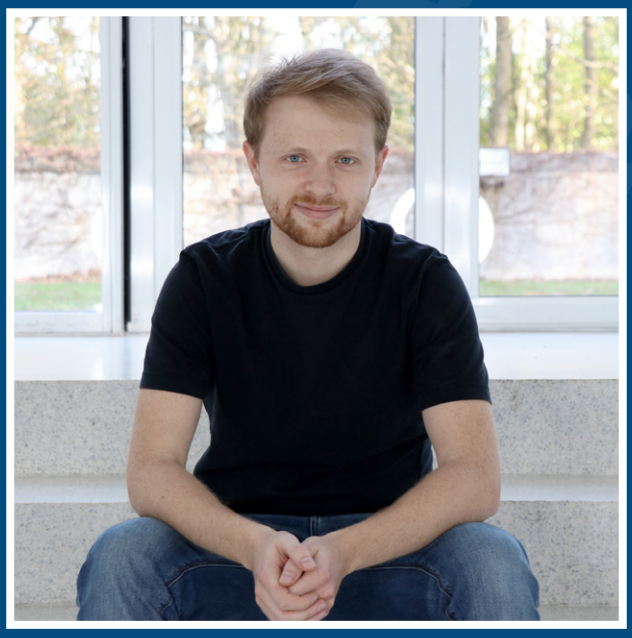
KUBO

CREATING
MEANINGFUL IMPACT

Contents



Empower our children

I don't believe that technology will be our savior. Unfortunately we cannot code our way out of economic, environmental or humanitarian crises. But technology in the hands of able humans will contribute to positive change, and computational thinking and coding will help us to understand how and when technology is appropriate.

At KUBO we believe that empowerment of our children to prepare them for the future requires a peer-to-peer centric and playful form for learning that is relevant and inclusive. We want to contribute to a learning environment where children are able to "shine" because they experience how it is to work collaboratively; to give space to each other's ideas and to build each other's confidence as they learn together.

I taught myself to code when I was eight years old and as I became aware of all the amazing things I could create with coding, a whole new world opened up to me. I want all children to experience the same kind of wonder and empowerment.

Today's computer science curriculum delivers little more than a snapshot of what technology is already doing based on what we already know. For technology learning to be of real value we must continually push the boundaries of what is possible within the classroom. As EdTech designers it is our role to provide the tools and stimulate the mindsets that enable students to explore unforeseen possibilities.

I want children to become creative agents in pursuit of meaningful impact. Technology shouldn't be about a virtual reality, but instead a better reality, and for that reason we pledge to deliver educational technology that doesn't remove children from the world around them, but opens children's minds up to the world and people around them.

In this paper we want to share our passion with fellow educators, policy-makers and industry partners; to contribute to a growing understanding of the purpose and vision for educational technology. We share our views on why coding should be part of primary education and how we believe it can be integrated into the classroom. It is a plea to take coding seriously as a future skill that allows children to participate actively and creatively in society, in an increasingly digitized world.

Daniel Lindegaard
Founder and Chief Technology Officer

KUBO

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