Mentoring for Leadership

Recognize and Believe in Others' Abilities

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Summary: These are the assignments for HackHighSchool mentors

Contents

Chapter I

Mindset

The younger students that we work with in HackHighSchool will see you by default as an authority figure and role model, someone who they can admire. Be willing to accept that compliment and do your best to live up to it!

Keep the best interests of each student as your priority, and take it to heart that interacting with you is in their best interest. Human to human interactions shape our lives more profoundly and directly than media or tech. You should provide a positive human interaction for them.

If you find that some of your students need help with their mindset, try the strategies in this article: Get Students Thinking Positively.

Chapter II

Breaking the Ice

When you first meet any student for the first time, it's your job to be the extraverted one! The role is ours to initially create a social environment. Make sure to introduce yourself. Send them a direct message on Slack so they have a way to remember your name and know how to get in touch with you.

In the down time after they have finished an assignment or come back from lunch, you can ask questions about their coding experience, their family, and their other hobbies and interests. Do they have any role models who work in programming? How do they use tech in their everyday life?

Be prepared for all types of students to show up at HackHighSchool. Some of them may be quite tech savvy, some of them may not know how to use a Mac computer or access their own email. Many of them are self-motivated to come here, and many of them are only doing it to please their parents. Some of them are social butterflies and some of them are afraid of everyone around them. Give your most generous and patient effort to the students who do not understand tech very well yet. It is our mission to bring them from 0 knowledge to 1 unit of confidence. For the kids who are confident and attention-seeking, challenge them to hold themselves to higher and higher standards by complimenting them on their work and then asking for more.

Chapter III

Goals & Accomplishments

You are reponsible for helping the kids set goals and accomplishments each day. Keep your own document where you copy & paste the rows for students that you worked with. You'll turn this in. Anywhere from 3 to 10 students each week is fine; the fewer you have, the more you should show interest in their goals and pushing them forward. If any of your kids does not have a profile photo, it is your job to take a photobooth picture with them and Slack it to H2S staff with the student's username.

Chapter IV

Add to the Atmosphere

Submit screenshots of 4 "fun content" posts you made to Slack - memes, articles about tech, or coding tutorials. Each post should be from a different week.

Chapter V

Identify your Audience

Think of this as a consumer profiling exercise. When you want to sell a product, you need to understand who it is that will buy it.

Choose two students which you perceive to be opposites from each other. First observe them from a distance and estimate how you would rate them on the Big 5 personality model (high, low, or medium for each of 5 traits), and also choose 5 adjectives to describe them (from a list such as this list). Then, ask the student if you can interview them. Ask them these questions and do a writeup:

- * Where do you go to school and how do you like going to school there? What's your favorite class and your favorite out-of-class activity (structured or unstructured)?

- * Do you have siblings or other extended family that you interact daily with, and how does that affect your life?

- * What is your parents' story, how much education did they get and what type of expectations do they have for you? Do you think they are right?

- * When did you first get interested in learning about coding? Do you have confidence now that you can teach yourself new coding topics when you sit down and focus on it? What is your favorite resource for teaching yourself new things (whether coding related or not) online?

Chapter VI

Bonus: Live Coding Quest

Bonus points for this project are awarded for providing a live coding demo on a topic of your choice. Choose something that HackHighSchool students can relate to; if you choose to show something in a different programming language, you should show the learning process as if you are a beginner in that language.

For a live coding demo, choose a program that you want to try to build. You will use a projector against the wall to code it from scratch while student are watching. As you code you should provide stream of consciousness commentary explaining your thoughts and what you are doing. You can rehearse by building it once, but do not refer to the complete version during the demo - instead, go back to your research steps if you are stuck. You should also use a whiteboard next to the projector to diagram concepts as necessary.

Chapter VII

Safety

You must complete a background check through CodeForFun and sign the CodeForFun code of conduct before beginning as a mentor. This includes the following:

- Do not be alone with an underage student (keep another student with you or another mentor).

- Avoid physical contact with younger students - if you put your hand out for a high five or fist bump, allow the student to complete it or not. Ask students to move over before you grab their keyboard and mouse.

- Dress appropriately (avoid short shorts or deep necklines) and shower. If you are a smoker, take steps to avoid smelling like cigarettes.

- Avoid profanity or edgy conversations while working at HackHighSchool, to keep younger students feelng safe and comfortable.

Chapter VIII

Turn-in and Peer Evaluation

Upload to Vogsphere:

- Screenshots of your content posts to Slack.

- A Google Forms link where you have pasted the rows relevant to kids you worked with each week.

- Your writeups of two students personality traits and interview.

- If you gave a live coding demo, upload a video of it (ask Kai if you need a camera).

This project will be corrected by HackHighSchool staff.