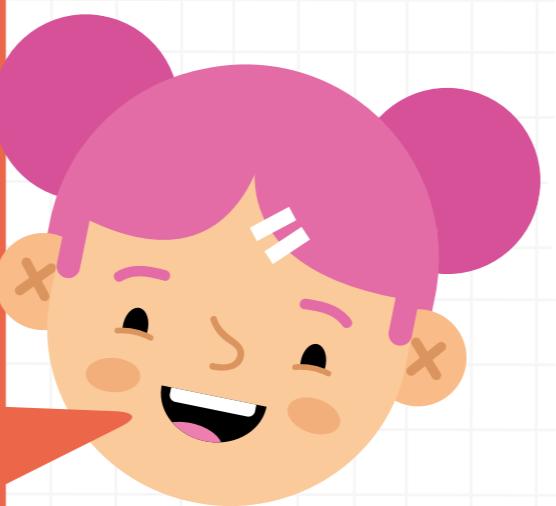


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**CoderDojo Foundation
Annual Report
2017**



Philip Colligan

Message from Chair of the board

I am delighted to share with you the Annual Report for the CoderDojo Foundation. It has been a fantastic year for the Foundation and the global community that it serves. In this document we want to provide you with an overview of the work we've been doing and the impact we're having.

We ended the year with more than 1542 active CoderDojos in more than 92 countries, regularly engaging 55 000 young people. All of that is only possible because of the 8000 champions and mentors that give their time, energy, and expertise to create safe, fun environments which bring young people together to learn to create with technology. I never cease to be impressed with the generosity and commitment you show to the movement.

Thank you.

We're particularly proud that almost 30% of the young people at CoderDojos are girls, but we're determined to do even better. That's why we continue to invest in our Girls Initiative.

The big news in 2017 was the merger with the Raspberry Pi Foundation. It has enabled us to invest in the CoderDojo Foundation team and leverage our respective strengths, resources, and capabilities to better support the community. I am extremely grateful to everyone in the CoderDojo community who has provided such a warm welcome to everyone from the Raspberry Pi Foundation.

I also want to pay tribute to the co-founders Bill Liao and James Whelton, and all of the former Trustees of the CoderDojo Foundation, for everything they have done – and continue to do – to build the movement.



I also want to pay tribute to the co-founders Bill Liao and James Whelton, and all of the former Trustees of the CoderDojo Foundation, for everything they have done – and continue to do – to build the movement.

One of our core values is that everything we do is free and open source. That means that no young person should ever have to pay to access a Dojo, and no Dojo should ever have to pay to receive the support of the Foundation.

Our sponsors and corporate partners make that a reality by providing generous donations, in-kind support, and many other forms of gifts. CoderDojo wouldn't be possible without your contributions, and I hope that this Annual Report shows just how much impact your support is having.



Message from Executive Director



Giustina Mizzoni

In just six years, the CoderDojo movement has given more than 160 000 young people the opportunity to learn, for free, how to use technology to be creative. This is a phenomenal achievement only possible thanks to the tens of thousands of volunteers who are, or have been, involved in CoderDojo. In 2017 we marked the verification of the 2000th Dojo, and while not every single one of these is still running, most of the first Dojos across Ireland, the United Kingdom, Italy, and North America still are. Keeping a club running year after year takes a lot of work and dedication. I know this from personal experience: after championing the Docklands Dojo for three years, I passed the baton to newer colleagues in the Foundation.

In our latest annual survey, the global community told us that attracting and retaining volunteers is the biggest challenge their Dojos face. We are now working towards addressing this challenge through a number of interventions. Last year, we created and released twelve series of Sushi Cards, more than a dozen smaller supporting resources, and also a child safeguarding e-learning module for volunteers. To get assistance from the CoderDojo community in translating our resources from English into other languages, we held two translation hackathons. We also worked with multiple regional bodies and growth partners on partnerships to recruit more volunteers, and our web services team improved our online processes to make it easier to find, join, and start Dojos. Still more work needs to be done to facilitate starting the volunteering journey for the thousands of individuals who will join our community in the coming year. In 2018 we will be looking at how we can scale our global efforts to source new volunteers.

Reflecting on the past year, there were many highlights, from launching the Girls initiative with the goal of increasing the number of girls in the movement, to seeing that every single girl shortlisted for European Digital Girl 2017 was an active member of a Dojo. Moreover, for the first time, the international DojoCon took place outside of Ireland. Regional DojoCons continued to be popular, with Japan, Australia, and Belgium all hosting large-scale volunteer meetups for their communities to come together and learn from one another.

Announcing in May that we were joining forces with the Raspberry Pi Foundation was a personal highlight. Months in the making, this step felt like a natural evolution in our organisations' lifecycle. It's rare to find such a like-minded team whose values align so closely with ours, and working together has felt like a natural fit. Together with the support of our partner organisations and wider community, we have created one of the largest sustained, global efforts to help young people learn computing and digital making. We have ambitious plans to continue to support our growing community across the globe. I'm excited about all the young people who we will help to learn new skills and to discover a love for technology. CoderDojo is an incredible movement, and I feel truly honoured to lead the Foundation.





James Whelton

Message from

I always think back to the founding vision of CoderDojo: giving young people the opportunity to code. The intent has been to build a lasting movement and organisation that can continue on this

mission, whether it be 5 years old, 10 years, 25 years, or older. This ties back to the evolution the organisation must undergo in order to fulfill the vision and to make best use of the reach it has already accrued. The Foundation's merger with the Raspberry Pi Foundation is part of this, and I am greatly excited about what will be achieved together.

When I think about how the organization has matured, what excites me is the growing number of Ninjas turned mentors, and how they influence the future of CoderDojo, and are themselves now role models for new Ninjas. Young people who have learned to code and grown as individuals through CoderDojo will have unique perspectives, and they play a crucial role in stewarding the movement and helping it reach new heights.

I attended DojoCon Japan last November, which was a particularly special DojoCon, as they were celebrating the 100th CoderDojo in Japan. I was humbled to see the togetherness and thoughtfulness of this community, the members of which support each other and foster a unique culture; I am full of admiration for their achievements.

I truly believe in the influence CoderDojo has when I see the huge number of young people around the world who are positively impacted by it. Year by year, DojoCon by DojoCon, Coolest Projects by Coolest Projects, session by session, my respect and admiration for the Ninjas, mentors, and volunteers grows. They work for a mission and vision so close to my heart, and I have enormous gratitude for them for being CoderDojo and being something so special in our world.

Founders



Bill Liao

CoderDojo has been an unusually dramatic combination of struggle and success. Over the years, we have gained massive traction and visible success, giving tens of thousands of young people places to go where they can become Ninjas of code.

We have been lucky enough to grow a world-class team, and we have attracted some top names in the tech world to support the movement. At the same time, getting core funding has been a continual effort with, many donors and sponsors pushing for their own agendas and changing tracks with almost capricious speed.

By choosing to merge with the Raspberry Pi Foundation, the board of CoderDojo took a risk. The potential benefit was that together we would be able to gain additional momentum to take on the challenge of expanding everything great about CoderDojo to a much wider global footprint. The risk was that we would lose our identity and therefore eventually our way. The result has been our biggest year yet, with more growth and amazing impact on the way to our 10 000th CoderDojo.

Personally, I am particularly excited about the expansion of Coolest Projects into the UK and US, as well as about its continued growth in Dublin.

And we still need everyone's support: there is still so much to do as we continue to fulfill our purpose of giving every young person the opportunity to become a great coder.

So please put CoderDojo on top of your list of causes to talk about. More partners, more mentors, more venues, more donors mean more smiles, more talent, and more of a great, global movement of cool.



CoderDojo Foundation team




Giustina Mizzoni
Executive Director



Rosa Langhammer
General Manager
Outreach & Engagement



Pete O'Shea
Community EMEA Lead



Ross O'Neill
Community Lead



Guillaume Feliciano
Senior Software Engineer



Daniel Brierton
Senior Software Engineer



Conor Murphy
Product Manager



Nuala McHale
Communications Coordinator



Rachel Schoene
Administrator



Amy O'Meara
Community Support
& Experience Assistant



Sinead Gleeson
Events Manager



Philip Harney
Content Lead



Ciara McHugh
Educational Content Developer



Cian Butler
Software Engineer

A big thanks to the interns who joined us in 2017:
Graham Barley, Suzanne Campbell, and Ben Skerritt.



CoderDojo Foundation Board



Current Board Members



Philip Colligan
Director; CEO,
Raspberry Pi Foundation



Noel Ruane
Director; Venture Partner,
Polaris Partners



Andrew Hagan
Director; Executive Director, World
Council on Industrial Biotechnology;
CEO, Chair of AJH Emerging
Technology Intelligence; Board Advisor



Anne-Marie Garner
General Counsel and
Company Secretary



CoderDojo

Giustina Mizzoni
Executive Director,
reporting to the Board

Former Board Members

We are grateful to the following individuals who served as Directors or Members of the Foundation for a period through to July 2017.

Sean
O'Sullivan

Mary
Moloney

Cyril
Treacy

Bill
Liao

James
Whelton

Una
Fox

CoderDojo Foundation Annual Report 2017



Community IMPACT story

NINJA



Ninja name: Ewa CoderDojo in Warsaw, Poland

Ewa is a nine-year-old CoderDojo Ninja at a Dojo in Warsaw, Poland. Here she explains her experiences of CoderDojo and the opportunities it has given her, such as showcasing her projects in the European Parliament:

My mum founded a CoderDojo club because she was looking for some extracurricular activities for me related to coding or robotics. As a beginner, I started with Scratch. At that time, I wanted to create some simple games on my own. I achieved that aim quite soon and was ready for new challenges: I switched to doing 3D designing in Tinkercad. I made a toy (a killer whale with waves on a pedestal) and printed it using a 3D printer.

Meanwhile, our Dojo in Warsaw had applied to and been invited to attend EUDojo in Brussels, where I presented one of my Scratch projects.



CoderDojo



I chose one that was not very difficult, but at the same time was an eye-catching project to make my presentation easy to follow. My project was a colorful transformation of polygons. To be honest, I was tremendously nervous, but when I started my presentation, I was so concentrated on the explanations that I forgot about my nerves immediately. One of the most exciting experiences was showing that my project involved some mathematics and to present it in English to a broad international audience! It has made me feel much more self-confident and open-minded for future tasks!

I met a lot of new friends in our CoderDojo club, each of them interested in different coding languages or new technology activities. CoderDojo gives us an opportunity to pursue our passions, which go far beyond a standard school program. We learn mathematics and physics from a completely different point of view – it's practical and entertaining at the same time.

During the CoderDojo sessions,

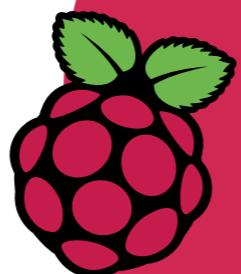
"I met a lot of new friends in our CoderDojo club."



my mum supports me and helps me understand more complex and abstract notions, especially now that I've moved to the JavaScript group, JSBin. Programming now requires much more effort from me, although I have two groups to choose: Code, with an easier approach; and JSBin, which is more advanced. Luckily, we have wonderful mentors who are supportive, helpful, and open to our ideas of developing our games ever further.

My favorite project is, as usual, the one I'm currently working on. It is developed from a game on Code.org called Giphy Game. I am also working on a spaceships game in JSBin. The main difficulties I have to overcome now involve the structure of the programming language and some mathematical issues that I'm currently studying. My future plans are to finish and polish off both games to make them look professional and to improve my skills to code fluently.

In CoderDojo clubs, young people meet mentors who encourage them to reach their potential, and to create new things instead of just using the things we're given.



Joining forces



"This merger vastly propels the Foundation's founding vision of supporting CoderDojo however best possible to fulfil the mission of providing the opportunity of learning to code to young people. Together, we will better serve CoderDojo and the incredible impact it has on young people all around the world."

**James Whelton,
CoderDojo Co-Founder**

On 26 May 2017, we announced to the community that we were joining forces with the Raspberry Pi Foundation in order to give many more young people the opportunity to learn how to be creative with technology.

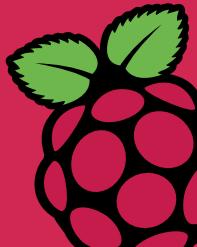
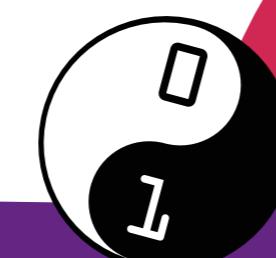
Bringing CoderDojo into the Raspberry Pi family, which already includes Code Club, has created the largest sustained global effort to get young people involved in computing and digital making by offering resources, support, and safe spaces for children of all ages to get creative with technology.

Since our creation more than five years ago, our core function has been to support the global CoderDojo movement and its community. The merger will Raspberry Pi has helped accelerate our work by enabling us to share resources and opportunities, and learn from each other's challenges and successes. It has also given the CoderDojo community access to the best possible support, including access to the world's best educational tools and materials.

This merger saw the CoderDojo Foundation become a stronger, more sustainable, and more resilient organisation, and thus advanced our mission to provide more young people worldwide with the opportunity to learn and create with technology.

"The Raspberry Pi Foundation is 100% aligned with our goal of getting young people to learn to code, and CoderDojo has been a partner for many years, so we see that together, we can rock the world."

**Bill Liao,
CoderDojo Co-Founder**



Global growth of the community

Growth in 2017

Every day, we verify new Dojos all around the world, and each Dojo is run by passionate volunteers. 2017 was an important year for the CoderDojo movement in terms of growth: we welcomed more than 450 new Dojos to our global community, seeing the movement grow by over 43% from 1050 to more than 1500 active Dojos around the world. This means that more than 55 000 young people were reached through the movement in 2017.

Below is the breakdown of how many Dojos were verified in total, broken down by quarter from 2016 to 2017.



Quarter	Number of verified Dojos
Q1 2016	612
Q2 2016	708
Q3 2016	804
Q4 2016	889
Q1 2017	1042
Q2 2017	1165
Q3 2017	1322
Q4 2017	1542



This year we saw both the Australian and Japanese communities grow to over 100 Dojos. In Europe, the Belgian and Dutch communities now include over 80 Dojos each, and in Africa, there are now more than 40 Dojos across the continent. Some of the fastest growing national communities of 2017 were US, Japan, Belgium, Australia, and the Netherlands.

The current top five countries in terms of Dojo number are:



In November we reached the milestone of a total of 2000 verified Dojos (including active and inactive ones) in the history of the community. This is a phenomenal achievement for our six-year-old volunteer movement – thank you to everyone who is running or has run a Dojo in their community!

Finally, we closed the year by welcoming 98 new Dojos to the community in December – the highest number of Dojos ever verified in a single month! We are very excited to see what 2018 holds for the growth of the global CoderDojo community as part of the Raspberry Pi family.



IMPACT story

CoderDojo parent

Chris Zhang

CoderDojo in Beijing, China



Chris Zhang started a local parent collective called Code Mama and Code Papa. Part of this collective started a CoderDojo, and now she champions the new Dojo in Dongcheng, a district of Beijing, China. Chris realised the need for more opportunities for her own eight-year-old son, having previously tried to find events and activities in her local community which would give her son an introduction to the world of coding and digital making. Chris was not alone in her search — the desire to create more learning opportunities was felt by several other local parents, many of whom are working in the IT industry themselves. Having learned about the CoderDojo movement through other CoderDojo volunteers, the parents decided to band together and start their own Dojo in Dongcheng

Chris and all the parents of the Dojo agree that coding is a valuable gateway into learning logical, analytical, and creative skills. Through running the coding club, they hope to provide the local children with a solid foundation of critical thinking and problem-solving skills to enable them to thrive in the world of the future. Having fun is a big part of this too!

Their first Dojo took place on 30 December and was a huge success, even making local news! They welcomed Professor Kazuhiro Abe from Aoyama Gakuin University, Japan, who delivered a series of fun exercises and games for the parents and Ninjas in order to give them a basic introduction to coding. Several international volunteers also took part in the event, bringing along a host of different skills.



Regionalisation

The CoderDojo movement is continuously growing in many regions across the globe. In parallel with the movement's organic growth, the CoderDojo Foundation works with a number of formal and informal bodies to help scale CoderDojo within specific regions. These bodies are typically led by a group of passionate CoderDojo volunteers, or in some instances by established non-profit organisations, and they focus their efforts on specifically supporting and growing the CoderDojo community within their region. This model of formalisation, scaling, and support is termed regionalisation.

In 2017 we oversaw the creation of two new regional bodies: CoderDojo Ireland and CoderDojo Bulgaria.

CoderDojo Ireland

CoderDojo Ireland is a formal group that focuses on supporting the Irish CoderDojo community. They have hosted their own MegaDojo events, and at the end of 2017, the CoderDojo community in Ireland consisted of more than 220 Dojos.



CoderDojo Bulgaria

CoderDojo Bulgaria is an informal group without charitable status that focuses on supporting the CoderDojo community in Bulgaria. They hosted their own Coolest Projects, and by the end of 2017, they had helped the Bulgarian community grow to 8 Dojos.



In late 2017 we reviewed and updated our regional licensing, which included looking at how we can best help regional bodies to become sustainable and to best support and grow the CoderDojo community in their region.

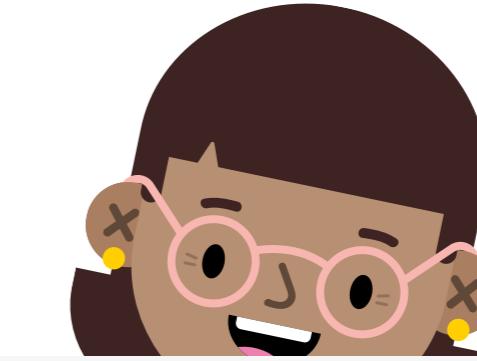
The following regional bodies operated in 2017:

- CoderDojo Western Australia
- CoderDojo New South Wales
- CoderDojo Japan
- CoderDojo Netherlands
- CoderDojo Belgium
- CoderDojo Ireland
- CoderDojo Colombia
- CoderDojo Bulgaria (informal group)
- CoderDojo Turkiye
- CoderDojo Indiana
- CoderDojo Spain (informal group)

In 2018 we are continuing our work with these regional bodies, and each year, we learn from their direct experiences supporting their community on the ground. We are using these insights to develop the CoderDojo regionalisation model further to continue to engage, scale, and sustain the CoderDojo community around the world.



COMMUNITY PROGRAMMES AND SUPPORT

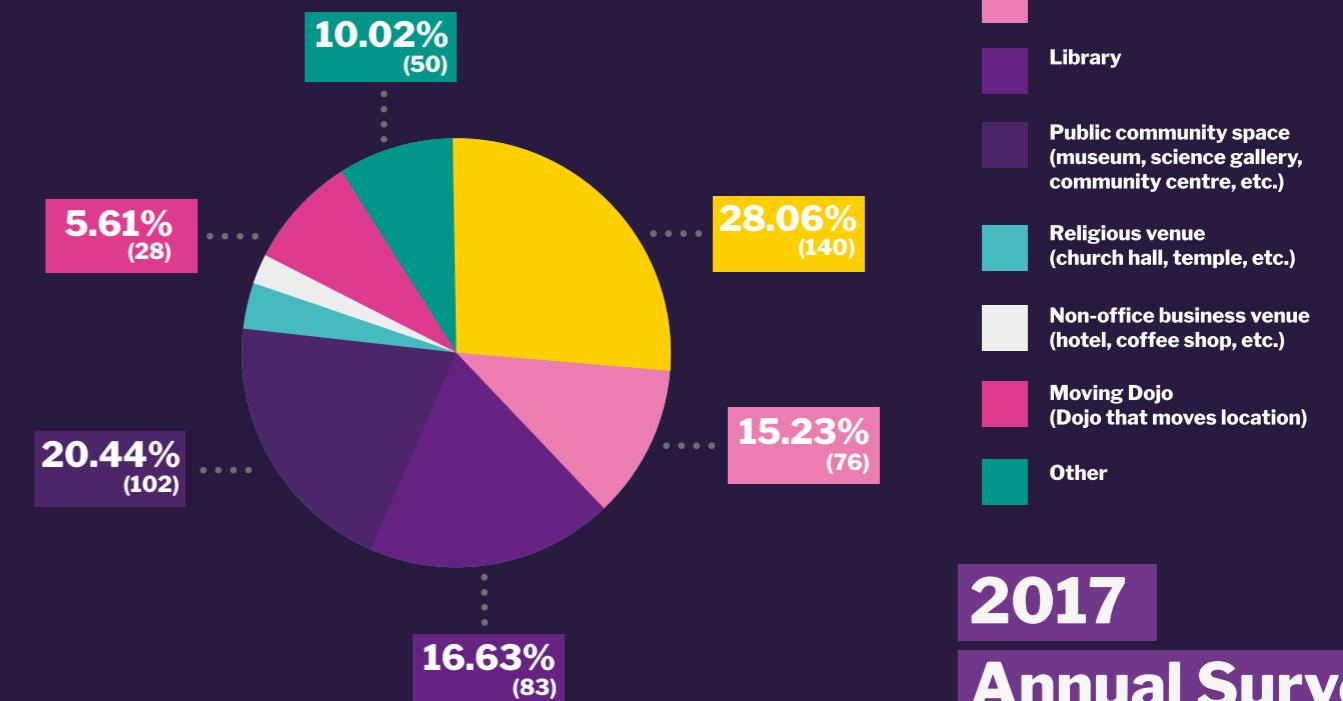



520 responses in total

34%

of **global verified community**
(as of December 2017)

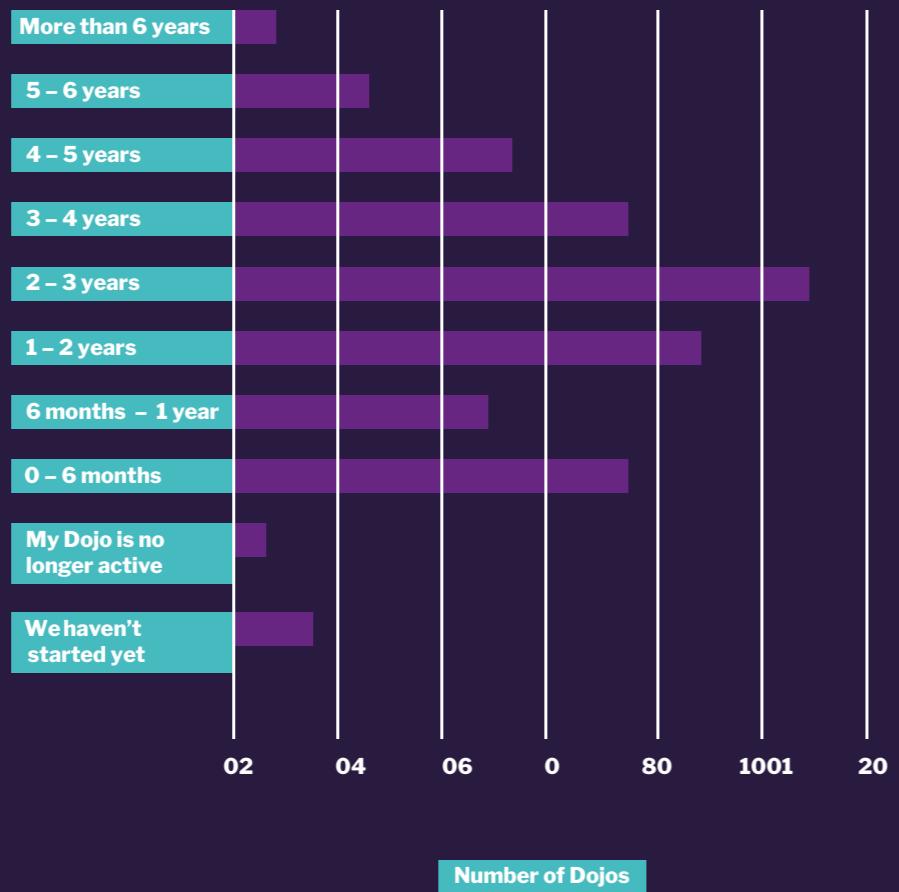
Where are Dojos hosted?



**2017
Annual Survey
of Dojos**

Age of Dojos

How long has your Dojo been running for?



Ninjas

Over 55 000 young people participated in 2017

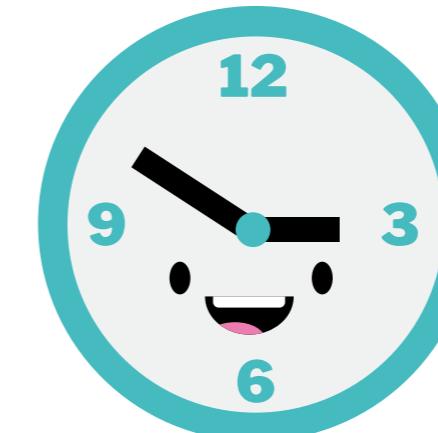
10 Average age of Ninjas

Average of 22 Ninjas per Dojo

160 000 Ninjas reached



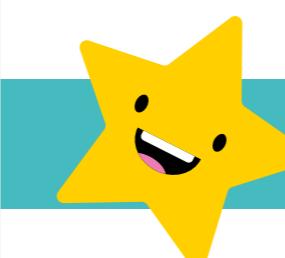
The number of volunteers per Dojo has fluctuated year on year. For 2017, survey respondents report an average of five volunteers per Dojo, which leads to



OVER
290 000

VOLUNTEER HOURS

donated this year to create opportunities for young people.



Respondents by occupation:

46% are IT professionals



16% are teachers, lecturers, or educators



7% are managers, directors, or consultants

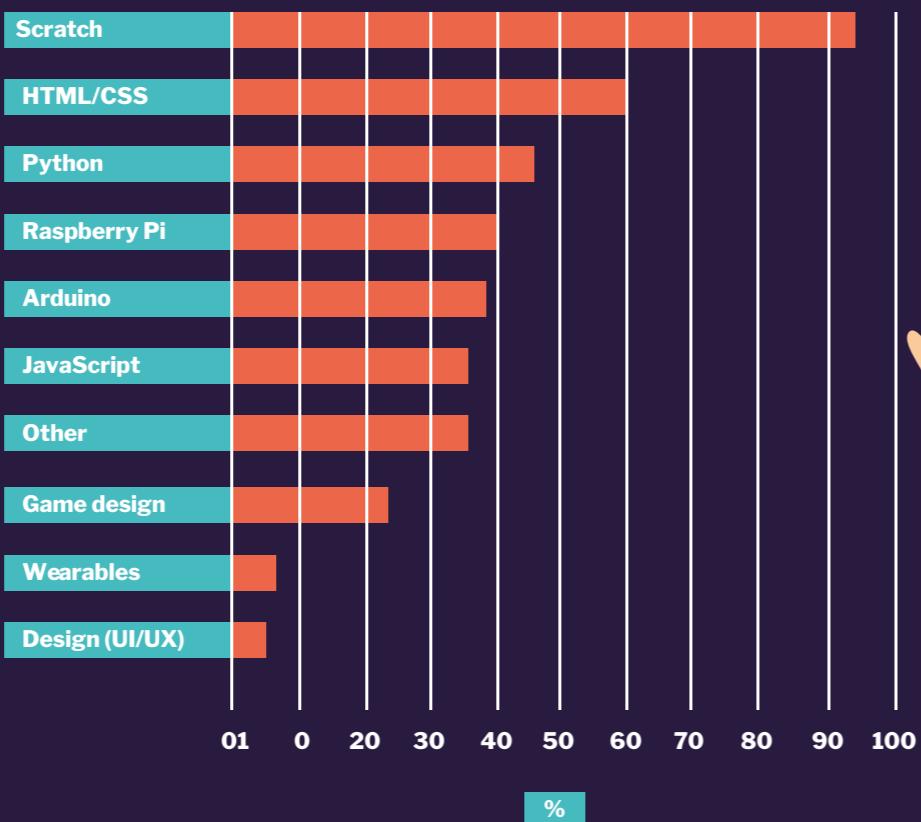


5% are students at primary/secondary schools or universities



Most popular topics in Dojos

What topics have you covered at your Dojo?



FUNDRAISING

Dojos strive to operate without needing to raise funds. However, fundraising is necessary for some of them:

37%

of Dojos engaged in some form of it in 2017.

Why did your Dojo need to fundraise?



HOW DOJOS FUNDRAISE



Donations from parents

57%



Grants from national government

22%



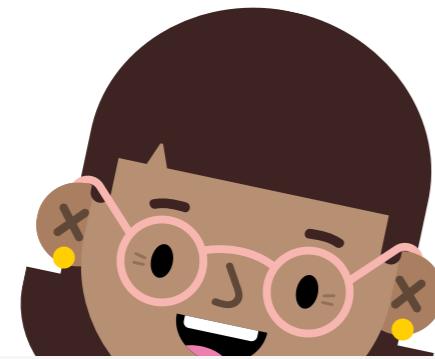
Sponsorship from local businesses

38%



Sponsorship from corporates

19%



Throughout May and June, we ran the first-ever wide-scale survey of CoderDojo youth to gain a better understanding of the factors that influence Ninjas to attend and remain in a Dojo. 380 young people from around the world completed the survey. The average age of the respondents was 12.

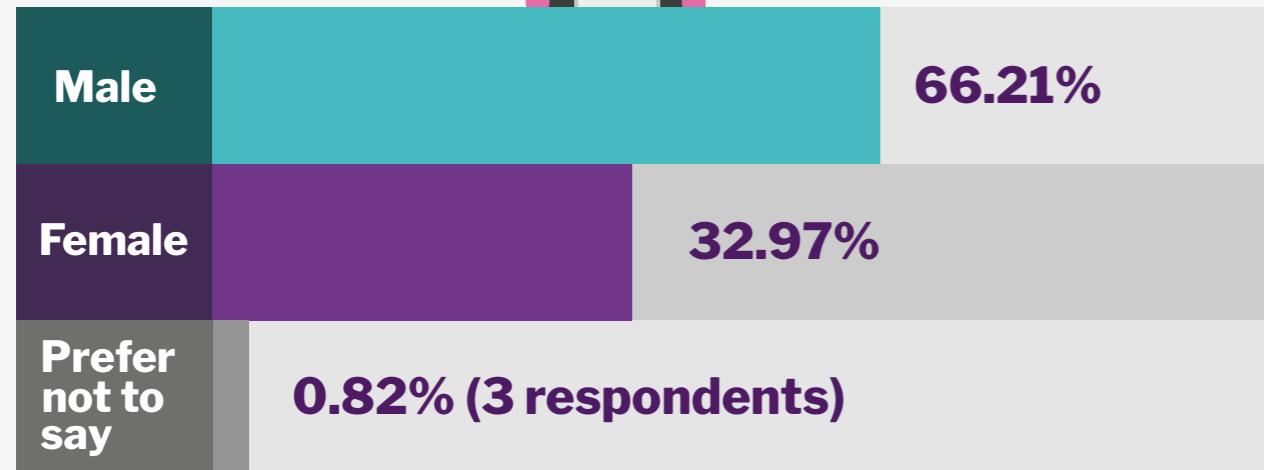
Interesting results

Sample
380
respondents

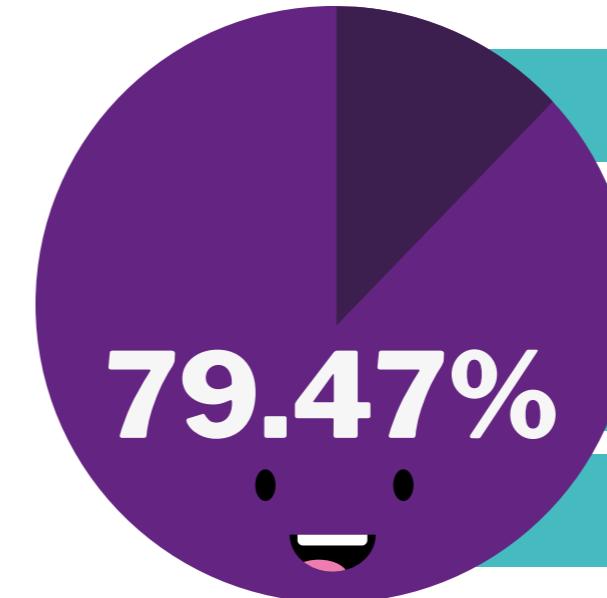


11.7

Average age
over 74% of respondents aged 9–12



2017
Ninja Survey



of respondents
code in their
free time outside
their Dojo!

Top three reasons young people joined a Dojo!

For boys, the most common reason for joining was their love of technology, while for girls, the most common reason for joining was that their parents suggested it.

Why join?	All	% of total	% of boys	% of girls
I love technology (gaming, websites, apps).	118	22%	36%	21%
My parents suggested I join.	88	16%	20%	34%
I wanted to know how to build a game/app/website.	44	8%	13%	11%

Youth mentoring:



have
mentored
at their
Dojo

of the



have never
mentored
at their
Dojo

*226 individuals



- 49.11% (138 out of 226) would like to in the future.
- 41.64% (91 out of 226) do not know whether they want to be youth mentors.
- 9.25% (26 out of 226) do not want to be youth mentors.



Community IMPACT

CoderDojo Parent
Marloes
CoderDojo Netherlands

Marloes is a CoderDojo parent from Wommels in the Netherlands. Since she first got involved in CoderDojo three years ago, she has been a strong proponent and active driver of the movement. She runs and supports multiple Dojos, organises meetups, and she even sourced funding to support the work of the CoderDojo Netherlands regional body. Below, she shares her experience:

At the end of 2014, I set up the fifth Dojo within the Netherlands in the library of Wommels, which is a rural village of 2200 people. My main reason to start a CoderDojo was to give my children a place to meet other young people with the same interest in programming and making games.

To my delight, it was a great success! I saw the attending children make new friends and learn so much from one other, and they loved it. Realising that I had created such a wonderful place for the children also ignited a spark in me.

As the spark developed, I introduced pop-up Dojos at a festival with hundreds of children. The first Ninjas from the Wommels Dojo

became the mentors. It was exciting to see them take on this new role, and they did a great job!

Then we got a cheque for our work from the European City of Culture 2018, Leeuwarden, and I helped set up more Dojos in the region. Through CoderDojo, I learned that you can reach a lot of people and make a big impact if you dare to ask and dare to try.

Last year I went to Coolest Projects in Dublin with my oldest son. He said that it was one of the nicest days of 2017, and he was so proud to carry the Dutch flag as part of the opening ceremony. The lovely ambiance, the great projects, and the nice and supportive words from the judges really impressed us.

Through my voluntary work for CoderDojo, I have been able to get involved in such a variety of tasks and roles, and as long as I can remember, I have always done things that I enjoy: organising, exploring the world, and learning every single day. In the last three years I have met a great number of people involved in CoderDojo, and it feels like I've known them for years, even when I have met them just once before. I am really thankful for this community and what it means for children all over the world. You can start a CoderDojo with a few steps, but the ripple effect is really special.

Community programmes and supports

Community support



Supporting new and existing community members is the Foundation's core purpose. Throughout 2017, we hosted a number of global and regional open community calls, which we held in different timezones to increase participation and inclusivity. Calls were themed, with topics from Shape the future of CoderDojo content, where members liaised with the content team, to How to manage your Dojo, where community members could share their insight and experience. These calls have inspired us to offer new Start a Dojo calls for prospective champions in 2018, in order to share advice and provide an open support channel, empowering anyone, anywhere to start their own CoderDojo within their community.

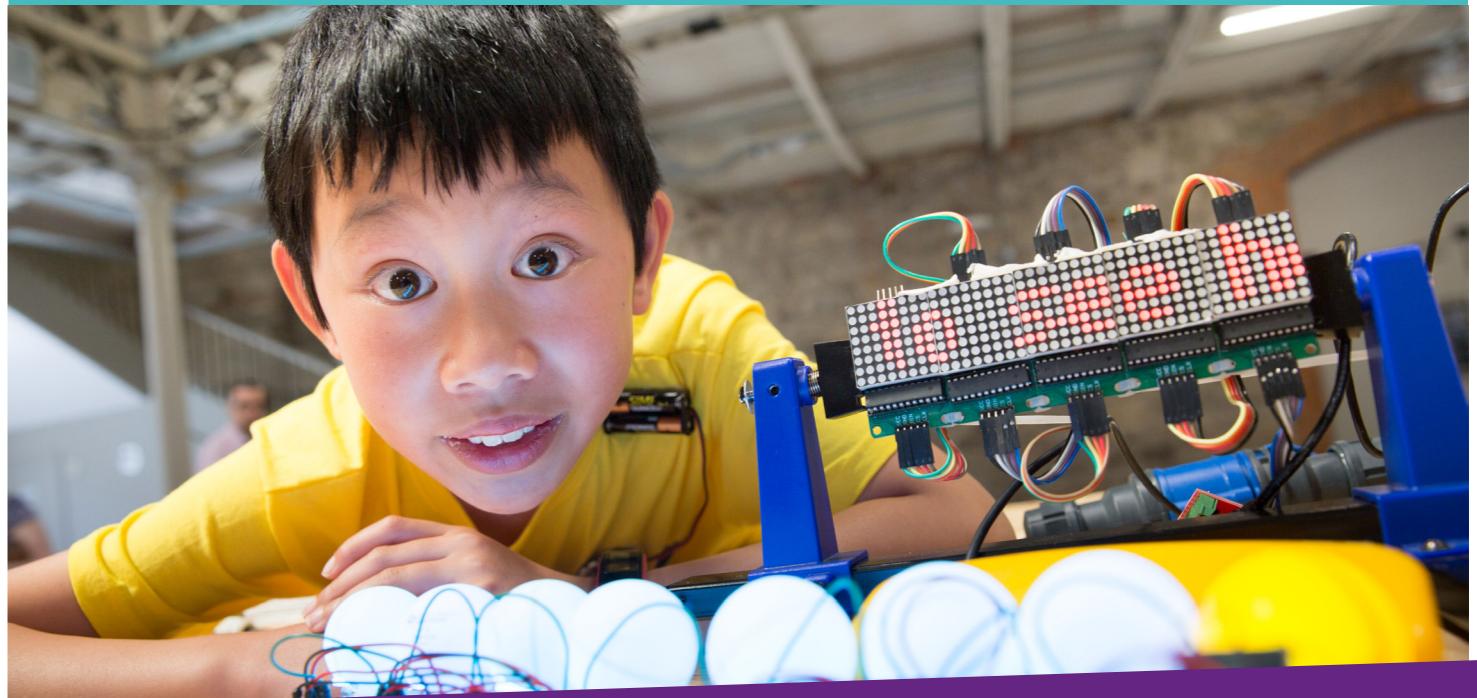
In the fourth quarter of 2017 we hired Amy O'Meara as our new Community Support Assistant to oversee all support queries we receive. Throughout the year, we responded to over 4500 queries and maintained a response rate of under 24 hours within working hours. Moreover, during 2017, membership of the CoderDojo global Slack grew from 371 to 799 members, who are based in countries all across the globe.



Tools and infrastructure

In 2017 more work was done on stabilising and improving our online community platform. A feature our community has often requested is the option to email all their Dojo attendees, so in Q2 we developed and deployed a feature to enable this; it allows champions and mentors to connect with their attendees without needing to use a separate platform. In addition, we deployed an Eventbrite integration that had immediate impact: we saw a dramatic increase in

the number of searchable Dojo events on our platform. Moreover, we put a lot of work into making the 'Find a Dojo' tool more efficient to help new users find a local Dojo a lot quicker, and invested time into making the process of starting a Dojo much more user-friendly to help new champions get Dojos up and running in a much shorter span of time.



2017 was also a significant year for the future direction of CoderDojo content, our team grew to two, with Ciara McHugh joining us as an intern and then being hired as Educational Content Developer. We decided to work in partnership with the Raspberry Pi Foundation to host all our content on a single learning platform: projects.raspberrypi.org. Our ambition is to give our community members access to world-class educational content, and working collaboratively on this platform will help us do that. An early version of it was demonstrated to our community at DojoCon in October. The learning platform has been continually worked on since then, and we will be launching it for the CoderDojo community in 2018. At the very end of 2017, we also began work on the next version of our Coolest Projects platform.

Additionally, in the fourth quarter of 2017 we hired Conor Murphy as our Product Manager to help us focus our development efforts and communicate more effectively with the community about their needs. In 2018 our focus will be on improving the platform's core use cases and its technical underpinnings, so that we can support the community for many years to come.

If you have any feedback on our platform, tools, or infrastructure, please get in

touch with Conor by emailing conor@coderdojo.org





In March we launched the CoderDojo Girls Initiative. Research from the CoderDojo annual survey highlighted that approximately 29% of all Dojo attendees were female. Our aim is to **increase the percentage of female CoderDojo attendees from 29% to at least 40%** over the next three years.

This initiative focused on five key areas:



GIRLS - Initiative -





Showcase role models

You can't be what you can't see! Our aim is to highlight the many inspiring CoderDojo community members and female role models who are committed to promoting gender parity within the CoderDojo movement. Therefore, we feature their activities aimed at girls on our blog and social media channels.

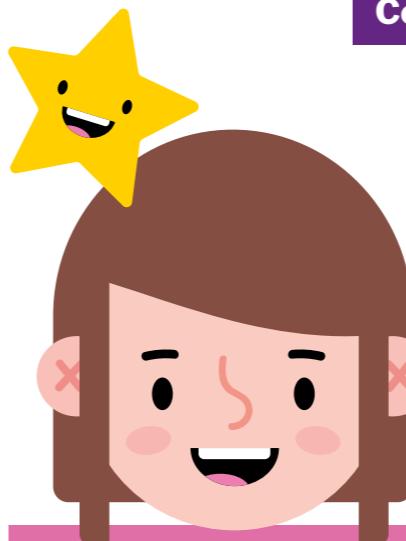
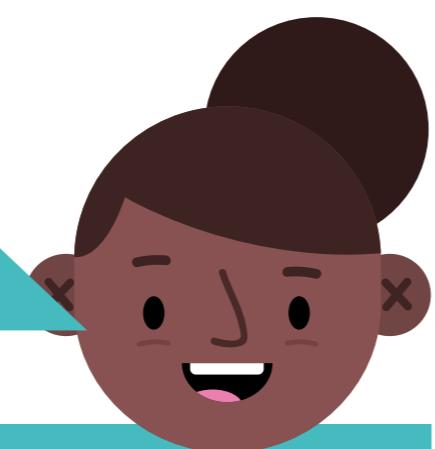
We were delighted that all six girls shortlisted for the 2017 European Ada Awards' Digital Girl of the Year were actively involved in CoderDojo!



Creating content

We're committed to improving our free online learning resources to make them as approachable and interesting for girls as for boys. In 2017 we therefore developed beginner projects for App Inventor and wearables, and also taster Mini-Sushi cards. These resources have been extremely well received, and we included the Mini-Sushi cards in the 'girls hack pack' we sent to Dojos.

As part of the Girls Initiative, we put together a 'girls hack pack' that we shipped to more than 150 Dojos worldwide. The information in the pack is grounded in research, and is intended to help Dojo volunteers take proactive measures to improve the gender balance at their Dojos. The response to the packs has been great, with many Dojos posting on social media about receiving theirs. In 2018 we are collecting feedback on them, and we are excited to see their impact. Based on the feedback, we will, for example, be making short videos highlighting the recommended



Sharing best practises

Increasing the percentage of girls in Dojos is something that many community members have been focusing on for years. With their help, we developed a guide called ***Empowering the future*** featuring tried and tested best practices that have worked in Dojos around the world to recruit and retain more girls. They include practical advice on role models and the language and images used to describe Dojo sessions, and considerations regarding content and a Dojo's environment and layout. The guide was translated into several languages and shipped as part of the 'girls hack packs'. Moreover, anyone can download a PDF file of ***Empowering the future*** for free!



Conducting research

Throughout this initiative, we have been conducting and learning from research, such as our youth survey. Basing our actions on research results helps to guide the initiative so that anything we release as part of it truly reflects what the CoderDojo community wants and needs to successfully run Dojos that are as welcoming and engaging to female Ninjas as they are to male ones.



Communicating the need

The ***Empowering the future*** guide, along with our research, spotlights on role models, and content creation, set out clear and actionable advice for any CoderDojo community members who want to improve the gender imbalance within their Dojos. Going forward we will continue to make a conscious, consistent, and collaborative effort to increase awareness of the CoderDojo Girls Initiative through the CoderDojo Girls Initiative through continuing to communicate the need for and the benefits of including more girls in Dojos worldwide. Doing so will result in a higher number of girls learning the skills to create with technology and enjoying the lifelong benefits that these skills bring.





CoderDojo Foundation Annual Report 2017

CoderDojo mentor
Gemma
CoderDojo in Dublin, Ireland

Gemma has been a robotics mentor at the Silicon Docks CoderDojo for almost two years. Her Dojo is notable in that girls outnumber boys with a ratio of about 60:40. For her, the three most important factors for creating and growing a Dojo that is fun for all involved are the Dojo's network, the session environment, and the session content. She says:

I've developed this theory whilst observing our Ninjas in action every fortnight. I like to think of it as my golden guidelines for a successful session at the Dojo. Each session I ask myself, 'Are we creating an environment which encourages Ninjas in their naivety, honesty, and self-belief? Does this activity give them opportunities for experimentation?' and most importantly, 'Is it fun?'.

Read more at dojo.soy/Gemma





Engagement



"As a parent of a child learning in a CoderDojo club, I really appreciate the job the mentors do every week. In our Warsaw Dojo, there are a few different groups, each of them exploring, and really absorbing, various topics concerning coding, robotics, and electronics. Children come here every week very willingly, and spend their time learning while at the same time having fun. It's a wonderful initiative, and we're happy to be a part of it!"

Ewa Bogumiła Stróżyna,
parent of a Ninja at a CoderDojo in Warsaw

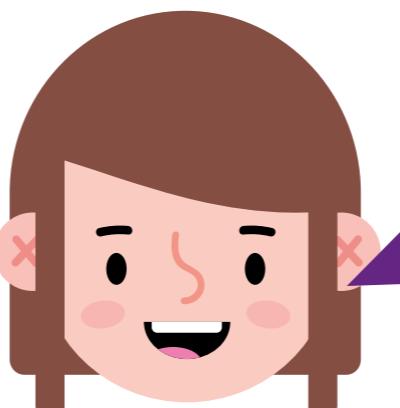


COOLEST PROJECTS

INTERNATIONAL

This year we had more than 550 projects from Ninjas of Dojos located in 17 different countries, including Japan and Australia! On the day, there were 10000 attendees in the RDS, Dublin, interacting with projects and learning about STEAM. One of the keynote speakers at Coolest Projects 2017 was Tiera Quinn, Rocket Structural Design and Analysis Engineer at The Boeing Company, who is working on NASA's Space Launch System. She helped inspire young people and in particular the female Ninjas at Coolest Projects to consider pursuing a career in STEAM.

Ninja stories from Coolest Projects International 2017



"My advice to anyone entering this year's Coolest Projects is to enjoy it, and by looking at other projects that day, you might get a great idea for your next one! It's also a great place to meet people from other countries and people involved in all areas of coding."

Amy, 13, Ireland





Regional Coolest Projects events



"The entire Coolest Projects experience was unforgettable. I had never been to Ireland, and it exceeded all of my expectations. At the event itself, I loved meeting all the other attendees and sharing projects. In the USA, I have only ever worked

with the kids at my Dojo, so it was unique to see international Dojos come together in one collective event. One of the coolest parts was meeting the US Ambassador, Reece Smyth. To any kids who are looking to enter a project in Coolest Projects 2018, I would definitely encourage them to go in with an open mind. I had no expectations going in and loved being immersed in the environment, which exuded innovation and ingenuity. Even if you don't win, the experience is so enriching, and that makes it worthwhile."

Kavi, 17

In addition to Coolest Projects International, our community ran four regional events in Romania, Bulgaria, Belgium, and Italy.

Coolest Projects Romania

Coolest Projects Romania 2017 took place on 13 May and showcased **82 projects** at the Iulius Mall, Timisoara. **125 Ninjas** (20% girls) were present on the day, displaying the achievements of **15 Dojos** across Romania.

Everything was perfect last year at Coolest Projects, everything was so new to me. I think the best thing was to meet other people with same passions as me. My encounter with the CoderDojo movement through Academy+ Plus was a life-changing experience, a new whole domain was opened, and I love it."

Matei, 10, Coolest Projects 2017





Coolest Projects Bulgaria

On 1 April, the CoderDojo Bulgaria community hosted their first-ever CoderDojo Coolest Projects showcase at the Telerick Academy in Sofia. On the day, there were **more than 80 projects from over 100 Ninjas** on display, everything from websites and Scratch games to robots, automated houses, and beyond! Adi, Vessela, and the **CoderDojo Bulgaria** team organised and ran this special CoderDojo community event.



Coolest Projects Belgium

On 7 May, CoderDojo Belgium organised the second edition of **Coolest Projects Belgium**. **More than 50 Ninjas** proudly presented their tech projects to a crowd of **1200 visitors!** In total, **45 projects** could be admired. Coolest Projects Belgium came together thanks to the incredible work of Bettina and from CoderDojo Belgium, and their efforts were more than rewarded.



Coolest Projects Italy

The CoderDojo community in Italy organized their first **Coolest Projects in Milan**. **More than 75 Ninjas** proudly presented **59 different tech projects** to a crowd of **1200 visitors!** A total of 35 mentors from the community supported this event – congrats to Elena and the team of mentors that made the showcase possible.

DojoCon 2017

In 2017, the annual DojoCon conference was held outside of Ireland in 2017 for the first time, hosted by CoderDojo Warrington in the Beamont Collegiate Academy. The event's theme was **#allhandsontech**, and Peter Lomas, co-creator of the Raspberry Pi, was the keynote speaker. The day was jam-packed with lightning talks and workshops in a makerspace, for example for printing T-shirts. CoderDojo community members from Belgium, Bulgaria, France, Ireland, Italy, the Netherlands, Poland, Slovakia, Spain, Japan, and of course the UK attended the two-day event. Additionally, a MegaDojo was held on the Sunday for several UK Dojos.



Regional DojoCons

A number of regional DojoCons were hosted across the globe in 2017: in Belgium, in Japan, and for the first time ever in Australia. DojoCon Belgium had more than 80 attendees; DojoCon Japan with the theme 'Dojo to Dojo' had more than 300 attendees, and their DojoCon 2018 will be a collaboration between three Dojos based in Tokyo; DojoCon Australia was hosted in Perth, WA, with the theme 'DIY', and had more than 400 attendees.

Our supporters

An enormous thank you to our partners and supporters for all their help with our work.

Riot Games

Core funding partners of the CoderDojo Foundation, helping CoderDojo scale globally and supporting youth initiatives and programmes



Microsoft Youth Spark

Funded the CoderDojo Girls Initiative



Dogpatch Labs & CHQ Building

Support the CoderDojo Foundation team in Dublin by providing office and events space



A&L

Pro bono legal support



Expo 2020 Dubai

Core funding partners of the CoderDojo Foundation, helping CoderDojo scale globally

