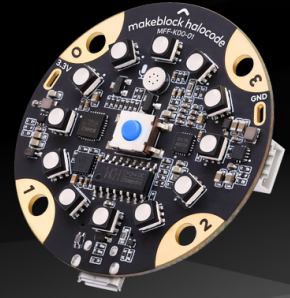


# FIRST ROBOTICS CANADA HALOCODE COMMUNITY PROJECT

#FIRSTCanadaCodeIt Challenge  
Case Study



## AT A GLANCE

### Challenges

- Global Pandemic
- New Ways to Engage Youth
- Looking for Trusted Organization

### Benefits

- Offered Online & Offline
- Self-Guided
- Customized Starter-Kit



"The #FIRSTCanadaCodeIt Challenge provided youth, who might not otherwise have access to this type of opportunity, to not only engage with technology and to develop their coding skills but to join and come together with a community of learners from across Canada at a time when many were feeling isolated and potentially disengaged from learning. We are very grateful to Logics Academy for partnering with FIRST Robotics Canada to create the HaloCode Starter Kits and accompanying resources so that these youth could develop or further enhance their enjoyment and understanding of coding and technology."

**Annika Pint**

Program Manager First Lego League

## THE CHALLENGE

FIRST Robotics Canada was considering ways to engage youth, ages 12 - 18, from underserved and remote communities across Canada in coding and robotics during the school closures resulting from the global pandemic. Thanks to funding from the CanCode program, they were looking to align with a trusted organization with experience in STEM, robotics and coding education to help fulfill this mission.

## THE SOLUTION

FIRST Robotics Canada partnered with Logics Academy, an organization they had worked with in the past, to develop the #FIRSTCanadaCodeIt Challenge. Participants in remote and underserved communities in British Columbia, Ontario and Newfoundland & Labrador received a customized HaloCode starter kit in addition to self-guided lessons and activities in electronic and printed formats as well as access to both live and pre-recorded training webinars.

Participating youth required access to a Windows, Mac, iOS, Android, Linux or Chromebook device to access the resources and training online, however all material was also available in an offline version.

## THE RESULTS

Over 120 youth across Canada had the opportunity to engage with technology and explore coding concepts using the hardware and resources included in the HaloCode Starter Kits. Participating youth shared their learning throughout the challenge with the mBlock Community at <http://planet.mblock.cc>.