



**Vodafone Foundation Luxembourg
Innovation Day**

6TH DECEMBER 2019

In partnership with

Ministry of Education Luxembourg

Space Agency Luxembourg

Vodafone Procurement Company & Vodafone Roaming Services

WORKSHOPS



Our dream is
to inspire children towards technology and innovation and bridge the gap between what is and what it should be.

VIRTUAL REALITY SAFETY SOLUTION

Vodafone is pioneering a Virtual Reality Safety solution within the telecom industry. The solution is designed for everyone with the objective of raising awareness of the hazards and risks faced by the people working for us or on our behalf.

We have developed a short exercise to raise awareness by having fun.

You will have the opportunity to experience yourself the Virtual Reality solution!



LEARNING OBJECTIVES

- Increase awareness about risk
- Understand how technology can improve lives
- Understand more about Virtual Reality

BIO

At Vodafone, we connect for a better future. We are a technology company responsible for connecting together over 700 million people and organisations. Every day, we work to help our customers, investors, partners and other stakeholders understand new technology and be ready to use it in a responsible way to enhance their lives and the societies they live in.

MUSIC TECHNOLOGY

About the fundamental building blocks of a DJ's craft.

Meet Farah Nanji, one of the few DJs to have delivered a TEDx talk recently at the Philharmonie in Luxembourg.

A LITTLE HISTORY

As the approach to learning music is changing, this workshop is a part of history in the making! It gives students a taster into what studying this looks like in schools and also provide them with an insight of what DJs and music producers do, with the ever changing role of technology.

LEARNING OBJECTIVES

- Connection between music, self expression, healing and confidence,
- How the approach to learning music is changing,
- Different career paths that are available.

SHORT BIO

Farah Nanji is the face behind NINJA, a London born DJ, music producer and journalist. Inspired heavily by her ethnic roots that stem back to India and Africa, she has had some of the world's wisest stages from the United Nations to Pacha Destino in Ibiza, spinning into transcendent circles for the last decades through an extraordinary exploration of live electronic sounds fused with ethnic and African instruments like the conga + the sitar.



THE LEARNING CHALLENGE

Paper Bridge Challenge

Can you make the longest and strongest bridge from just one piece of paper, scissors and a glue stick?

This session will look at how you can strengthen and reinforce designs with folds, plies and section shapes and will explore how engineers and architects use beams to create complex and strong structures.

HISTORY

The Build To The Line challenges explore engineering, architecture and design through paper and cardboard construction.

The skills developed can be applied to many contexts, but the workshop will look at bridges, bridges that connect communities and enable communication.

Creating a bridge from a single piece of folded paper provides opportunities to look at and explore shapes that are strong and the nature of the sections, beams and girders that architects and engineers use to create our roads and cities.



Learn all about Blockchain technology including digital currency - or as it is widely known - Cryptocurrency.

DID YOU KNOW?

The great thing about Blockchain, is its simplicity. It can be created very quickly. A blockchain can also be written in JavaScript, one of the most widely used and easy to learn coding languages.

Someone who has never coded before, EVER, could learn how to code a JavaScript blockchain in under a week, just following simple guides and tutorials.

PURPOSE

Savii Digital is hoping to educate as many people as possible and make the words Blockchain and cryptocurrencies easier to understand, creating a range of books for students of all ages.

BIO

Aviva Öunap is the CEO of Savii Digital Marketing Agency, a digital marketing agency with a focus on the worlds of blockchain and fintech promotion.

Savii Digital also owns one of the most popular podcasts in this space, Crypto and Blockchain Talk, as well as a radio station, Crypto24Radio.com, and a number of news sites.

LEARNING OBJECTIVES

- Science
- Technology
- Engineering
- Art
- Mathematics



BIO

The Learning Partnership manages large scale, international challenges and competitions to engage students from 8 to 16 years old with practical and exciting experiences of Science, Technology, Engineering, Arts and Mathematics (STEAM).

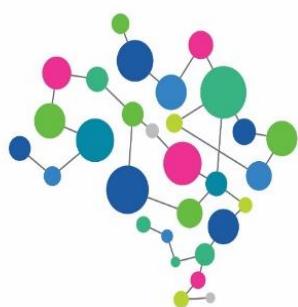
CRYPTO AND BLOCKCHAIN FOR BEGINNERS

SCRIPT

BIO

The SCRIPT (Service de coordination de la recherche et de l'innovation pédagogiques et technologiques) is an entity of the Ministry of National Education, Childhood and Youth.

The SCRIPT's prime mission is to promote, implement and coordinate throughout the Luxembourgish education system initiatives and research aimed at pedagogical and technological innovation as well as the development of quality at the level of the education system and in the field of teaching practices.



SCRIPT

Service de Coordination de la Recherche et de l'Innovation pédagogiques et technologiques

OZOBOTS

Are a tool for teaching the basics of algorithms and programming. Young students can learn to code in a playful way.



Workshop

The coding of the robots can be done in two ways

Color codes: Students draw a path with different pens, Ozobot follows this path, using color codes, Ozobot receives various types of commands: left, right, rotate, fast, slow, pause and many more.

Block-based language Students program their Ozobot on the PC / Tablet and transfer the code to their Ozobot, which then executes the program created by them.

Agenda

Time	Group 1	Group 2	Room (s)
9:00 - 9:30	Welcome		Auditorium
9:30 - 9:50	Token Preparation		Auditorium
9:50 - 10:00	Opening speech - Innovation Day		Auditorium
10:00 - 10:40	Music Technology Farah Nanji		Auditorium
10:40 - 11:30	Montessori & The Learning Partnership	Script - Robots	Gym
	Savii Digital Blockchain and Financial Literacy	Vodafone Virtual Reality	Gym
12:00 - 12:30	Lunch		Canteen
12:30 - 13:20	Script - Robots	Montessori & The Learning Partnership	Gym
	Vodafone Virtual Reality	Savii Digital Blockchain and Financial Literacy	Gym
13:30 - 14:00	Breakout session - Student Presentation		Y2 Classes
14:15 - 14:45	Space Program Presentation		Auditorium
14:45 - 15:05	Students final presentation		Auditorium
15:15	Closing Ceremony		Auditorium

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