Khwezilomso High School
Hour of Code Report
August 2022

1. Background

Khwezilomso High School is a school in the heart of Gqeberha Zwide Township in the Eastern Cape Province. The school was established in 1983 and was under the leadership of Mr Van Der Merwe,the current school principal is Mr Thanduxolo Nqolasethe who is a successor to Mrs Cecelia Behrent who is very passionate about ICT and ICT integration for teaching and learning.Khwezilomso High School has an enrollment of 1594 learners and a total of 52 educators in total.Through the sponsorship by BackSpace Technologies, SchoolNet South Africagotthe privilege of working with Grade8,9 and 12 learners from the school implementing the Hour of Code.Learners got the opportunity to actively engage and take part in a programme that allowed them to sharpen their ICT skills,learn problem solving skills and whilst thinking critically about how they would complete the course to attain certification.

The Hour of Code at Khwezilomso High School was a two days intervention that took place on 16-17 August 2022.A total of 107 learners were introduced to Minecraft (code.org).

The Hour of Code is an introductory experience with coding and computer science in a safe, supportive environment.The learners were given the opportunity to explore coding principles which uses algorithmic design to complete a range of exciting tutorials. Learners managed to select tutorials that are of interest to them and completed multiple levels to achieve certification for completion of the programme.

Some of the challenges that they conquered during training required them to be persistent and persevere.These learners learned some key essential skills as they were coding.It was also great to see the level of excitement and willingness from the learners to help and support each other to complete the course.

The project aimed to promote and to provide a foundational coding experience for 100 learners however during the last day of training an additional 7 learners showed interest in the training,these learners were included and managed to complete the course.

Grade 8 learner explaining to her peers how she got to the third level of the program.

2. Learners participation

Most of the learners had limited experience of digital technologies and the facilitator therefore had to start off the session with background information about Microsoft and other programs that it offers.The facilitator worked with the learners to complete level 3 of the tutorial and by then learners had mastered the basics of using the keyboard and the mouse. Learners were eager and enthusiastic in learning how to code and practicing basic computing skills. Some learners were enthusiastic and completed the game sooner than the others. A total of 107 learners completed their sessions and received their certificates.

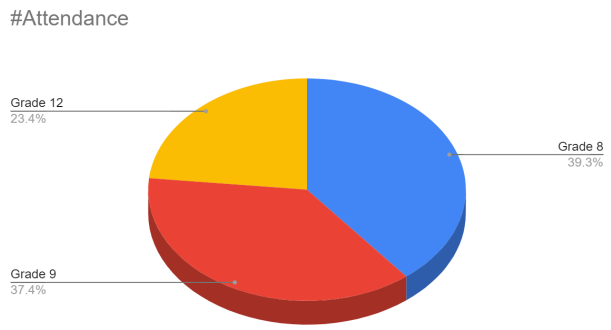
Training in progress

3. Challenges

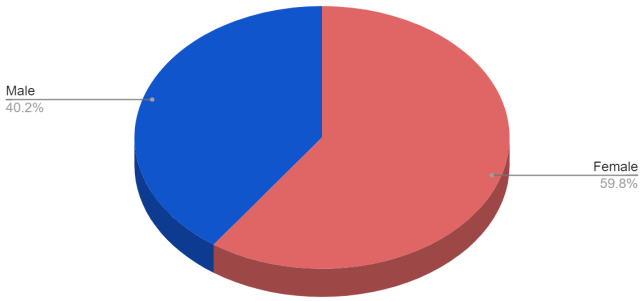
The training intervention was scheduled to be completed in half a day however because some learners are novice computer users additional time was required to support and take them through the course content gradually so that they could complete the hour of code.A total of two days was used to complete the training with all learners.

4. Summary of Program Statistics

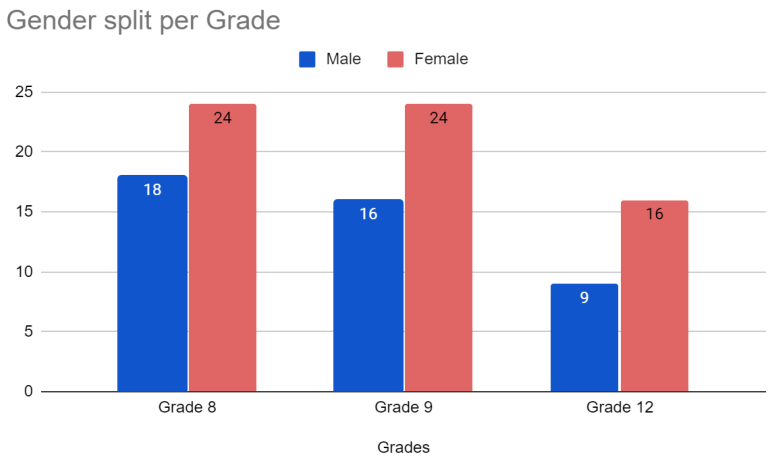
A total of 107 learners were trained and all learners managed to complete the course during the two days of training.



The training program was offered mainly to Grade 8 and 9 learners because learners in the FET phase of the school have much more work and responsibilities however we saw some Grade 12 learners who offered to come after school to take part in the training program because they were keen on learning the basics of coding as this is one of their subject of interest this is why we see 23.4 percent of the learners being Grade 12 learners.



In all the grades we saw more female learners actively participating in the training.This is indicative of just 19,6% differential in participation which is a good indicator of equity.



Gender equity is seen throughout all the grades who took part in the training.

5. Conclusion

The project was a great success because all learners who took part managed to receive their certificate.Through this project learners from Khwezilomso will never look at coding as an intimidating path to take after school,the excitement shown by the learners during training is an indication that our children are keen to learn anything new and challenging.The attendance even after school demonstrated that learners are willing to take any challenge that is given to them especially when they know that they have the support required to achieve what they envision to achieve.

The link below will take you to the certificates that the learners received after completing the training challenge.

https://docs.google.com/spreadsheets/d/1fhoT_I68ytoZIHZ563hTwRQmxt02MWSm9OSqvsgpKc4/edit?usp=sharing

Thank you to Backspace Technologies for making this significant sponsorship.