Kids’ Club Reborn: Evolution of Activities

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What is Kids’ Club?

- Bi-directional research laboratory, where children work in collaboration with university students and researchers of Computer Science and education
- Appears to children as technology club
- The first group began on October 2001
  - Altogether 19 children in two groups (spring 2005)
  - 8 tutors
Kids’ Club in Action

• Solving open-ended scientific problems by playing
  – planning the project
  – building a concrete model
  – programming the model
  – presenting the project

• Examples: RoboCupJunior, Old Mine
Motivations Kids’ Club

• Fostering kids to creative design
• Developing fresh tools and approaches for teaching and learning technology and science
• Attracting children to think their careers in ICT
• KC gathers people from diverse backgrounds to *Piazza*
  – shared knowledge in the community
  – children, academic community, companies, schools
Learning in Kids’ Club

• Goal-oriented way within a certain subject
• Open-minded place with lots of room for individual needs
• No curriculum or tests, learning by self-evaluation and reflecting
• Concretization of the subject, for example, with robotics
• Socio-cultural and constructionist views on learning
• Inventive learning, problem based learning
Research in KC

• One of the main aims is research
• A platform for developing novel methods and tools for technology education
  – Visual programming environment (IPPE)
  – Virtual reflection tool (VirRe)
  – Woven Stories
• Good results especially in special education
• Separate studies are carried out according to their own research plans
International community

• Extended Piazza for learning
  – new possibilities
• Kids’ Club Hubs
  – Finland, South-Africa, Netherland, New Zealand, UK
  – Your country?
• Collaboration between cultures
• Open, worldwide learners’ community
• ”Playful Activities in Context”
Conclusions

• KC creates a natural environment for technology education
• Supports development of various skills, e.g. mechanics, programming and also social interaction
• Supports development of tools and applications of educational technology
Questions?

Comments?

Thank you!