PIONEERS

Recipe for a great first session

However you choose to run your Pioneers team, the first thing to do is for the Pioneers to get to know each other, you to get to know them, and everyone to get comfortable. Here are some suggestions for how to tackle that all-important first session.

Ingredients

Pioneers videos   ○   **Starter skills**   ○   **Mentor guide**

Method

- **What is Pioneers?** Start by giving your team(s) an idea of what they're working towards. Show them the season launch video to capture their imagination. You can also outline the prizes that they're in the running for, and the swag they'll get for taking part.

- **Ice breaker:** If the kids haven't done anything like this before as a team, it's unlikely they have the camaraderie necessary for working collaboratively on their entry. Do something simple to get them all talking to each other. This way you can also start to get an idea of who the chatty ones are, and who might need a bit more encouragement to speak up.

- **Starter skills:** It can be a good idea to have the kids try out a basic activity first. This will help them get a few fundamental skills under their belts for working towards their final build. It'll be particularly useful for kids who have never worked on a digital making project, and will also help the team keep their project ideas realistic. We have collected activities for a few skills relevant to the theme. While the kids are trying out a starter activity, you can find out what your team is good at and what they like to do.

- **Theme:** Remind the team of the theme of this season of Pioneers. Let your kids go research the topic to find some ideas, then have a brainstorm with them. Doing the starter skills activity will help them come up with feasible projects. However, encourage your group to think beyond the basics for their final build, as competition will be stronger among projects that stick closely to these starter skills. Once you have a few ideas, you can narrow them down to something that seems exciting, but manageable. (Nobody is building a dimensional teleporter, for example. Keep it real.)

- **Wrap up:** Remember, the most important thing in the first session is that everyone gets acquainted and comfortable with one another. Your team doesn't have to have a working idea at the end of this first meetup — but it helps to have done some research and a brainstorm. This will give the team a few things to ruminate on before you come together again.

Raspberry Pi

#MakeYourIdeas

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