The World Wide Workshop Foundation has partnered with **OLPC Association** in March 2007 to develop software,
the **MaMaMedia Creative Center** -- a set of **Constructionist learning** activities for kids for the **XO Laptops.**
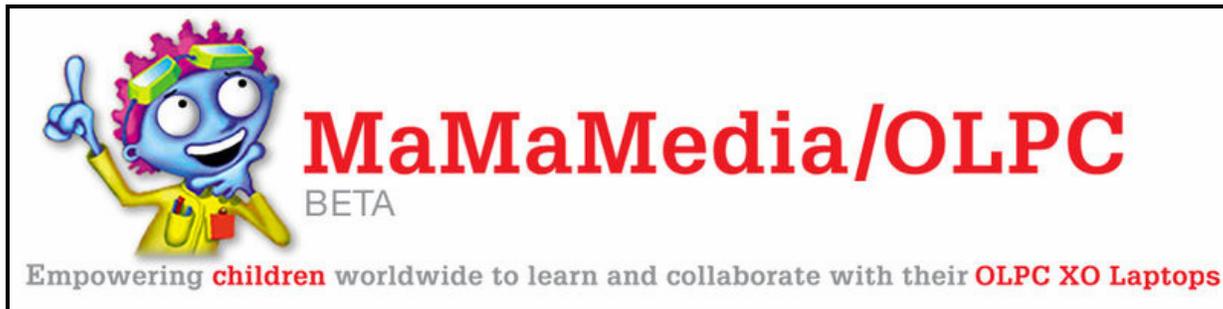
The MaMaMedia Creative Center is based on award-winning, kid-tested puzzles, digital toys, web games, and creativity tools from MaMaMedia.com -- a pioneering kids website established in 1995 by Dr. Idit Harel Caperton, one of the first graduates of the MIT Media Lab. This set of activities highlights the valuable edu-design principles of MaMaMedia: the "3X's" (eXplore, eXpress, eXchange), and the technological features of the XO Laptop, including the built-in camera, drawing and writing tools, and the mesh network. Children can take their first steps with the XO Laptops by learning to make and share their own stories, cartoons, polls, quizzes and more! Plus, easy-to-follow lesson plans for teachers and parents (who have little or no previous experiences with computers) to learn together through an introduction to programmable media technology.

Our Educational Design Criteria: Activities must - **(1)** be of best quality and well produced; **(2)** have positive impact on learners; **(3)** engaging and fun; **(4)** Sugarized (UI, Journal, Internationalization, mesh, etc.); **(5)** integrate other XO core activities, libraries, and resources; **(6)** fully open; **(7)** expandable and transformable by any user community; **(8)** add new experiences and features to the XO Core; **(9)** suitable for children, teachers, and families worldwide, as well as G1G1 and other OLPC initiatives; and **(10)** afford a low barrier to entry, yet encourage complex activity for learning and development.

Flipsticks: A keyframe animation activity that lets you pose and program a stick figure to walk, run, rotate, twist, tumble and dance. You can save your animations to the journal and share them via the mesh. Flipsticks can be used to explore concepts in geometry, computer programming and animation; it helps develop spatial and analytical thinking skills.

Cartoon Builder: Animate a cartoon character by creating a sequence of poses inside a filmstrip. Create your own cel-animation sequences by positioning and manipulating a playful cartoon character, and by using backgrounds, characters in multiple poses, sound effects. Play the sequence at different speeds, and save it. Produce backgrounds and sounds by yourself using other XO applications (Paint, Microphone, etc.)

Joke Machine: Start a multimedia jokebook and invite your friends to add jokes to it. Use this activity to create a book of jokes – a project that helps with reading, writing and cultural learning. Add an image created with other XO activities, such as Paint, Record and Flipsticks. Include a sound effect made with Record. Friends can also submit jokes to your shared jokebook, and become the jokebook authors.

**Poll Builder:** Create a poll, collect votes and analyze community opinions. It is a research tool that helps explain what a group of people think about a topic. Use this activity to create a poll, collect votes, examine the results and think about what they mean. Write your own opinion poll questions and answer choices, then invite friends to vote in your poll over the mesh.

Story Builder: Graphical story constructor that allows you to drag & drop a variety of characters into a background to create an imaginative scene, then write a story about it. Encourages and facilitates free-form creative writing and the saving of original stories.
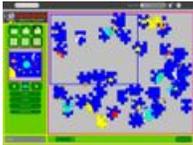
Jigsaw Puzzle: Classic picture-construction game, but with the option to add your own pictures. This activity strengthens visual, spatial and problem-solving skills and offers a context to creatively reflect on and explore any subject. Turn your images into puzzles and share them via the mesh.

Slider Puzzle: A classic logic game that challenges you to slide tiles around to form a picture or pattern. This digital version provides a fun context to explore basic functions of the XO, learn problem-solving skills, and develop creative projects that reflect understanding of a topic you are studying. Turn your images into puzzles and share them via the mesh.

MaMaMedia Learning Center: This is a space for educators and students filled with starter ideas on how to integrate the XO Laptop and the MaMaMedia activities into creative learning experiences. Includes an overview of Constructionist educational philosophy and design principles, a glossary of useful terms, and an overview of the play experience and learning impact for each MaMaMedia activity. It is designed as a model platform for educators (and developers) to expand on with more ideas and features.

DOWNLOAD THESE ACTIVITIES - http://wiki.Laptop.org/go/WorldWideWorkshop

About the World Wide Workshop: We are a global foundation for developing open-source applications of social media technology and game production, to enhance learning, innovation, entrepreneurship, and an understanding of the world in economically-disadvantaged and technologically-underserved communities.

Based on her MIT Media Lab research with **Seymour Papert** in the 1980's and 1990's, **Dr. Idit Harel Caperton**, founder of the World Wide Workshop and author of the book **Children Designers**, says *"if young children see their technology as a pencil or a paintbrush right from the start, and if they see the Internet as creative spaces, such as colorful beads, sand, wooden blocks, or clay, they will learn the 3R's (Reading, wRiting, aRithmetic)* <u>*and*</u> *the new* **3X's skills** *-- i.e., how to* **eXplore** *the world around them,* **eXpress** *themselves clearly and creatively, and* **eXchange** *their ideas and artifacts using digital media and tools on their laptops. Equipped with the 3X's skills, children can also gain the gear and self-confidence to build their own worlds using digital technology, and lead others in their communities."*

With the OLPC Association, the World Wide Workshop is working to narrow the global digital divide by empowering children with the life and technical skills to create interactive media, explore the web to cull information, and contribute to informational communities around the world, using web-based and wiki media and tools. We know these skills will not be honed in a day, it takes time to become an effective blogger, wiki-writer, and game designer and programmer; but with commitment, support and access to opportunities and suitable learning environments -- we believe this can be a reality for all children and youth in the near future.

WorldWideWorkshop Foundation

Social Media Technology & Learning

Soon to be available on the XO Laptops – **the Globaloria Program** -- a network of educational, programmable websites, wikis and blogs, that prepares young people to become makers of interactive games and simulations, for their own personal and professional development and for the social and economic benefit of their communities. By participating in the Globaloria Program, secondary school and university students from underserved communities worldwide will develop software, games and wikis for their XO Laptops. This will help them to gain the expertise and self-confidence needed to become active global cybercitizens in today's increasingly connected and digital world.

For More Information Contact: Info@WorldWideWorkshop.org