Sugar Labs

Desktop Summit

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

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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

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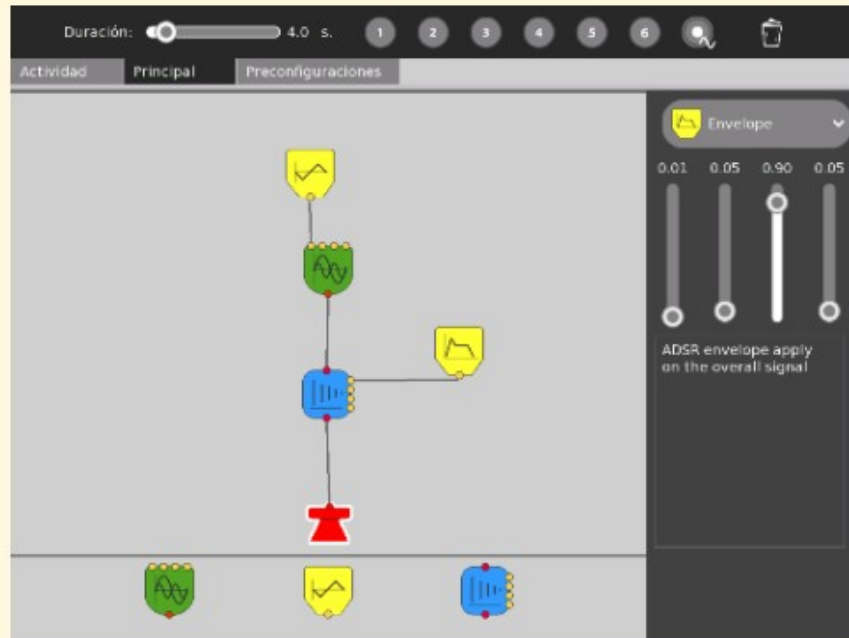
a global transformation

Senegal 1983

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.

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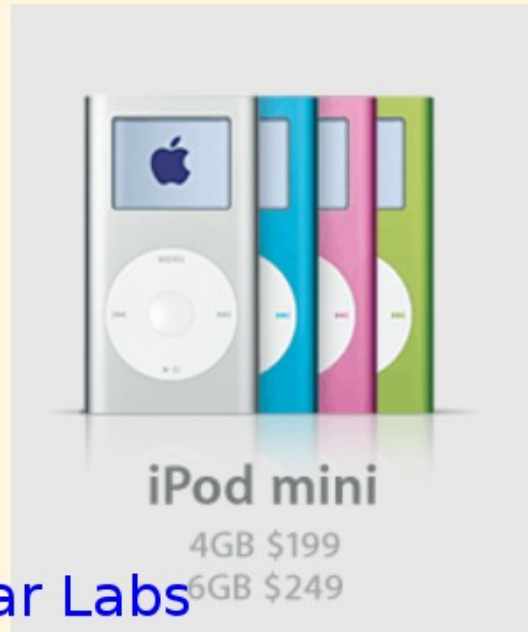
hard fun

Thailand 2008

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

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.

iPod mini

4GB $199
6GB $249

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Conventional wisdom

The teacher tells.

The student listens

Knowledge is an object.

To possess it is to be educated.

Unconventional wisdom

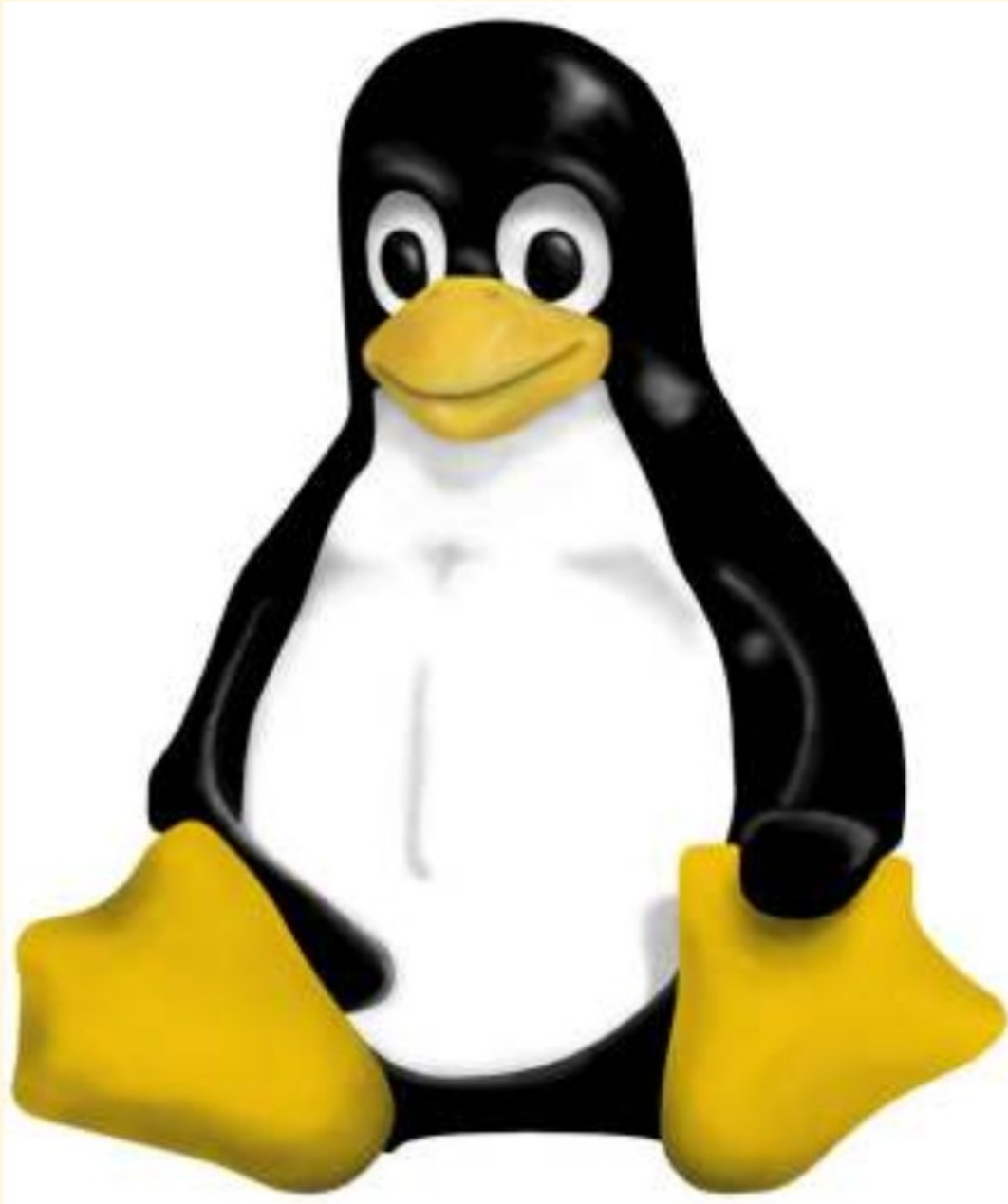Everyone is a teacher and a learner.

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,
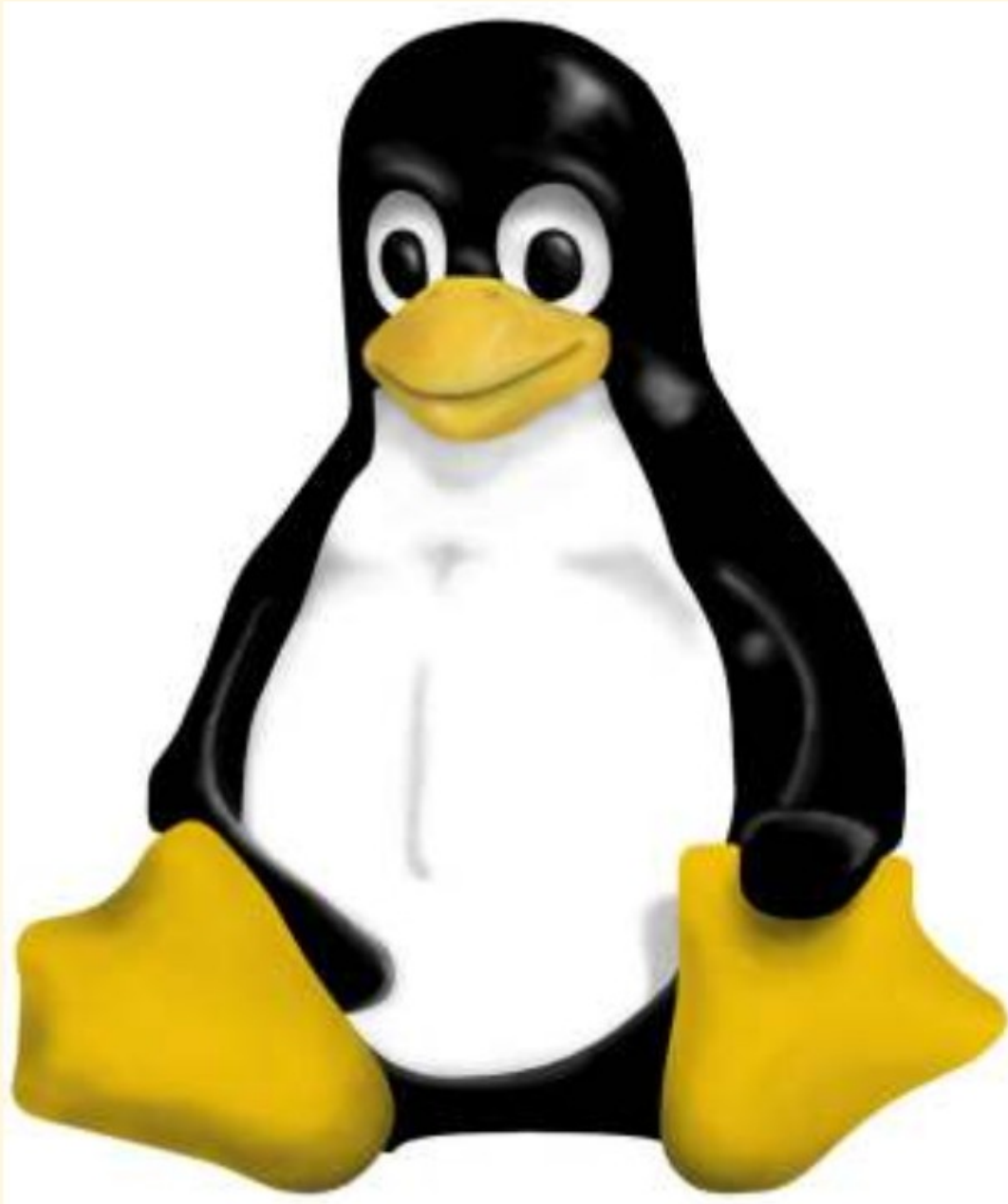   we want more doing.
3. Love is a better master than duty.

The culture of FLOSS

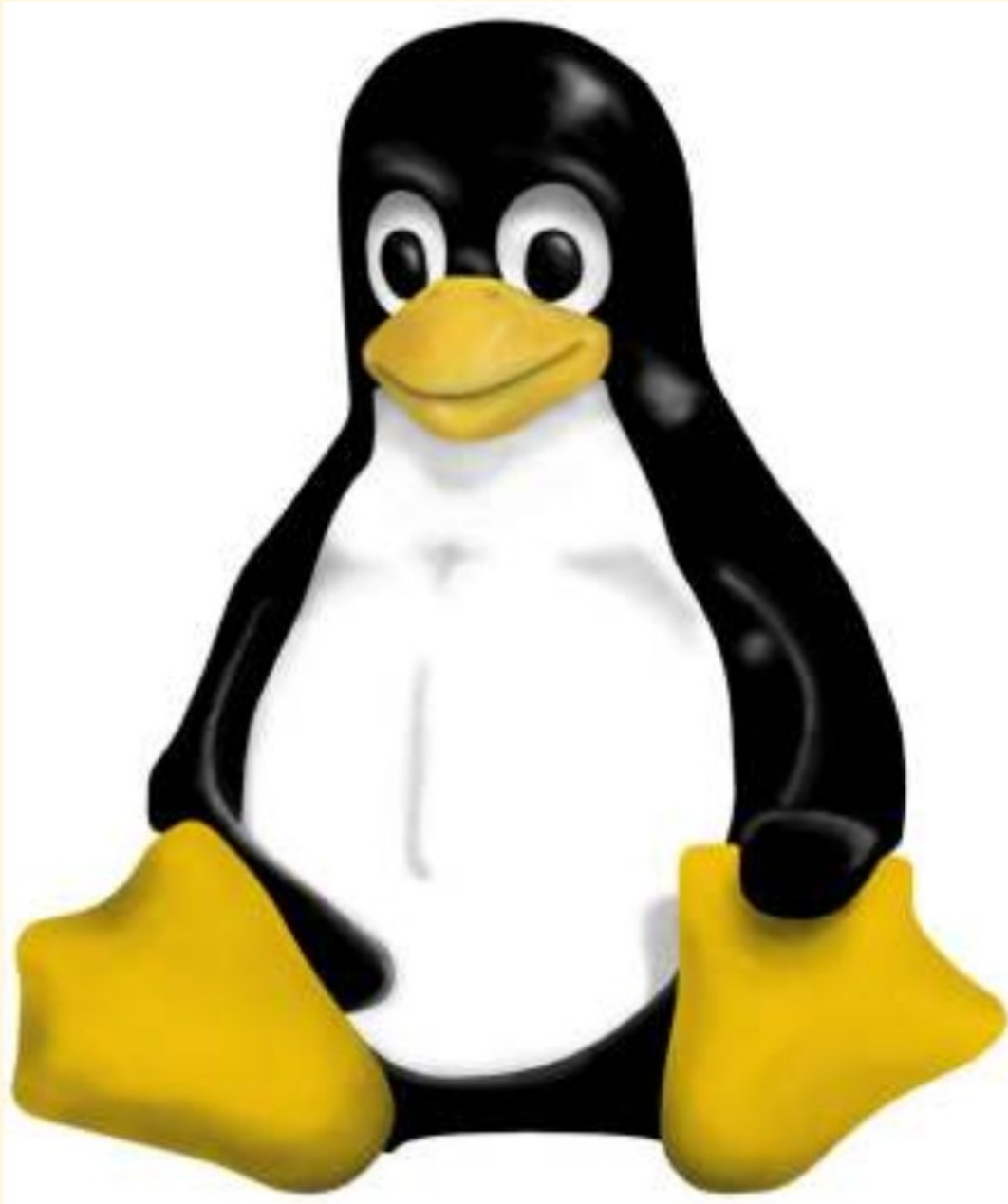Sugar Labs   Desktop Summit

is a culture of sharing...

and a culture of critique

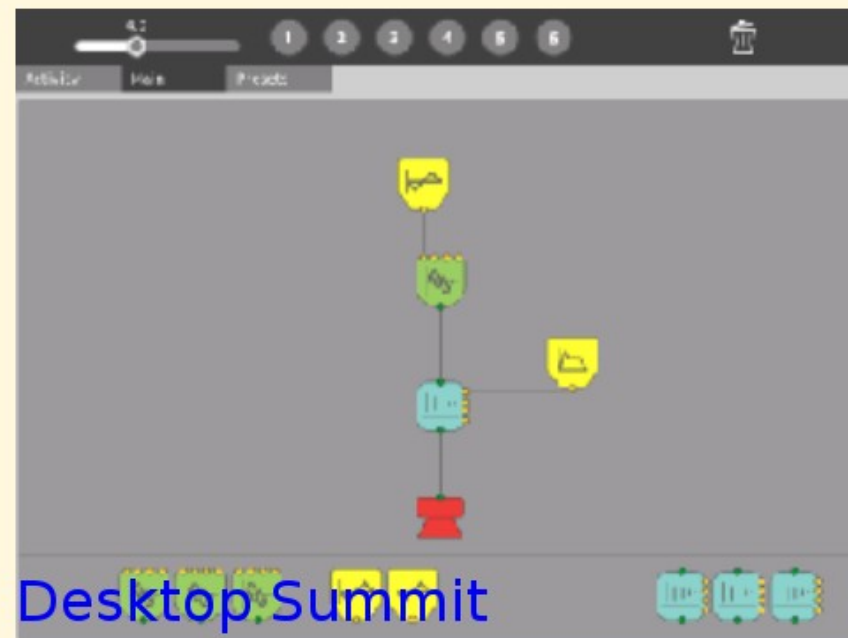# Sugar

guided discovery
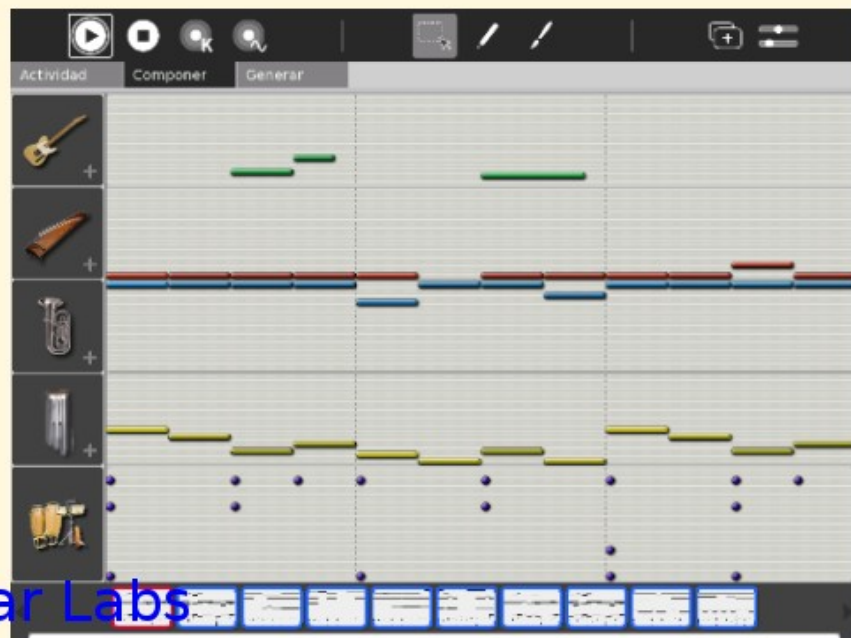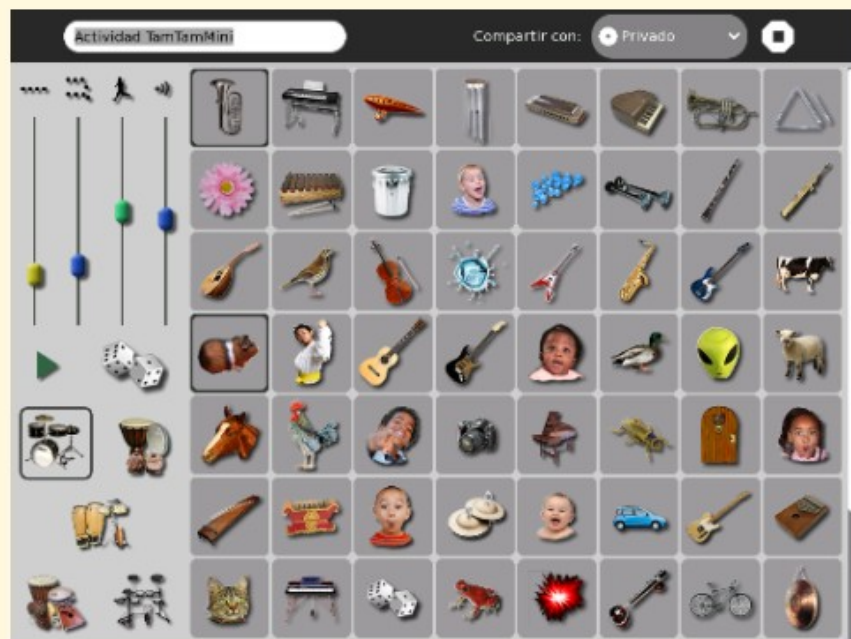collaboration
reflection

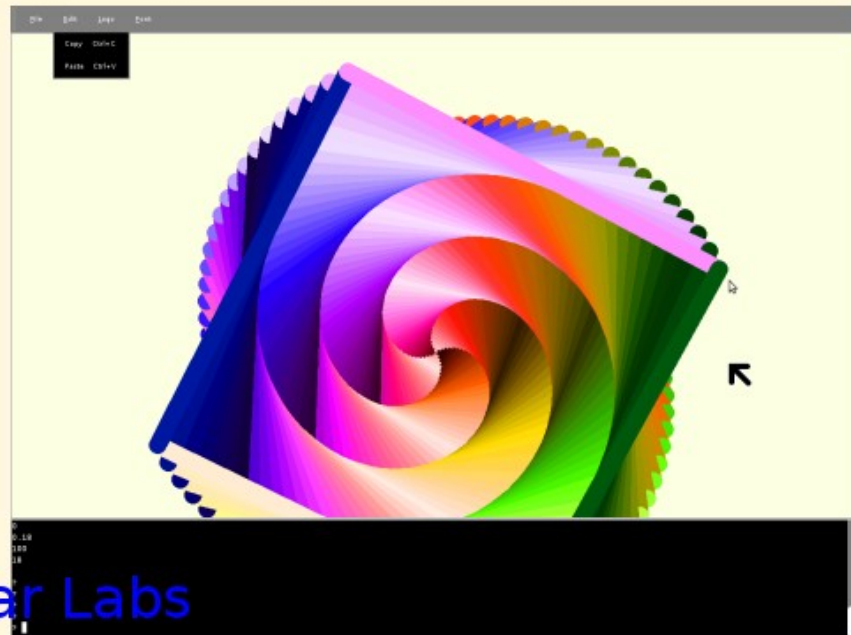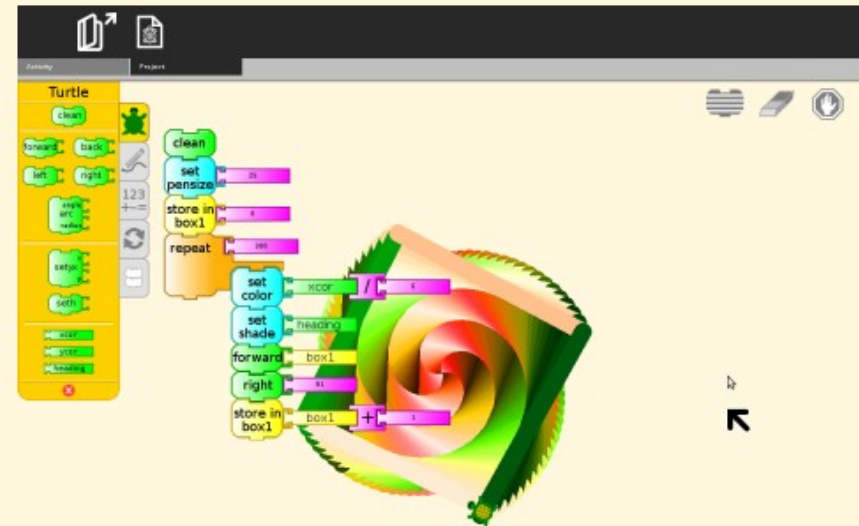Sugar Labs   Desktop Summit
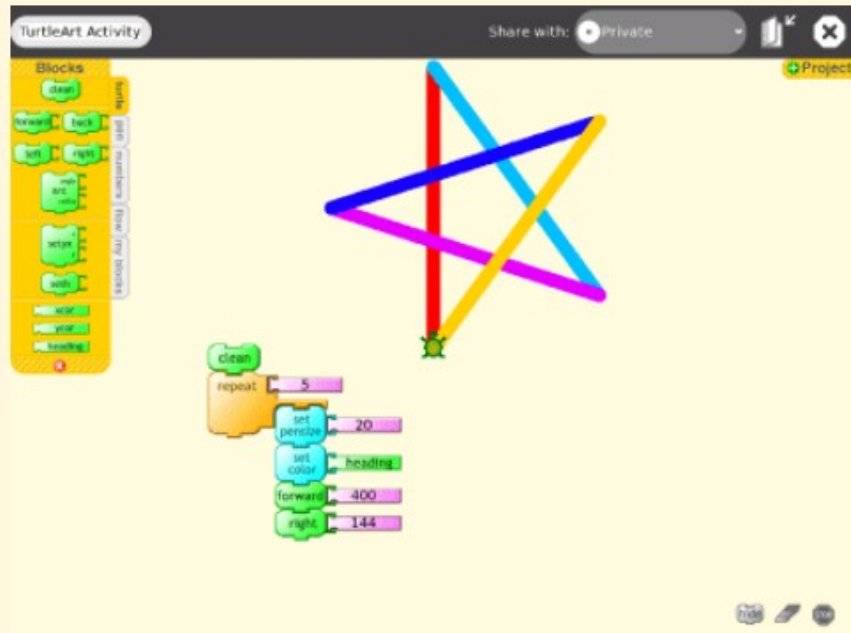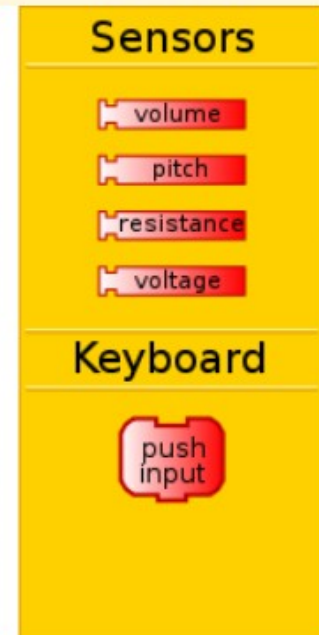
guided discovery

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TamTam

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Turtle Art

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view source
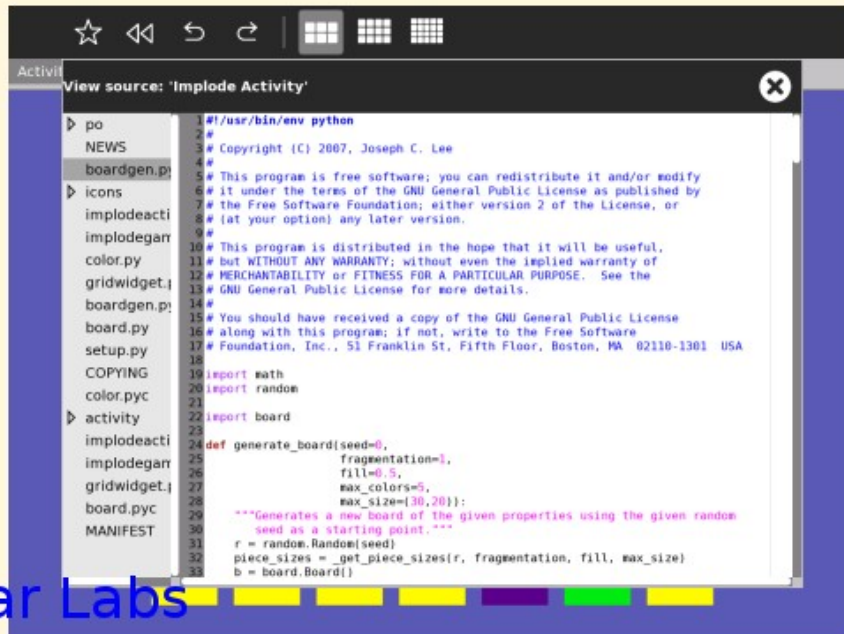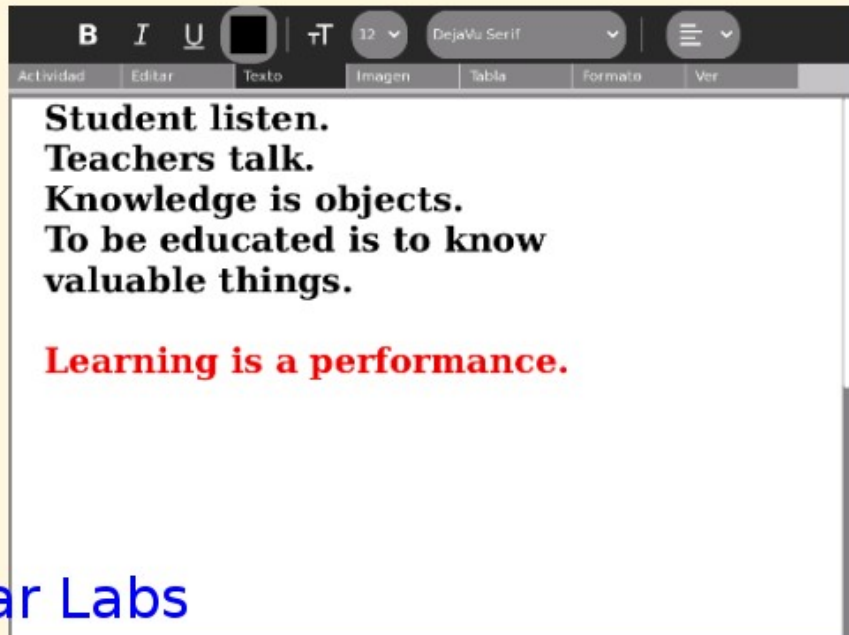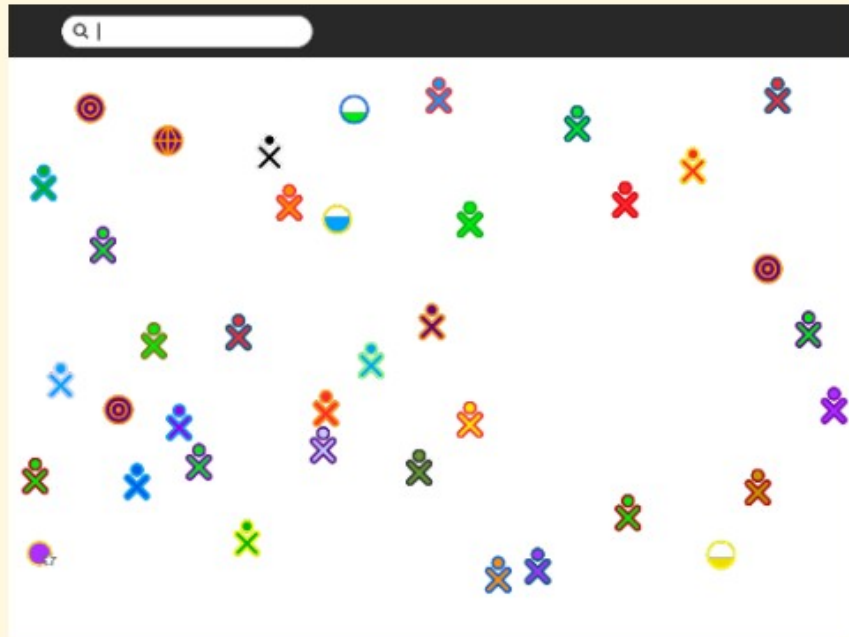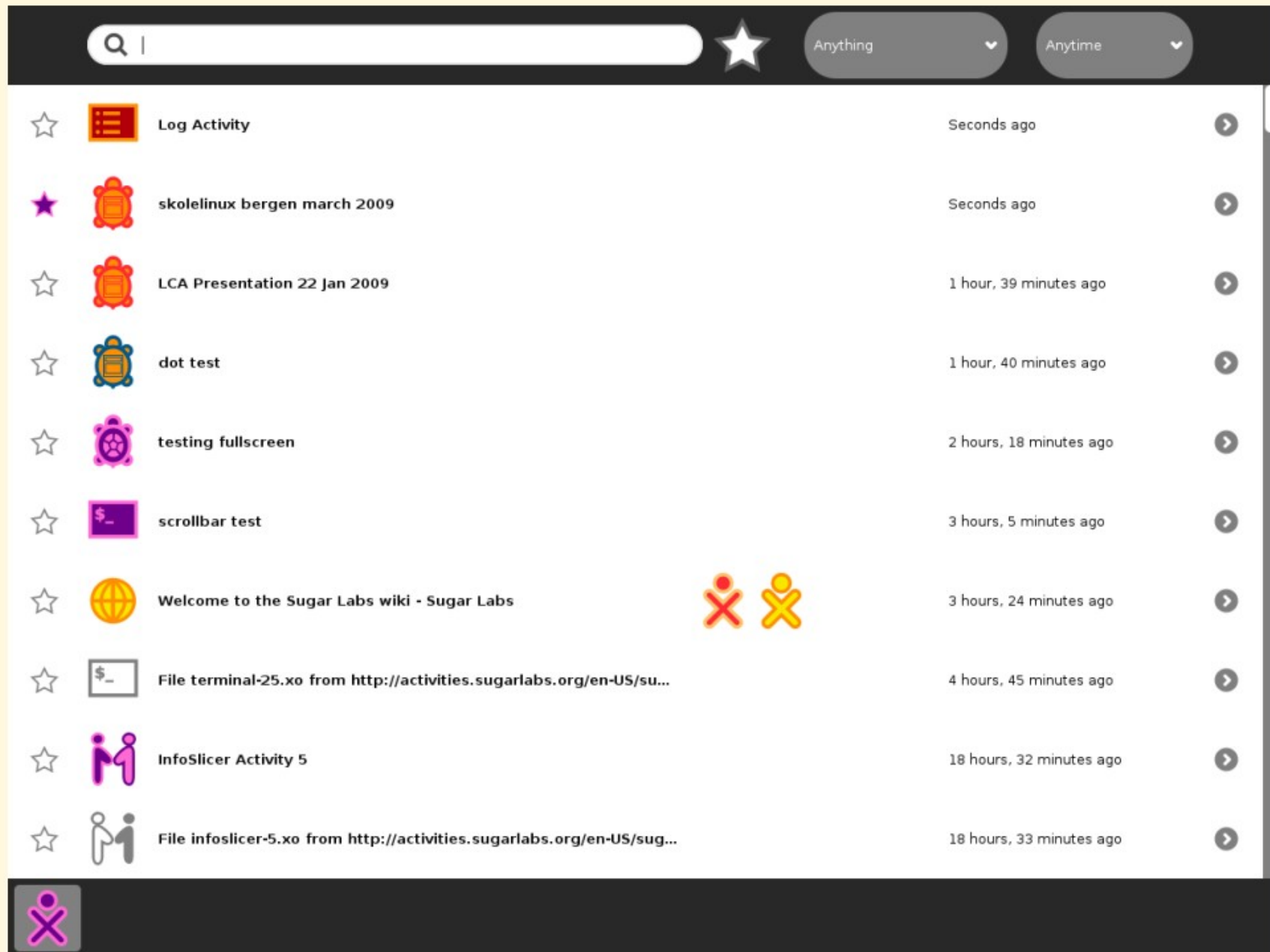
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collaboration

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sharing

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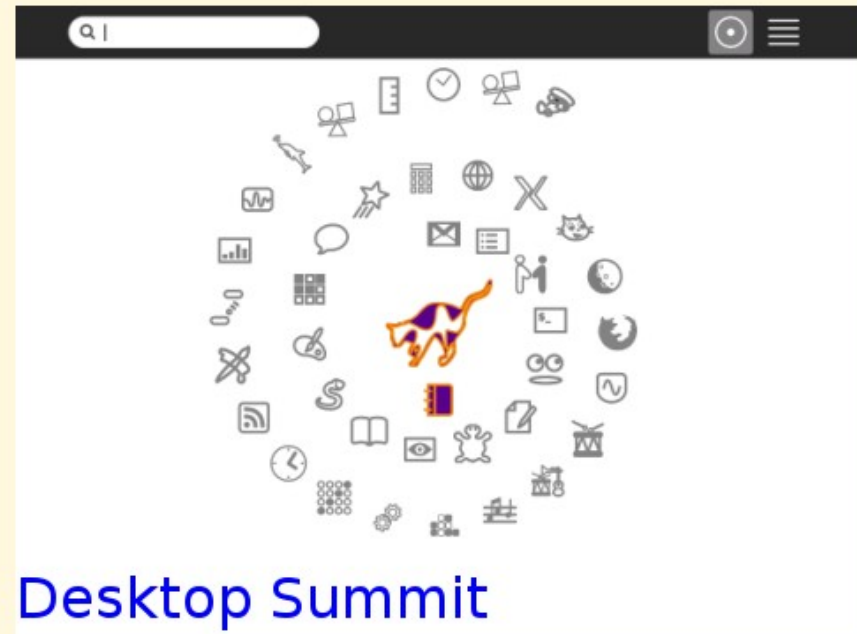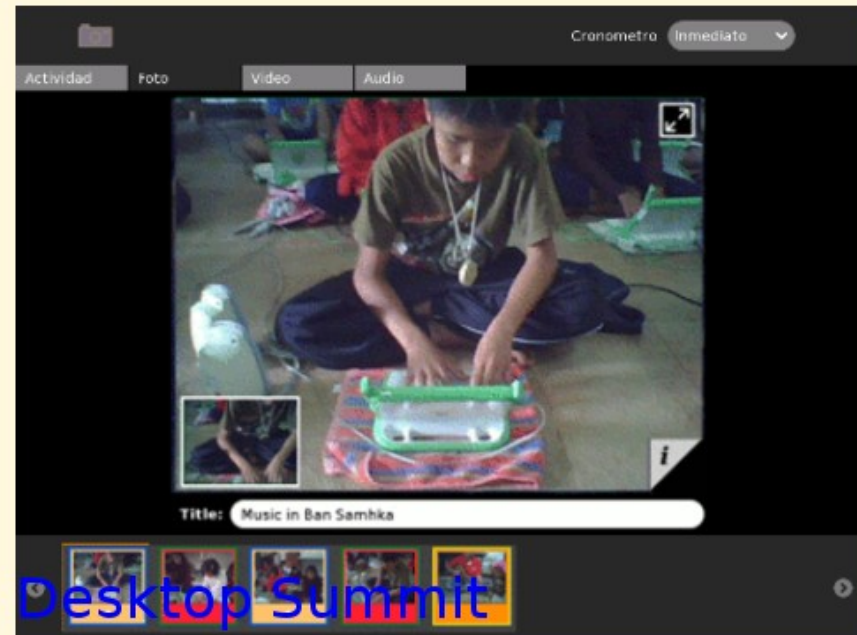Knowledge is objects.
To be educated is to know
valuable things.

Learning is a performance.

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reflection

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Journal

Log Activity — Seconds ago

skolelinux bergen march 2009 — Seconds ago

LCA Presentation 22 Jan 2009 — 1 hour, 39 minutes ago

dot test — 1 hour, 40 minutes ago

testing fullscreen — 2 hours, 18 minutes ago

scrollbar test — 3 hours, 5 minutes ago

Welcome to the Sugar Labs wiki - Sugar Labs — 3 hours, 24 minutes ago

File terminal-25.xo from http://activities.sugarlabs.org/en-US/su... — 4 hours, 45 minutes ago

InfoSlicer Activity 5 — 18 hours, 32 minutes ago

File infoslicer-5.xo from http://activities.sugarlabs.org/en-US/sug... — 18 hours, 33 minutes ago

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Journal

Sugar at the Desktop Summit
Gran Canaria
July 2009

1. What is Sugar?
2. Lessons learned
3. Next steps

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Lessons learned

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Peru
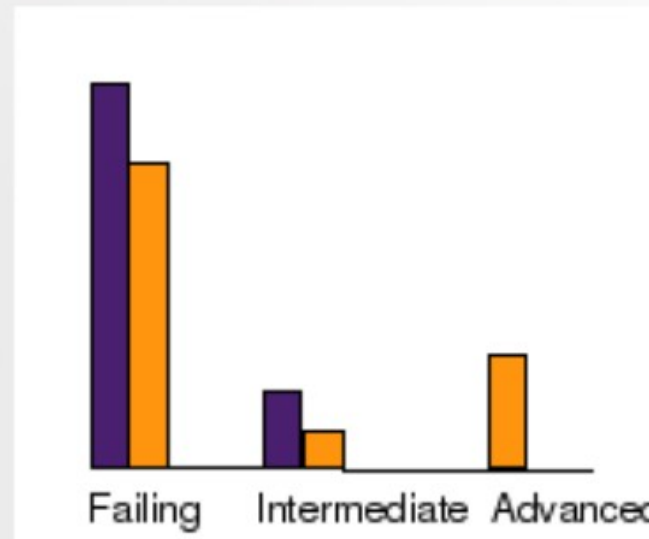
Tabla comparativa de resultados – Prueba de Comprensión lectora

Sugar everywhere

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Sugar on a Stick

community roles

explore, share, evaluate, and debate best practices

provide technical and pedagogical support

create new learning activities

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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

btter i18n tool chain

better journaling/datastorage

better collaboration on the desktop

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Simplicity

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the K-6 opportunity

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SL resources

lists.sugarlabs.org

irc.freenode.net
#sugar

wiki.sugarlabs.org
dev.sugarlabs.org