Sugar (Software)

**About**

Sugar is an operating system which reinvents the use of computers for education in our society. Collaboration, reflection and discovery are incorporated straightforwardly into the user interface. Sugar encourages “studio thinking” and “reflective practice”. Through Sugar’s clarity of environment, young learners and educators have the choice to utilize PCs in all alone terms. Students can reshape, reinvent, and reapply both software and content into intense learning exercises. Sugar’s concentration on sharing, criticism, and investigation is grounded in the culture of free software.

Information is about nouns; learning is about verbs. The Sugar interface is the first serious endeavour to make a desktop environment that is based on both cognitive and social constructivism which is designed for children. Sugar is based on three basic principles:

1. Everybody is an instructor and a learner;
2. Humans by nature are social beings and,
3. Expressive by nature. These are the pillars of a user experience for learning.

Sugar also considers two more truisms:

1. One learns through doing. If you want to learn more and more, then for that You have to do more and more.
2. Love is far more significant than duty-you want people to participate in things that are authentic to them, things that they love.

The Sugar platform is characterized by three qualities: -

1. The presence of other individuals is always present in the Sugar interface; collaboration is a first-order experience: instructors and learners interact with each other, bolster each other, critique each other and share their thoughts with each other;
2. Sugar Maintains a “Journal” for each user so that his/her task is reflected on it;
3. Through its excellent design, Sugar is discoverable: it can suit a wide assortment of learners with various levels of aptitude. It is easy to approach and yet it doesn’t put an upper bound on personal expression; one can peel away layers and go deeper and deeper with no restrictions.

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**Releases** -

* XO releases:

<http://wiki.laptop.org/go/Releases>

* Sugar on a Stick

1. Strawberry

The Sugar on a Stick Strawberry release is based on Fedora 11 with the latest updates as of June 22, 2009. It features a Sugar learning environment, namely version 0.84, including 40 Activities to enrich the learning experience. Hundreds of Activities are available for download from the Sugar activity library. This release includes Fedora updates, Sugar features like *View Source* and file transfer, supplementary sample content, which is available in the Journal, and usability improvements.

1. Blueberry

**Sugar on a Stick v2 Blueberry** which was released on 8 December, 2009. It is based on F12 version of the Fedora operating system. It contains a number of features that improve the overall user and learning experience. Here is an overview of the most notable ones:

* Sugar on a stick v2 Blueberry ships Sugar release, 0.86.3. Its features are:
* Redesigned toolbars
* Better Gnash support for Adobe flash content
* Improved wireless networking
* Support for tabbed browsing
* EPUB file support for e-books
* Easier keyboard configuration
* Easy way to update to the latest activities
* ZyX-LiveInstaller
* In high demand was a software to install Sugar to a hard disk. Hence Sugar teamed up the zyx-liveinstaller developer in order to provide:
* Seamless installation of personalized environment into your computer’s hard disk;
* It saves changes made to Sugar
* It does not require boot again and again.
* E-Books
* Sugar on a stick v2 Blueberry supports viewing e-books through Read. Thousands of additional e-books can be evenly accessed through the included GET INTERNET ARCHIVE BOOKS activity.
* Activities
* It includes updates to the standard collection of Activities for children and many new ones. An example is TamTam activity suite, which takes the user on a journey through Sound and Music.

1. Mirabelle

Mirabelle was the 3rd release of the Sugar on a Stick project. It was released on 25 May 2010.

* Sugar version 0.88 features:
* Support for 3G connections
* Increased accessibility
* Better integration with activity portal
* Sugar on a stick is now a Fedora spin. After two prior releases of being based on Fedora Distribution, Sugar on a Stick has been recognized by Fedora Project as an official Spin. This ties us more closely to Fedora's release cycle and gives us resources from their engineering and marketing teams, which extends the reach of Sugar on a Stick and makes the project itself more sustainable. In exchange, users of Fedora have access to an easily deployable implementation of the Sugar Platform; it's a great example of a mutually beneficial upstream–downstream relationship.
* Contributing to Sugar on a Stick – The biggest difference in v3 has been in its release processes and engineering sustainability;

1. Mango Lassi – Mango Lassi was the 4th version of Sugar on a Stick released on 2 November, 2010. It uses Sugar version 0.90.
2. Coconut – It is the 5th version of Sugar on a Stick released on 09 October 2011. It uses a Sugar version 0.92.
3. Pineapple - It is the 6th version of Sugar on a Stick released on 08 November 2011. It uses a Sugar version 0.94.1.
4. Quandong - It is the 7th version of Sugar on a Stick released on 29 May, 2012. It uses a Sugar version 0.96.1.
5. ʻŌhelo ʻai - It is the 8th version of Sugar on a stick released on 15 January, 2013.
6. Avocado - It is the 9th version of Sugar on a stick released on 2 July, 2013. It uses a Sugar version 0.98.8.
7. 10 - - It is the 10th version of Sugar on a stick released on 17 December, 2013. It uses a Sugar version 0.100.0.