This document is for partner organisations who will be engaging with the offline project.

**Offline projects**

These are activities that can be completed without a computer, and independently from any lesson or classroom. These activities will help to reinforce computational thinking by challenging learners to create puzzles, identify patterns and interact with images.

1. Logical Number Sequences
2. Logical Reasoning
3. 2D Shape Drawing
4. Hive Puzzles
5. Block Logic Puzzles
6. Vector dot-to-dot puzzles

**What will young people learn?**

* Logical thinking
* Problem solving
* De-bugging
* Algorithms
* Pattern matching

**Using the projects**

Each project is designed to be completed without the need for a computer or a device. They won’t take as long as a usual Code Club or CoderDojo project, and children can also do them in pairs if they have friends or siblings.

There will need to be at least 1 adult present to get them setup and explain the objective of the project. In some cases the adult will need to complete the projects alongside the child.

It’s important to note, each project has the solution explained, so the adult does not need to have any prior knowledge of the learning outcomes.

**Feedback and reporting**

It’s important that we can gather examples of these projects being used, and learn how effective they have been. Please gather as much feedback as you can from those who are using the projects and send this to us via email.

**Distributing projects**

There are a number of options you could explore:

* Printing these projects and posting them directly to the home addresses of families.
* Creating a WhatsApp group and sending the projects to families via WhatsApp.
* Asking schools to include the projects in resource packs they will be sending home.
* Asking libraries/community venues to print these projects and leave them in communal spaces to be picked up.
* Collaborating with community youth workers who can identify families that need offline content and can deliver to them.