Inspiring children - a journey:Diversity and computing education

Celine Boudier - 11th July 2017 - EuroPython





Hi, I'm Celine



Celine Boudier

Code For Life Team Lead at Ocado

@CelineBoudier





Hi, I'm Celine



Celine Boudier

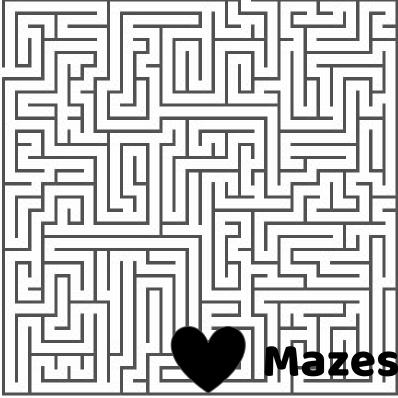
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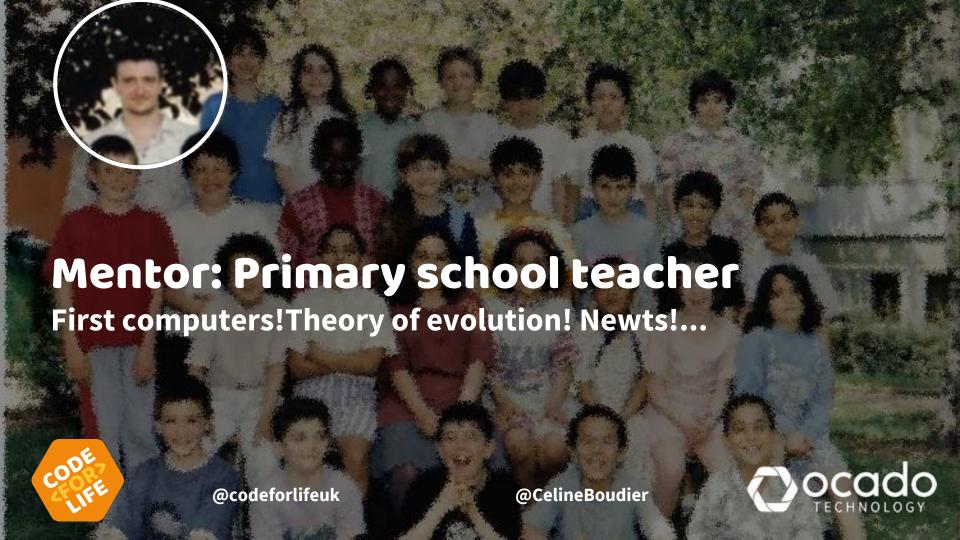


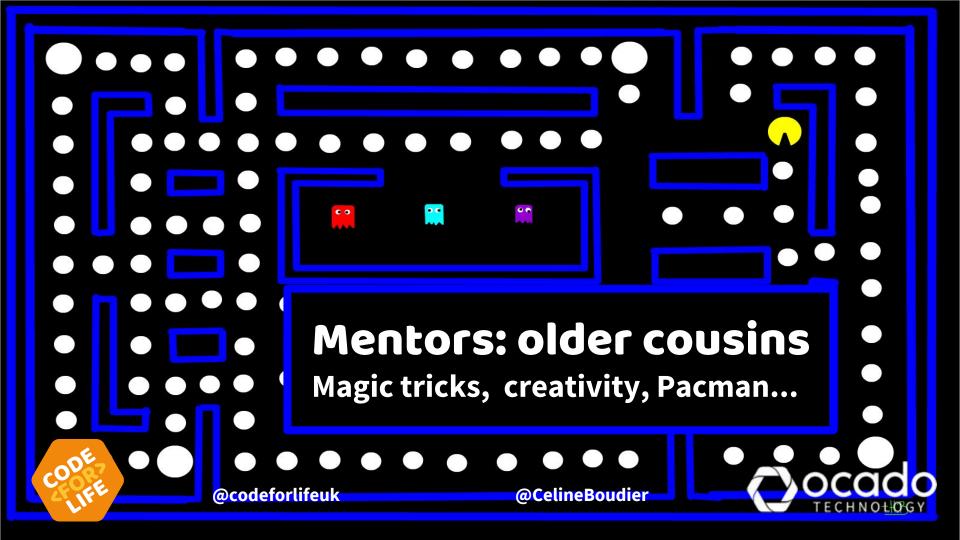














... Real life physicists Marie Curie Jocado TECHNOLOGY @codeforlifeuk @CelineBoudier











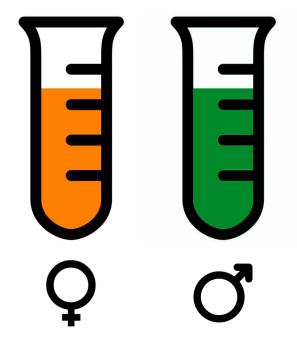




Linguistics, Computer science...





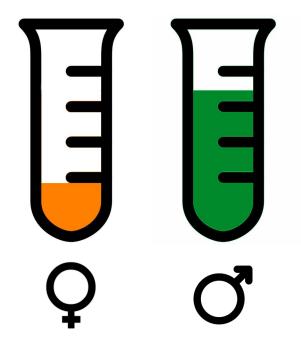


Lycée V. Duruy, Paris, 2002-2003

My final year of High School, spec. Science ~50% women







Lycée Louis Le Grand, Paris, 2003

20% women in my preparatory class for engineering schools





In France, 2008

31% women go to non medical scientific studies after scientific high school (vs 53% men)

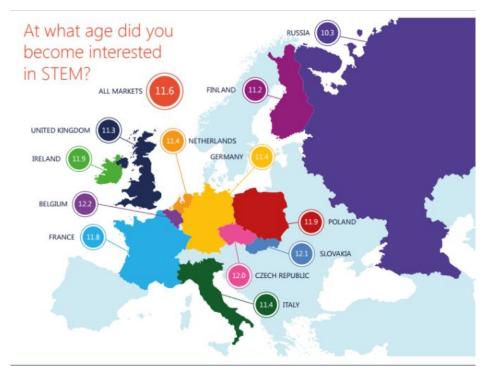




Just 13% computer science students in the UK were **women** in 2014







At what age do Europe's young women lose interest in STEM?



Graph 2. We asked school girls (11-18) and young women (19-30); 'Rate on a scale from 1 to 5: how interesting do you consider STEM subjects and at what age did you start feeling this way?'

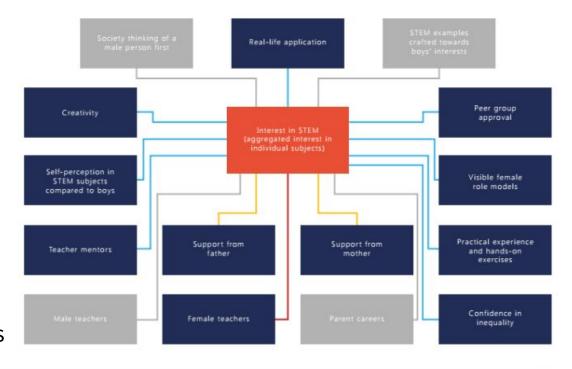
Microsoft study







Agathe Begault - Women on Rails + Speaks in schools



Graph 7. We created an aggregated multi-regression analysis to identify and statistically prove the key drivers influencing girls' interest in STEM-related subjects.

Statistically important effect

Statistically unimportant effect

Strong impact

Moderate impact

Weak impact

Negligible

Microsoft study





40% women, 2005 (record breaking)

~Master of engineering Computer Science! Robots! Al! Quantum physics! Art History! Lots of other things!







Software Engineer Internship at Exalead working closely with a diverse team, 2008

Computer Science R&D + Languages!







Only permanent full time female software engineer, 2008

Few female software leads, 2013

Product owner + lead, 2014









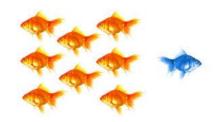




Changing Mind

Before

Enjoyed being an outsider



Wanted the world to change magically



After

Bad experiences

Hidden problems

Less hidden problems

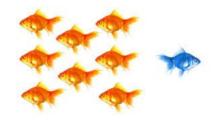




Changing Mind

Before

Enjoyed being an outsider



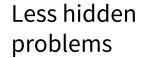
Wanted the world to change magically

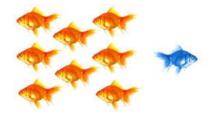


After

Bad experiences

Hidden problems















Changing Lives - Ask NAO





Teaching tool for learning goals
Repetitive, never gets angry, non judgemental
Bridge between computers and humans

We changed a few lives, including ours









Moving - New minds to change









Moving - New minds to change







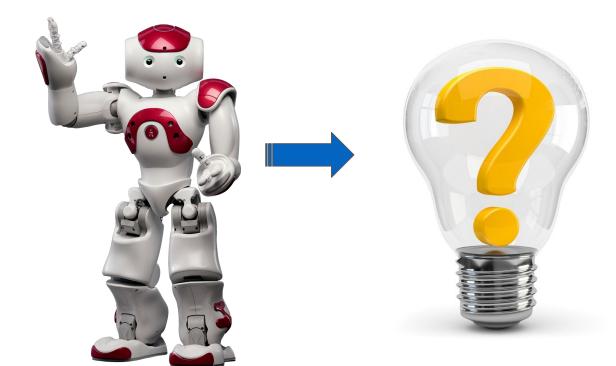
London

Paris





Moving - New minds to change

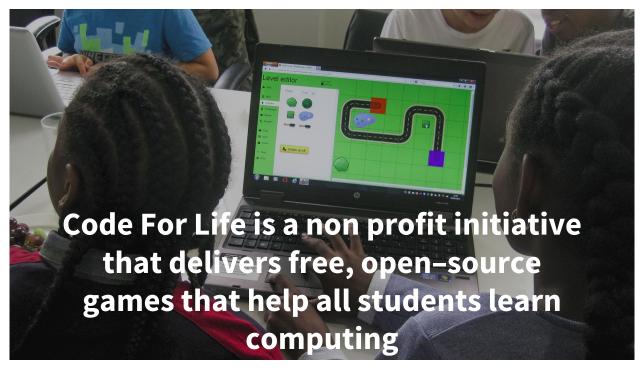






Code For Life - Ocado









Wait, what?









2014

UK introduces computing in the primary school curriculum











Yes, but why?

"Teaching children to program is not just about nurturing the next generation of software engineers; being able to write code is a transformative and disruptive meta-skill that needs to be seen as being of huge potential value whatever your future holds.

I would go so far as to say that it is a survival skill that our children need to acquire to flourish in the increasingly digital and online future that awaits them."

Paul Clarke, Ocado CTO





Linda Liukas - Hello Ruby, a delightful way to teach kids about computers



"If we change a kid's perception of what's possible, we can change the entire world."

Linda Liukas European Commission Digital Champion of Finland; Author, Hello Ruby: Adventures in Coding; Co-founder of Rails Girls

#OECDwk 31 May-1 June 2016, Paris www.oecd.org/forum









Cat Lamin - Why do kids need to learn how to code





Useful skills?

- Basic understanding of how a computer works makes life easier for everyone
- · Encourages fun, project-based learning
- Links to real life e.g. computer games, digital effects in films
- Programming skills are cross-curricular



































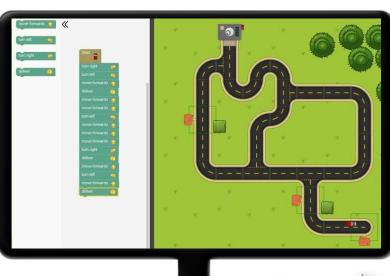
Rapid Router: From Blockly to Python

1st game, for primary schools

From visual programming in Blockly to Python

Progression in computing concepts

```
at destination
              move forwards
                        at destination
This is what your program would look like in Python:
   import van
   v = van.Van()
   while not (v.at_destination()):
     v.move forwards()
     import van
     v = van.Van()
     while not v.at destination():
       v.move forwards()
```







Materials and Role Models

- Lesson plans
- Unplugged activities
- Teacher solutions
- How to guides
- Students' progress







Materials and Role Models

Dedicated to Sharon Harrison



1956 - 2015

Sharon was instumental in helping to create Code for Life. At the beginning of 2014 she was recruited to act as our Educational Consultant. The project drew on her previous skills as a pioneering computing teacher and education consultant.

Sharon has left a lasting legacy by creating something which will help teach STEM skills to the next generation of computer scientists across the world.



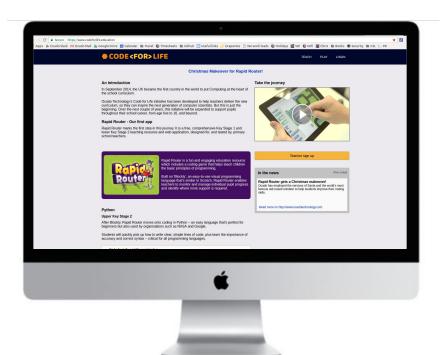
Videos of Ocado employees: what they do, coding concepts







Old Vs New









Games are programmed...

```
import van
v = van.Van()
while not v.at_destination():
v.move_forwards()|
```

Console Output

??

```
from django.contrib.auth.models import User
from django.db import models
from django.utils.translation import ugettext
from portal.models import UserProfile, Student
def theme_choices():
    from game.theme import get_all_themes
    return [(theme.name, theme.name) for theme in get_all_themes()]
def character_choices():
    from game.character import get_all_character
    return [(character.name, character.name) for character in get_all_character()]
class Block(models.Model):
class Episode(models.Model):
    name = models.CharField(max length=200)
    next episode = models.ForeignKey("self", null=True, default=None)
    in development = models.BooleanField(default=False)
    r random levels enabled = models.BooleanField(default=False)
    r branchiness = models.FloatField(default=0, null=True)
```





FUTUREWORLD

AI:MMO Secondary School Game

Python and Al concepts

Teenagers (12 - 16)

Massively Multiplayer















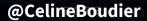
















Al:MMO - Next steps

User research / Design

Good fit to teenagers' current skillset and tastes

Computing GCSE 'leaves girls and poorer students behind'









Some other next steps



Code for Life has 100,000 users across the world.

MORE!! Translations in progress





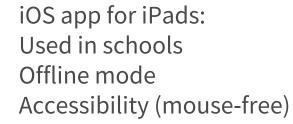














Essex Library Services: Not everyone has a computer





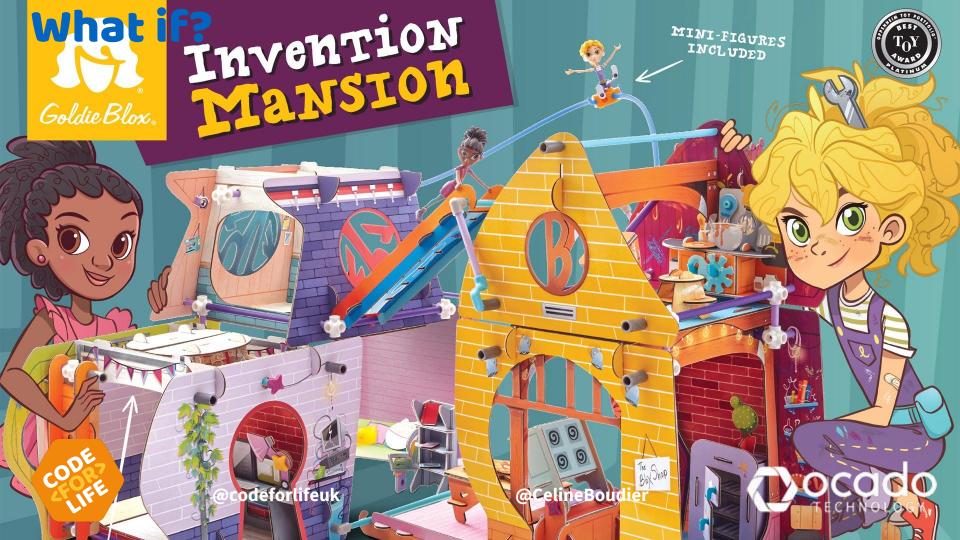
Time Travel

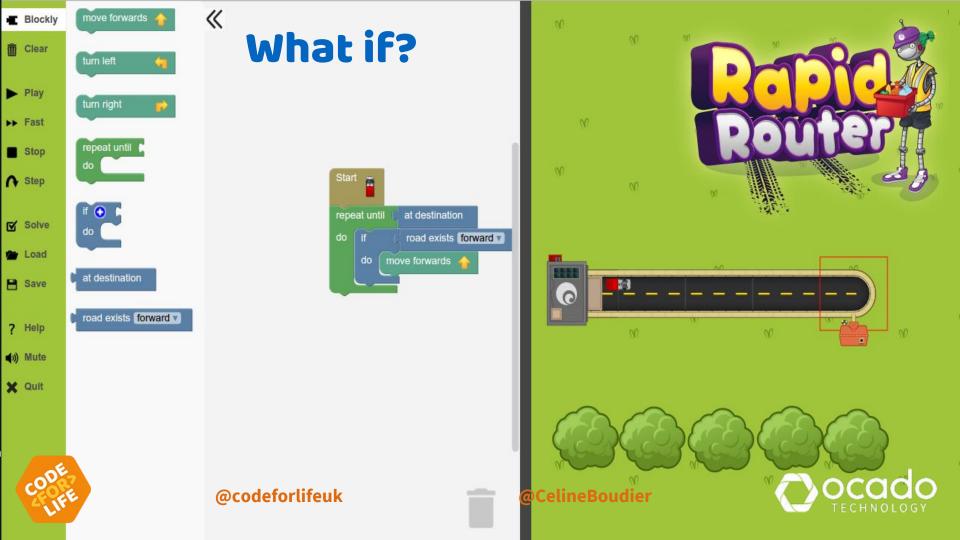


@codeforlifeuk

@CelineBoudier







What if?







What if?



















































Inspire kids

Free, fun, open source games

Diversity



Learning ourselves

Still a lot of children to reach!







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Get involved



codeforlife.education/help/#contact

https://github.com/ocadotechnology/codeforlife-portal https://github.com/ocadotechnology/rapid-router https://github.com/ocadotechnology/aimmo https://github.com/ocadotechnology/rapid-router-unity

@codeforlifeuk

https://crowdin.com/project/code-for-life (translations)









Thanks! Questions?







Annex - Stack













