



“Discover Coding”

Back-To-School Code-a-thon Information Packet

**A one of a kind educational event that spans
age groups, experience levels, and locations
Join us to learn exciting skills and meet
new people from around the world.**

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Breakthroughs in neuroscience research over the last two decades have taught us more about how the brain functions than in any time in the course of human history. Many of these ongoing and evolving studies are helping us understand how the brain processes information in various emotional states and during different life situations.

At We Connect The Dots we've developed a unique training methodology steeped in this research, which we integrate with STEAM experiential project based learning programs. We teach both students and teachers on how to learn, collaborate, lead and teach in a more effective, "brain-friendly" way. Helping students to shift from a fixed mindset to a growth mindset and transforming into Life-long learners through an inquiry base learning approach.

Our education programs specifically employ a blend of neuroscience-based principles with coaching competencies and strategies, which are used to generate education practices that support positive learning experiences for everyone involved.

With a focus on STEAM (science, technology, education, arts and math) our programs support building the strategies for critical thinking, synthesizing information and broadening understanding of career opportunities in STEAM industries. Our metrics clearly demonstrate a shift in thinking by students who participate in our programs, producing students who are well informed, more confident, and able to empower their own future.

Join us in building more cohesive education environments that teach 21st century workforce skills and develop the next generation of Scientists, Technologists, Engineers, Artists, and Mathematicians: a new generation that is self-aware, self-motivated, and accountable for changing the world in positive ways.

EIN:46-3412001

Regards,

Laurie Carey
Founder &
Chairman of the Board



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Experiential Learning Programs - Designed with a Inquiry Based Learning Approach

At We Connect The Dots our teaching approach is combined with experiential learning and brain-based research to ensure students come away with positive outcomes and skills they can apply today and in their future. There is nothing more enjoyable than to see a student intense in their learning experience that they cannot be easily pulled away from their work. The learning experience becomes a creative energy like a magnet. Helping a student find his or her passion is a wonderful, yet intense feeling, and seeing it happen often can be a very rewarding experience for the students and facilitators. In our programs we are cognizant of setting time-lines and expectations of when the creativity must come to an end or where they need to wrap up their creative thought. Whether it is about taking a break to eat lunch or moving to the next topic. Many times we find ourselves re-defining the agenda only because the students are in such a creative moment that breaking it would be destructive to the learning experience. So we always create space in our agenda for the possibilities of shifting.



Our organization is run by and for students in many ways. We include one student ambassador on our board for a two year term to provide them the experience of being a part of a board as well as ensuring the students interests are taken into consideration. This position is an elected position by the student ambassador community. Every program we create is designed in partnership with students, teachers, and industry experts. This methodology provides a diverse perspective of content creation and delivery concepts as well as alignment with today's industry needs and career opportunity awareness. This is what we like to call our "STEAM Recipe for success".

About We Connect The Dots / Our mission is to excite, inform and educate students about Science, Technology, Engineering, Arts, and Math (STEAM) careers. Through a collaboration with the community, education, government and the technology industry, WCTD provides awareness and education of the 21st century workforce skills, as well as the opportunities available to students embracing STEAM careers. Impacting students at a local, national and global level, our programs create a hunger for learning that empowers students to find their own paths to success. Learn more at www.we-connect-the-dots.org.

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The Back-to-School Code-A-Thon

January 26th-28th, 2018

The Back to School Code-A-Thon is a FREE 48 hour program that gives students an opportunity to use technology, research, and collaborate to address issues and problems confronting the human race on a global scale. Students will work together to learn to code HTML, CSS, and JavaScript while learning to use tools like GitHub to build a website that reflects their ideas and commitment to problem-solving. Prizes are available for the teams that create the top three projects in their location! This is an international event, and students will be able to speak, work, and learn with other students around the world via live video, web, and telecommunication technology!

- Learn web development in a collaborative environment
- Meet students from around the world
- Get international visibility
- Find solutions to real global problems using technology

Locations Include:

New York: LaunchPad, Westbury, NY
Pennsylvania: Penn Wood Middle School, Darby
Ohio: Sandusky County, Neeley Center
Australia: Location TBD
North Carolina: Location TBD



This program is open to any student 13-18 years-old with a willingness to learn, work collaboratively, and who has a desire to address real global issues for the betterment of all mankind. If you are such a student, please join us for this event. Students will stay on site throughout the 48 hr program. You may select your location when you register.

To register go to our website or scan the code:

<http://we-connect-the-dots.org/register-for-codeathon-2018>

For information about the event visit our program registration website at <http://we-connect-the-dots.org/results-of-2017-codeathon/> or contact our team via email events@we-connect-the-dots.org or by calling (631) 468-7475



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January 26th-28th, 2018

What is the Back to School Code-A-Thon?

A LEARNING EXPERIENCE FOR STUDENTS:

The International Back to school Code-A-Thon is a consecutive forty-eight-hour event that gives students the opportunity to learn to code in HTML5, CSS and JavaScript while leveraging industry Platforms to teach 21st Century workforce skills. This is a discovery program, students do not have to already know how to code to participate. Students will team up to race against the clock to code a custom website. The event is open to students 13-18 years old of all experience levels. Even if you have never coded before you, too, can team up with other students to become a developer and learn important skills that will carry over into the future. If you are creative, if you want to meet other creative students, if you want to learn to design technology innovations, if you want to help solve worldwide problems and make a difference, if you want to have fun and try something new, this is the experience you have been waiting for!

A FUN WAY TO LEARN AN IMPORTANT SKILL

Student teams will compete against one another to see which team can create the best project. The best part? You can win amazing prizes and go home with bags of complimentary merchandise courtesy of our sponsors. You will meet students from all over the world, hear talks from renowned industry professionals, gain important skills that will aid you in your future career, and have a lot of fun doing it. This is a program you won't want to miss.

AN INTERNATIONAL EFFORT

We Connect the Dots believes that philanthropy and attention to global issues are the responsibility of all human beings on planet earth. We care about education, human rights, access to technology, and a safe planet for all students the world over. While you work with your team to build the best project you can, the event will be broadcast simultaneously to schools all across the US and abroad, where other students like you will be working hard to solve an important social issue and show the world that we can make a difference. Join us in making this a global effort to bring about awareness and change for those who need it most!



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Dates, Locations, and Contact Info

WHEN: JANUARY 26TH -28TH

Check in for the event begins promptly at 3:30 PM on January 26th. The program will officially kick off at 4:30 PM. Students must arrive in person and check in before being admitted to the event to participate. The event will officially end at 4:30 PM on January 28th. Parents and guardians can arrange to pick their students up at 4:30PM sharp.

LOCATIONS:

1. WCTD Home Office, 1025 Old Country Road, Westbury, NY
2. Perth, Australia: TBD Western Australia
3. Penn Wood Middle School, Darby, PA
4. Sandusky County, OH
5. Charlotte, NC (Site TBD)

<http://we-connect-the-dots.org/register-for-codeathon-2018>

CONTACT:

If you have questions about the event, including content or hosting, please contact We Connect the Dots, Inc., at (631) 468-7475 Ext 0, or email us at events@we-connect-the-dots.org. a global effort to bring about awareness and change for those who need it most!



Fundraising and Registration

BECOME A FUNDRAISER FOR WCTD:

Our Code-a-thon is a FREE program, but as you can imagine it does cost money to run the program, and of course feed the students participating as well as the volunteers dedicating their time to support students learning experience. You can help We Connect The Dots make events like this possible for students all over the world? You can help us make it happen by becoming a fund raiser. By raising funds, you will provide WCTD the ability to provide education, access to technology, and career skills training to students and young entrepreneurs such as yourself. Simply direct donors to our donation page on our website.

<http://we-connect-the-dots.org/donate/>

Learning to raise funds and find investors in your future is necessary for every entrepreneur, and an important skill to learn for the future. Just like the scouting organizations, sports teams, and community groups you may already belong to, fundraising helps to get the community involved in its own advancement.

HOW TO REGISTER:

Registration for the Code-A-Thon can only be completed on-line. To register, go to

<http://we-connect-the-dots.org/register-for-codeathon-2018>. and select the location you plan to attend and click the “Register” button. Fill out the form in full, reading all waivers and information. Students under the age of 18 will need to complete the registration with their parent or guardian. Please pay close attention to the areas where we ask for email addresses, because students will need to input their email addresses in the proper place to make sure they get all updates and information. Make sure you have emergency contact information ready.

YAMMER:

We Connect the Dots uses Yammer as its main communication hub. Yammer is an enterprise social media platform that allows people in an organization or company to stay in contact and share information in a conversational format, rather than having to rely on email. Users can share files, photos, video, notes, and have conversations with one another within this community. Students participating in the conference MUST request an invite to the Yammer community after completing the registration form. Instructions on how to request an invite are located in the confirmation email you will receive when you register, or simply go to

www.yammer.com/creatingsteam and enter your email address.

Students are expected to follow the Participants Code of Conduct during all on-line and off-line interactions. Be professional and courteous, and do not share inappropriate information in the Yammer community.

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Fundraising and Registration Continued...

Email:

Students must have an active and valid email address to participate in the conference. Please pay close attention when filling out the registration forms. Enter student and parent email addresses in the appropriate sections. This is crucial to being able to stay in touch with the conference staff!

Medical Conditions Disclosure:

If you have any medical conditions that require the administration of medication, food allergies, medicine, or environmental factors, or any other chronic medical problems that the conference staff should be aware of, please let us know in advance. We will be sending out a form to all students before the event, but do not wait to let us know if a change needs to be made to ensure sure we can keep you safe and healthy!



Code-A-Thon Teams

We Connect the Dots believes firmly that diversity among students is one of the keys to a successful learning environment. To that end, WCTD has created a system that ensures diversity across the teams participating in the Code-A-Thon. Student teams are chosen via a precise process that allows maximum diversity, skill levels, and abilities to be shared across each team. Students for each location are sorted according to gender, age, ethnicity, location, socioeconomic background, and skill levels. Students are then placed on teams that reflect the diversity of the registrants. In this way, WCTD creates an environment at the Code-A-Thon very similar to what students will experience when they enter the job world and will work with people of different ages, genders, ethnicities, and so on. This requires students stepping out of their comfort zone a little, which is the perfect circumstance for them to maximize what they learn.

Participant Code of Conduct

STUDENTS PARTICIPATING IN THE CODE-A-THON WILL REFRAIN FROM:

- Any conduct that would violate any local, state or federal government criminal code.
- Any behavior that is contrary to the safety, order, or peaceful conduct of the educational community, including but not limited to, conduct that threatens or endangers the life, health, safety or well-being of self or others
- Physical or verbal abuse of a school official, student, or volunteer
- Failure to comply with the directives of school officials acting in performance of their duties
- Gambling, Smoking, consuming alcohol, or use of illicit substances.
- Abuse of telecommunications (i.e. telephone, email, cable TV). A growing area of concern for students is copyright infringement when downloading products from the Internet.
- The use of abusive language, inappropriate media (i.e. photos, sound, video, etc.), and/or unprofessional behavior within the on-line Yammer community
- Engaging in an unprofessional or abusive manner on social media with regard to the event, Code-A-Thon organizers, host school, volunteers, staff, guests, other students, or anyone else taking part in the event. Students should act responsibly and maintain a professional attitude suitable for the educational community at all times
- Engaging or threatening to engage in behavior that poses danger of causing harm to self or others, would cause property damage, or would directly impede the lawful activities of others
- Violations of any other rules, regulations and policies outlined in this document, including the segment concerning harassment
- Providing false information to the registration committee when participating in the event
- Indecent behaviors include, but are not limited to the following: profanity, indecent exposure, lewd or obscene expressions, disrespectful or threatening statements towards the host school or We Connect the Dots

Regarding harassment of students, staff, volunteers, guests, and any other participant in the Code-A-Thon program: We Connect the Dots, Inc., is dedicated to providing a harassment-free experience for everyone, regardless of gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, nationality, religion, or technology experience levels. We do not tolerate harassment of Code-A-Thon participants in any form. Sexual language and imagery is not appropriate at any Code-A-Thon venue, including hacks, talks, workshops, parties, social media and other on-line media. Code-A-Thon participants violating these rules may be sanctioned or expelled from the Code-A-Thon at the discretion of the Code-A-Thon organizers. If a student feels that he or she is being subjected to harassment, that student should immediately report to an adult supervising volunteer or staff member.

Participant Code of Conduct Continued...

Harassment includes offensive verbal comments related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, nationality, religion, sexual images in public spaces, deliberate intimidation, stalking, following, photography or audio/video recording against reasonable consent, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Participants asked to stop any harassing behavior are expected to comply immediately.

Breach of the rules governing the code of conduct are grounds for dismissal from the program. In the event that a student is dismissed from the Back to school Code-A-Thon, his or her parent(s) or guardian(s) will be contacted and asked to promptly remove the students from the event. No refunds or credit will be given if a student is asked to leave. Prizes for contests and competitions are forfeited in the event that a student is asked to leave.

RESOURCES FOR VOLUNTEERS

If you would like to volunteer to support our Code-A-Thon, we are pleased to have you. We have several requirements for volunteers to ensure that we are offering our students a safe and rewarding experience. Volunteers may apply to work shifts at the event, fund-raise for the organization, acquire sponsorships and donations for the organization, and much, much more. You tell us how you would like to help, and we'll tell you how to pitch in.

Volunteers will undergo a vetting process that includes:

- 1) A short interview regarding professional background and experience working with students under the age of 18
- 2) A criminal background check. Teachers who have been fingerprinted and had their criminal history examined in accordance with state regulations may be exempt from this requirement depending on local practices.
- 3) Signing a waiver.

To apply to be a volunteer, simply go to <http://we-connect-the-dots.org/volunteer/> and register! All your waivers and registration materials are included in the form, so once we have your information we can begin processing your application and get you started!

Scan the QR Code to take you directly to the volunteer registration page:



Become a Sponsor!

Sponsors who support our Back to School Code-A-Thon event will connect themselves and their companies with a highly talented pool of future developers, teachers, and volunteers. This is the perfect way to find future interns and full-time engineers. Sponsors will also have the opportunity to publicize their APIs and demo products to the brightest students on Long Island. Finally, through our media exposure, we will increase sponsors' exposure to the next generation of top developers.

Support directly allows us to provide students with meals, refreshments, prizes, and space for an awesome student Code-A-Thon. This will create an encouraging and nourishing environment in which participants can work on creative projects. Aside from monetary support, sponsoring companies get the most out of the Back to School Code-A-Thon when they bring developer evangelists, mentors, and company goodies. Students always appreciate the guidance and expertise!

Tier	Empower	Engage	Higher - Ed	Coach	Brand	Lead
Sponsorship Amount	\$500	\$1,500	\$1,200	\$2,500	\$3,500	\$5,000
Mentors and Employee Engagement	X	X	X	X	X	X
Table	X	X	X	X	X	X
Tech Talk		10 Minutes	15 Minutes	15 Minutes	30 Minutes	30 Minutes
Logo on Website	X	X	X	X	X	X
Goodie Bag content for students	X	X	X	X	X	X
Material Distribution			X		X	X
Blurb on Website		X	X	X	X	X
Banners at site			X			X
Branding in email and social media communications			X	X	X	X
Logo on student /volunteer T-Shirts				X	X	X

To become a sponsor visit our sponsor registration page at:

<http://we-connect-the-dots.org/codeathon-sponsors>

Or scan the QR code and it will take your directly to the sponsor page:





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WANT TO HOST THE CODE-A-THON IN YOUR AREA? WE CAN MAKE IT HAPPEN!

One of the greatest things about the International Back to school Code-A-Thon is that it is a low cost, fun way to teach students a variety of important skills, and it can be done just about anywhere that has internet access, space, and electricity. High schools, colleges, Museums even Libraries make excellent sites for this kind of event!

To set up a Code-A-Thon site, you will need:

- 1) Students: We ask that if a school or an organization decides to become a host that they open their doors to students from other districts to attend. That will ensure a satisfactory enrollment.
- 2) A Contact Person: Someone that WCTD can coordinate with on a regular basis. That person may have his or her own team on the ground, but we just ask to speak to one of them to make sure everyone has the information they need to make the Code-A-Thon a success!
- 3) Space: You need enough space to hold 50 students. A gymnasium, cafeteria, or other large open space that can accommodate tables, chairs, and laptops is best. Students will work in teams of four, so in considering your layout options, account for 16 tables and enough chairs for the students to sit in. How will they be arranged? How will you get power to all the work station?
- 4) Internet Access: Can the wifi in your location handle 50 students and volunteers using on-line tools and downloading material at the same time? Does your location require a complicated authentication process to access the Internet, or is it a simple interface?

Ideal Internet capacity: 100mb with one wireless access point for every 20 users

Minimum requirements to ensure students have a good experience:

50mb down 20mb up, one wireless access point for every 30 users

- 5) Sleeping Quarters: A designated area for students to rest should be organized before the event. Separate accommodations need to be made for male and female students. Do you have the resources for students to get the rest they may want?
- 6) Equipment to Receive Broadcasts: We will be broadcasting instruction, important talks, and information from our home base on Long Island and from other locations around the world! The location should be set up to allow students to watch these broadcasts as they happen. Projection equipment and speakers is the preferred method, provided that it can be synced to our broadcasts over the Internet. If you would like to have speakers broadcast-ed to the other locations, you may, but you must provide the equipment.
- 7) Devices: Students need a laptop with which they can code their projects. Their devices should meet the following minimum requirements: 1.6 GHz or faster processor, 4GB RAM, 20 GB available hard disk space. Depending on the program you would like to use, we suggest Windows 8.1 or higher operating system at minimum.
- 8) Volunteers: You will need at minimum 10 adult volunteers per shift. Good resources include college students, teachers, parents, and local community members.

We Connect the Dots will provide each location with a unique registration page for students and volunteers. We will support your volunteer recruitment and sponsor funding. If you would like, We Connect the Dots will set up a night to come speak to students, parents and teachers (in person or virtually depending on the distance from our location) and let them know not only what the Code-A-Thon is all about, but how they can support other programs in their community! We're here to help.



FREQUENTLY ASKED QUESTIONS

WHAT ARE THE LOCATIONS FOR THE CODE-A-THON?

There are several locations. Please find the location that corresponds with your registration:

1. WCTD Home Office, 1025 Old Country Road, Westbury, NY
2. Perth, Australia: TBD Western Australia
3. Penn Wood Middle School, Darby, PA
4. Sandusky County, OH
5. Charlotte, NC (Site TBD)

WHAT ARE THE OFFICIAL DATES AND TIMES OF THE CODE-A-THON?

The Code-A-Thon runs from 4:30PM Friday, January 26th to 4:30 PM Sunday, January 28th. The event runs through the full 48 hours and students will stay on site the whole time.

HOW ARE STUDENT TEAMS CHOSEN FOR THE EVENT?

Student teams are chosen based on an algorithm that we have developed which arranges students based on age, location, skill level, ability, and gender. This allows as level a playing field as possible when student teams are competing during the event. In short, students do not form their own teams, but are placed on teams arranged by We Connect the Dots.

WHAT SHOULD STUDENTS BRING TO THE CODE-A-THON?

Students should bring two days' worth of clothing, toiletries (toothbrush, soap, toothpaste, washcloth, towel, etc.), comfortable clothing, a sleeping bag, pillow and a laptop(Check with your site lead to determine if laptops will be available for students unable to bring a laptop). Students may also wish to bring a headset or earbuds to listen to presentations and speeches broadcast over the Internet.

ARE STUDENTS ALLOWED TO SLEEP?

Of course they are! We encourage students to get properly rested during the Code-A-Thon. Students will work out a sleep schedule with their teammates during the event. Code-A-Thon locations will provide space for students to sleep safely and comfortably.

WHY DO STUDENTS HAVE TO STAY ON SITE FOR THE FULL 48HRS?

Being with their teammates and working together is very important to the overall success of the students' projects. Splitting the team apart not only derails the team's progress and slows them down, but it interrupts their creative process. We want students to be able to focus on their projects without having to worry about how they will get back and forth to the event, or how long their other teammates will not be around.

IS THERE ANYTHING THAT IS NOT ALLOWED AT THE CODE-A-THON?

Yes, no outside food or beverages are allowed! We will provide everything you need



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Individually Strong, Collectively Powerful

We Connect Students, Teachers, Parents and Industry Experts
to Create Amazing Learning Experiences