Sugar Learning Platform

Walter Bender
Sugar Labs

Walter@sugarlabs.org
Agenda

1. Learning and FLOSS
2. Sugar and Sugar Labs
3. Desktops and next steps
Hidden agenda

1. Recruit
2. Amplify
3. Preach
S'ware Freedom Conservancy
goal

To give every child the opportunity to learn to learn.
means

A free software platform... that facilitates exploring, expressing, and reflecting.
History

40+ years at MIT

UI for OLPC

~1000000 children

amazing community
a global transformation

It's about access; it's about equity; it's about giving the next generation of children in the developing world a bright and open future.

Sugar Labs
Desktop Summit
hard fun

The playfulness of childhood is the most demanding teacher we have. —Marvin Minsky

Thailand 2008
A creative society?

John Dewey
Jean Piaget
Paulo Freire
Maria Montessori
Seymour Papert
Lev Vygotsky
Donald Schön
Alan Kay
Khun Paron

Over reliance on services does not foster learning.
Conventional wisdom
The teacher tells.
The student listens
Knowledge is an object.
To possess it is to be educated.
Unconventional wisdom
Everyone is a teacher and a learner.

Knowing is doing.

To be educated is to have... appropriated knowledge.
AXIOMS

1. Information is a noun; learning is a verb.
2. We learn through doing. If we want more learning, we want more doing.
3. Love is a better master than duty.
The culture of FLOSS
is a culture of sharing...
and a culture of critique
Sugar

guided discovery
collaboration
reflection

Sugar Labs

Desktop Summit
guided discovery
Turtle Art

Sugar Labs

Desktop Summit
view source

Sugar Labs

Desktop Summit
collaboration
Student listen.
Teachers talk.
Knowledge is objects.
To be educated is to know valuable things.

Learning is a performance.
reflection
<table>
<thead>
<tr>
<th>Log Activity</th>
<th>Seconds ago</th>
</tr>
</thead>
<tbody>
<tr>
<td>skolelinux bergen march 2009</td>
<td>Seconds ago</td>
</tr>
<tr>
<td>LCA Presentation 22 Jan 2009</td>
<td>1 hour, 39 minutes ago</td>
</tr>
<tr>
<td>dot test</td>
<td>1 hour, 40 minutes ago</td>
</tr>
<tr>
<td>testing fullscreen</td>
<td>2 hours, 18 minutes ago</td>
</tr>
<tr>
<td>scrollbar test</td>
<td>3 hours, 5 minutes ago</td>
</tr>
<tr>
<td>Welcome to the Sugar Labs wiki • Sugar Labs</td>
<td>3 hours, 24 minutes ago</td>
</tr>
<tr>
<td>File terminal-25.xo from <a href="http://activities.sugarlabs.org/en-US/su">http://activities.sugarlabs.org/en-US/su</a>...</td>
<td>4 hours, 45 minutes ago</td>
</tr>
<tr>
<td>InfoSlicer Activity 5</td>
<td>18 hours, 32 minutes ago</td>
</tr>
<tr>
<td>File infoslicer-5.xo from <a href="http://activities.sugarlabs.org/en-US/sug">http://activities.sugarlabs.org/en-US/sug</a>...</td>
<td>18 hours, 33 minutes ago</td>
</tr>
</tbody>
</table>
Sugar at the Desktop Summit
Gran Canaria
July 2009

1. What is Sugar?
2. Lessons learned
3. Next steps
Lessons learned
Tabla comparativa de resultados – Prueba de Comprensión lectora
Sugar everywhere
Sugar on a Stick

Sugar Labs

Desktop Summit
community roles

explore, share, evaluate, and debate best practices

provide technical and pedagogical support

create new learning activities
teacher participation

do: use Sugar in your classroom
communicate: report on problems
curriculum: develop lesson plans
community: share ideas with your peers
pedagogy: ask hard questions
research: help us find answers
(Roland Gesthuizen)
Desktop Summit wish list

better SVG support
better i18n tool chain
better journaling/datastore
better collaboration on the desktop
Simplicity
the K-6 opportunity
SL resources
lists.sugarlabs.org
irc.freenode.net
#sugar
wiki.sugarlabs.org
dev.sugarlabs.org