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FAQ

Who do I contact for more information?
If you have any questions about Meet and Code or the Train the Trainer sessions please feel free to email donna.robertson@digitall.charity or visit https://www.digitall.charity/meetandcode

What is Meet and Code?
Meet and Code is Europe's biggest digital skills programme with the goal of introducing children and young people to technology and coding. They introduce youths from all walks of life to the world of technology. It aims to close the digital divide across Europe by making coding and learning digital skills accessible and inclusive. Digit‹all› is the UK partner for Meet and Code.

What are the key dates?
- June 13th to September 13th – Meet and Code 2023 launch the application phase
- July 17th and 20th – Train the Trainer sessions. These provide an insight to resources you may wish to use for your event. You can register for these now at Digit‹all› https://www.digitall.charity/meetandcode
- September 1st to October 31st - Meet and Code events take place October 7th – 22nd EU code week

What do I need to do to qualify for the grant?
The following criteria must be met for each event idea:

- You must have charity status, be an NPO, PTA or School
- Have an event idea that seeks to inspire and introduce young people to the world of technology and coding
- Host the event between 1st September and 31st October 2023
- The target audiences are children and youth
- The event must be free of charge to the participants
- The event has to be designed for a minimum of 4 hours which can be a single session or divided into several sessions
- The event can be held on site or online and designed for a minimum of 20 attendees in any format

Please note that funding can only be used for event-related expenditure, that is:

- A trainer for the workshop
- Licence for online teaching tools
- Learning materials for participants including curation and shipping, e.g. Work books or hardware
- Communication to reach potential participants, e.g. Flyer, poster, online marketing
- Professional external support to enable an online event, e.g. Technical support
- Rent for space needed because of e.g. Technical infrastructure

If your event meets all of the above criteria, your event will be eligible for the application assessment process.

After submitting your event, you will get a response within four weeks.

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What might the activities look like for £400, £800 and £1200 grants?

- Code club (4 x 1hr sessions) £400
- Half day Primary / Secondary physical computing workshops (4hrs) £400
- Two day project based learning activity £1200
- Half day computing activity stand at a School Science day £400
- Code your own game lunchtime challenge with 12 x 30min sessions for KS3/4 £800
- School breakfast club over with computational thinking challenges £400

I want to get young people involved but I'm not sure what activity to run - can you help?

Come join our teacher trainer sessions where we will introduce you to the resources available via Digit<all> https://www.digitall.charity/meetandcode. All resources include activity plan, solution videos, supporting slides, extension activities and challenges.

resources

You could access the Meet and Code inspiration library which offers you a wide range of free materials including ideas and methods to organise your event.

Why not try:
- Hour Of Code https://hourofcode.com/uk/learn
- Micro:bit https://microbit.org/ for resources
- Scratch https://scratch.mit.edu/
- Amazon Future Engineer https://www.amazonfutureengineer.co.uk/

If you ever have any questions then email your Digit<all> Meet and Code lead donna.robertson@digitall.charity

How much are the grants?
£400 for each activity with a maximum of £1200.

How many children need to take part?
Across the duration of the activities, 20 young people should be involved.

Where and how can I host my event?
NPO's are welcome to host in-person, virtual and hybrid events from 1st September to 31st October.

What events could we host?
You can host any digitally related event. Possible events include hackathons, coding workshops, competitions, coding nights, robotics classes or other formats. There are also resources on the Digit<all> website https://www.digitall.charity/resource

Who should be my target audience?
The narrative of this year's meet and code edition is focusing on underrepresented, underserved and underprivileged children and youths.

MEET AND CODE

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My application
All event ideas must be submitted on the Meet and Code <u>website</u> before 13th September 2023. Organisations are welcome to submit several different event ideas. Qualifying ideas will then receive funding of £400 to support their learning activities.

I have an event. How do I apply for the grant?
The Meet and Code grants are available for charities only. All charities need to register on the Meet and Code website. They will then be redirected to Charity Digital who will validate the organisations charitable status within the UK. After successfully registering the charity it will receive a validation token to finish the registration on the Meet and Code website.

If you have been part of Meet and Code in the last years, you need to login with your account and revalidate your organisation by getting a new validation token. Afterwards, you can submit new event ideas for this year.

How will grants be paid?
Your organisation will be asked to submit an invoice to accounts@digitall.charity with the subject title of Meet and Code. Once your activity is submitted we will provide further details.

Who is behind meet and code?
Behind Meet and Code are the organising partners Haus des Stiftens, Techsoup Europe with the respective country partners of the Techsoup Europe network and the main donor partners – Amazon and SAP that enable the initiative through financial support and providing resources for nonprofits. Meet and code was initially founded by Haus des Stiftens, SAP and Techsoup Europe.