Learn2Teach:Teach2Learn
To build a critical mass of 3,000 – 5,000 young people exposed to emerging technology and science who will catalyze lasting cultural change in our community around what’s possible for youth to attain. We believe that too many youth just consume technology when they could also be the designers and innovators of the new technologies of the future.
Spring through Summer
April - August

Academic Year
September - April
What We Teach

- Scratch → Interactive Programming Software
- GIMP (Image Editing)
- Pico Crickets (The Playful Invention Company)
- Fabrication Technology
- Hyperscore Music Composition Software
- Alternative Energy
The Kids We Teach

-Ages 6 and higher
- We work hard go out to their community centers and they come to SETC whenever they can
Community Projects

- At L2tT2I the youth teachers are broken up into separate groups and tasked with the challenge of solving a problem in the community.
- The solution to the problem must utilize the modules we teach.
- The youth teachers have all summer to work on the projects and at the end of the program, a project exposition is held to show what we have been working on.
Alarm System w/ Robot Guard
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- Alarm system programmed in Scratch
- The alarm system interfaces with the Robot which is powered by a gogoboard.
- Wireless communication between the Scratch alarm system and the robot is possible because of the new remote sensor functionality in Scratch 1.3 and the mobility of the OLPC-XO
What We Learned
Solve a problem using many different approaches
Determined mindset
Cooperation with your peer teachers and the students
Importance of serious effort and commitment
The will to see others learn
How L2TT2L ties in to OLPC

- Every student should have their own computer because this maximizes the hands on experience gained from our lessons.

- We believe in the mass expansion of knowledge and would like to see programs like ours carried out on a larger scale.
Getting our XO’s

-Thanks to OLPC, some of our youth teachers were given XO’s

-We developed basic tutorials for things such as adding Activities the XO and using the various programs that the Xo has to offer such as Flipsticks and TurtleArt.
Sensors and Turtle Art with Arjun

- Arjun showed us how to get the XO to measure different values in Turtle Art with sensors.