

XO Demo

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The persons demo-ing the XO should be well acquainted with t here mentioned but should not limit themselves only to them.

The demonstration should be fluent, concrete, and rather fast-paced. Nevertheless, with some degree of interactivity and adaptability, so as to cater to each audience's character, needs, expectations, and curiosity, depending on the listeners background or interests. Key activities and characteristics should be explained succinctly –and early on, since sometimes, suddenly, you will be cut off and asked to finish or go into other matters because your audience is in a hurry.

It is crucial that the OLPC vision, mission, principles, and premises always be made clear, likewise, as early as possible, and repeated and stressed at every opportunity –because they don't sink in easily.

Being skillful with an XO is extremely relevant, which, obviously, comes with a lot of practice. Prepare an XO with different activities before each demo, taking into account what you know –or guess– is relevant to the target audience.

Although the technical aspects of the hardware and software are mentioned below, the most important aspect is how the teacher is going to exploit the XOs in class to facilitate the children's learning in better ways, as well as to empower them to learn on their own and collaboratively.

Technical Features http://wiki.laptop.org/go/Hardware_specification

- Low Power Operation
- Wi Fi Mesh network
- High resolution - Dual Mode Display: 1) Sun readable screen (monochrome); and, 2) Bright and color
- Rugged

Other (in case some ask very technical questions)

- AMD processor
- No mechanical parts (no hard drive, but a 1G flash)

XO laptop

- laptop features <http://www.laptop.org/en/laptop/start/features.shtml>
- external ports <http://www.laptop.org/en/laptop/start/externalports.shtml>
- keyboard <http://www.laptop.org/en/laptop/start/keyboard.shtml>
- ebook mode <http://www.laptop.org/en/laptop/start/ebook.shtml>

Software http://wiki.laptop.org/go/Software_components

- Open source
- Everything is saved automatically
- Collaboration, reflection, and discovery are integrated directly into the user interface

Sugar Interface

- Home View <http://www.laptop.org/en/laptop/start/homeview.shtml>
- Activities View <http://www.laptop.org/en/laptop/start/activityview.shtml>
- Group View <http://www.laptop.org/en/laptop/start/friendsview.shtml>
- Neighborhood View <http://www.laptop.org/en/laptop/start/neighborhoodview.shtml>
- Journal <http://www.laptop.org/en/laptop/start/journal.shtml>
- Download additional activities or show them that (on the Internet) there is a variety of extended activities available on-line <http://wiki.laptop.org/go/Activities>

Activities <http://wiki.laptop.org/go/Activities>

- Record: camera, video, and audio <http://wiki.laptop.org/go/Record>
- Browse
 - Content selected by the country could go in the left menu
 - Browse the Internet
- Speak <http://wiki.laptop.org/go/Speak>
- Geography (Gcompris)
- Turtle with sensors (sound) <http://wiki.laptop.org/go/Measure/Turtle>
Manual http://wiki.laptop.org/images/e/e3/Turtle_Art.pdf
- Memorize – create a game <http://wiki.laptop.org/go/Memorize>
- Gcompris – choose, download, try out some activities, and use them in the demo <http://wiki.laptop.org/go/GCompris>
- eToys has some project demos <http://wiki.laptop.org/go/Etoys>
- Map [http://wiki.laptop.org/go/Map_\(activity\)](http://wiki.laptop.org/go/Map_(activity))
- Geoquiz <http://wiki.laptop.org/go/Geoquiz>
- Words <http://wiki.laptop.org/go/Words>
- Physics [http://wiki.laptop.org/go/Physics_\(activity\)](http://wiki.laptop.org/go/Physics_(activity)) and/or X2o <http://wiki.laptop.org/go/X2o>
- Sudoku (Gcompris)

Sharing

Sharing activities <http://www.laptop.org/en/laptop/start/sharing.shtml>

Likewise, files, activities, or user-made-games may be shared with collaborators.

Share the following activities with another XO

- Distance http://wiki.laptop.org/go/Acoustic_Tape_Measure
- Write
- Memorize

Internet

- Connecting to Internet <http://www.laptop.org/en/laptop/start/connecting.shtml>

Learning

- Children can use multiple media to express, represent, model, simulate, and visualize
- They can develop computational thinking
- XO laptop fosters collaboration at all times to together construct, design, imagine, create, critique, debug
- The school is not the only learning environment, but the world becomes the children's laboratory.
- They can share their knowledge and laptop with their family
- Children and teachers can obtain information from various sources. Or, the other way around, they can be active providers of information, artistic expressions, expertise and content through the Mesh or the Internet.
- Children and teachers experience applied learning, community involvement and development, in-country and multi-country project collaboration and awareness, global and local vision

The ultimate aim is that each child, teacher, school and community will appropriate OLPC in their own ways for their own contexts, needs, and interests, as well as for individual and social learning.

Some important learning concepts that OLPC is based on are:

- Constructionism - Seymour Papert
- Constructivism - Jean Piaget
- Equity - Nicholas Negroponte

The OLPC Approach also makes use of the ideas of many other great contributors to education, such as Maria Montessori, John Dewey, and Lev Vygotsky.

How teachers use it

I have documented how teachers use it in the following chronicles:

- Peru - http://wiki.laptop.org/go/OLPC_Peru/Arahuay
- India - http://wiki.laptop.org/go/OLPC_India/Khairat_Chronicle
- Nigeria - http://wiki.laptop.org/go/OLPC_Nigeria/Galadima

However, there is also documentation of other pilots and deployments on the OLPC wiki and other sites.

Resources:

- Getting started <http://www.laptop.org/en/laptop/start/>
- wiki.laptop.org