

# sugarlabs News

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[How to put the INTERNET IN A BOX...](#)  
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Likewise Anish Mangal in India has recently overhauled Internet-in-a-Box's offline maps, building off Braddock's foundational work, regenerating fresh global map imagery live from <http://openstreetmap.org>, almost a third of a decade later. Given this project's meetings have generally taken place in Canada, we can only dream that Canada's new more humanitarian Prime Minister, who has a globe (Mother Earth) tattoo on his arm, will support such internationalist work in due course -- as India's government is likewise taking a stand upholding quality free, remixable content.

Going forward, many ask, "How can kids in offline neighborhoods move from consumers to tinkerers, to full-blown GIS (geographic information system) artists while activating community visions that will move their own neighborhoods and countries forward?" One answer: young children's digital voices start with Sugar's FotoToon activity, building up stories upon diverse personal photographs, that speak to all. Regardless, Streets Is Talking: geospatial professionals can join Anish and Jérôme Gagnon-Voyer (<https://jeromegagnonvoyer.wordpress.com>) bringing such grassroots community-mapping infra opportunity to life. We are very eager to align our efforts with the Humanitarian OpenStreetMap Team and <http://missingmaps.org> who are (in their own words) "Putting the World's Vulnerable People on the Map". We welcome ideas on how to make this happen!

Finally, none of this would be possible without principled volunteer professionals, one and all "boxing up the Internet" to the best of each of our abilities. This boxing is not a violent sport, and we strongly encourage you and others give it a shot! Either by dabbling on our mailing list <http://lists.laptop.org/listinfo/server-devel>, getting to know each country's needs during our weekly calls (<http://tinyurl.com/xscceminutes>), or kicking in live Linux/Solar/tech support (select channel #schoolserver on <http://webchat.freenode.net>). Or overall, adding conscientious teachers' perspectives!

Best case, join us in person when we meet North of Seattle (<http://linuxfestnorthwest.org/2016>) on April 23-24, 2016. Last but not least: we invite you to assist "boxing up the Spanish Internet" in Managua, Nicaragua (event date TBA, expected Q2 2016) with German Ruiz, who works for Fundación Zamora Terán, and has enjoyed deploying XSCE in several Central American and Caribbean countries, Thanks All!



Create Documentation  
No coding required!

If you would like to help create documentation (instructions for use, teaching ideas, etc) for Sugar, read the article by Gonzalo Odiard on page 2. Then contact him at: [godiard@gmail.com](mailto:godiard@gmail.com)

## Ways to Get Involved

### Become a SLOB!

One of the best contributions you can make to the development and promotion of excellent open source software in education is to run for office in this year's Sugar Labs Oversight Board (aka SLOBS) election. This year is particularly important because we have all seven offices up for grabs. It will be great if we can field a group of candidates representing the very diverse community that SugarLabs has become.

No longer are we just a group of programmers and hardware specialists. Instead, SugarLabs membership now also includes educators, documentarians, and advocates of many kinds. Please consider running. This is what you need to know to participate:

- 1) Be sure you have updated your membership by **November 15, 2015** by responding to the survey linked to the email letter you should receive from the membership committee by **November 5, 2015**.
- 2) Declare your candidacy and submit a candidate's statement by **November 29, 2015**.
- 3) Cast your vote online by **December 20, 2015**. See, how easy is that?

### GCI (Google Code In)

by Walter Bender, SLOBS

Sugar Labs will be applying to once again participate in Google Code In (GCI), a global programming contest for 13- to 17-year olds sponsored by Google. (We participated in 2012, 2013, and 2014.)

The beauty of the contest is that it engages youth in coding, documentation, UI design, outreach, and testing. Over the past 3 years we have hundreds of patches, features, and materials created by GCI participants and many remain active in our community long after the contest ends. While we don't yet know if we will be accepted into the program -- it is very selective -- we are presently recruiting mentors. If you are interested in participating, please contact [Walter@sugarlabs.org](mailto:Walter@sugarlabs.org)



sugarizer

*A taste of Sugar on any device*

Do you know JavaScript and CSS3? If so, you can help Lionel Laske and OLPC France are work to bring Sugar to almost anything with a screen! Don't code? You can still help with testing Sugarizer on your phone, tablet, phablet, or other device. Contact Lionel at: [lionel@olpc-france.org](mailto:lionel@olpc-france.org)