



Coding Pirates

Teaching kids programming, IT-creativity and
modern tech

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Overview

What is Coding Pirates?

Who are Coding Pirates?

Why Coding Pirates?

Coding Pirates in practice

Example project

Philosophy

What is Coding Pirates?

- ▶ Activity for kids aged 7-17 years
- ▶ A playground - not just two more hours of school
- ▶ An attempt to change the school system



Who are Coding Pirates?

- ▶ Non-profit organisation
- ▶ +250 volunteers in Coding Pirates network
 - ▶ Teachers, IT professionals, researchers, librarians, IT students
- ▶ 30 hubs in Denmark
- ▶ ~700 paying members



Why Coding Pirates?

- ▶ Computational thinking - a 21st century skill
- ▶ Automatisation
- ▶ Democracy: New tech requires new policies. The public should be able to make informed decisions

Why Coding Pirates?

- ▶ Computa
- ▶ Automat
- ▶ Democra
- ▶ should b

UGEBREVET A4 Navnehjulet Sektioner  

AUTOMATREAKTION

Robotter og computere snupper en tredjedel af vores job

Af Michael Bræmer | @MichaelBraemer
Maria Jeppesen | @MariaJeppesen

Onsdag den 4. november 2015, 05:00

Del:

Mindst 800.000 job på det danske arbejdsmarked bliver automatiseret i løbet af de næste 20 år, viser nye analyser. Fagbevægelsen er alarmeret og efterlyser en massiv opkvalificering.

public

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Why Coding Pirates?

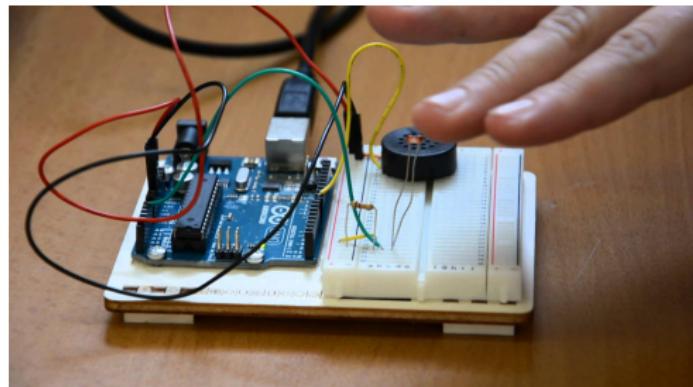
- ▶ Computational thinking - a 21st century skill
- ▶ Automatisation
- ▶ Democracy: New tech requires new policies. The public should be able to make informed decisions

Why Coding Pirates?

Our kids needs to be IT-productive,
not just consumers.

In practice

- ▶ ~25-30 kids
- ▶ ~7-10 volunteers
- ▶ 2 hours a week, usually 17:00-19:00
- ▶ 15 minutes break with snacks, cool aid, fruit etc.
- ▶ Bring your own device (BYOD)



Workshops

- ▶ 4-6 week workshops
 - ▶ Scratch
 - ▶ LEGO Mindstorms
 - ▶ 3D printing
 - ▶ Processing
 - ▶ Arduino
 - ▶ Unity
 - ▶ 3D modelling in Blender
- ▶ Kids can not switch between workshops during these 4-6 weeks
- ▶ Presentations at the end of a 4-6 week period







Stickman dungeon

by Alexander and Oscar, 11 years



<https://scratch.mit.edu/projects/57201286/>

Philosophy

- ▶ Constructionism
- ▶ Creativity
- ▶ Curiosity
- ▶ Exploration

Unlocking creativity and curiosity is key when teaching programming.

Coding Pirates

Coding Pirates

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