

Group 2

What is Sugar Labs?

Sugar Labs is a volunteer-driven, non-profit organization, and a member of the Software Freedom Conservancy, which promotes the development and distribution of open source software. Computer software that is considered "open source" permits users to openly make changes and improvements, which allows for open collaboration. Sugar Labs, through the use of open source software, supports users and developers by custom making a program for everyone to access and learn from.

Mission

Sugar Labs® facilitates the production, distribution, and support of the Sugar learning platform, which is an open source program that provides a supportive environment for children, parents and educators to "create, extend, teach, and learn."

Sugar strives to encourage that everyone

- can learn and teach
- become active participants in their community
- can express their ideas and creativity
- can "learn by doing"

What is Sugar?

The Sugar Learning Platform uses computer software to help children 5 to 12 years of age learn. Sugar was created as a worldwide support system for children in underprivileged environments and "it is currently used by nearly one-million children worldwide speaking 25 languages in over 40 countries."

SugarLabs Teaching Philosophy

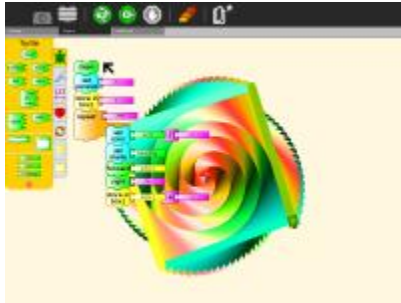
By getting computers into the hands of more children, the goal of Sugar is to engage students in a "learner-centric" approach to education. This means Sugar not only wants to give children access to knowledge through tools such as electronic books and the world-wide web, but they also seek to mentor children in the practical application of such knowledge. This whole approach is based on constructionist theory, which asserts that understanding is something a child constructs internally out of experience and previous understanding. Sugar wants to make children into, "consumers, critics, and creators of knowledge" within a learning community. To do this, Sugar wants this community open to students "anytime and anywhere" and the opportunity for cross-community collaboration.

SugarLabs Platform

The Sugar platform software is completely free and open source, which means there are no license fees. It is a global project with no single point of dependency, easily localizable and customizable, has

hundreds of base-installed activities, 24/7 community support and a committed community base of developers and teachers.

The Sugar activities focus on problem-solving and discovery through collaborative "exploring, expressing, and sharing" for children 5-12 years old. For example, "Turtle Blocks" is an artistic activity that includes fundamentals of visual programming.



Sugar activities are automatically backed up and everything is recorded on Sugar's Journal, where work can be evaluated and reflected upon by other children, parents, and teachers. Sugar runs on most computer hardware and is designed for local appropriation, with 25 languages currently available.

How the Sugar Labs Platform carries out their teaching philosophy

To ensure the ideals of community and learner-centric approach are upheld, the Sugar Labs learning software is free and open-source. This is the foundation for which Sugar applies its philosophy. It is Sugar's belief that open-source software has the ability to empower students with the freedom to act and the freedom to be critical, which are essential to learning and growing. By "learning how to learn" in regionally established, independent "Sugar Labs," children around the world can gain valuable opportunities for increasing their education.

Getting Involved

For more information on how to get involved with Sugar Labs, please visit:

http://sugarlabs.org/index.php?template=page&page=contributors_join

One-Laptop-Per-Child (OLPC)

Sugar Labs was originally developed for the XO laptop, created by One-Laptop-Per-Child (OLPC).

One Laptop Per Child (OLPC) is a non-profit organization and a mission - a mission to provide every child in the world with an education. Working together with education departments all over the world, OLPC is empowering children in developing countries with the ability to control and facilitate their own education. To accomplish this goal, the organization developed the XO laptop, a durable, cost-effective laptop. Children with the unlimited possibility of an XO laptop now have access to modern forms of education and to opportunities they never had before.

The mission is founded about five basic principles:

1. Child Ownership -- The child must be the full owner of the laptop. The child must be able to take the laptop about with him and home.
2. Early Education -- OLPC and the XO laptops must maintain their focus on children from ages 6-12. All work done within the project must be specific to this demographic.
3. Saturation -- When the XO laptops come into a school or area, OLPC strives to provide fully for every child in the school or area. That is to say, OLPC will not allow any child to be left out. Every child must get a laptop, or no deal.
4. Internet Connection -- Whatever has to be done, the child's laptop must have internet access. The internet is a powerful tool for self-guided, self-motivated learning, and access to the internet is critical to the success of OLPC's mission.
5. Open Source -- the XO laptops may only use open source software. Without need to check against companies for changes, localization, bug fixes, etc, OLPC can work much faster and much more efficiently.

Anyone who works for the OLPC project must keep these principles in mind.

There are currently over children in over 40 countries who are experiencing education in a new way through an XO laptop. OLPC works directly with the ministry of education to make these laptops available to children in need.

OLPC has many partners who together strive to fulfill this mission. The founding corporate members were Advanced Micro Devices (AMD), Brightstar, Chi Lin, eBay, Google, Marvell, News Corporation, Nortel, Quanta, Red Hat, and SES Astra. Since the founding, many other companies have joined this effort.

For more information, visit the following sites:

one.laptop.org

wiki.laptop.org

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