

The logo for Sugar Labs, featuring the word "sugar" in orange with a purple outline and "labs" in white, all on a black rectangular background.

sugarlabs

**Sugar! SoaS Brings This Sweet
Educational Software To Almost
Any Computer**

**Caryl Bigenho, OLPC/Sugar Labs Volunteer
SCaLE 10X**

Hilton LAX Saturday January 21, 2012

Getting Sugar For Your Computer

- Go to the Downloads page on the Sugar Labs Wiki
<http://wiki.sugarlabs.org/go/Downloads>

Getting Sugar For Your Computer

- Go to the Downloads page on the Sugar Labs Wiki
<http://wiki.sugarlabs.org/go/Downloads>
- Get info to decide what you need to download

Downloads

english | español | français | norsk

HowTo [ID# 74824]



Get Info Here



Or Here



- Are you new to Sugar? [[MS Windows](#)] [[GNU/Linux](#)] [[Apple Mac OS X](#)] [[advanced users](#)]
- Do you have an [OLPC XO](#)?
- Do you use [GNU/Linux](#)?
- Do you use a [Virtual Machine](#)?
- Are you a [developer](#)?
- Are you preparing a [deployment without Internet access](#)?
- Are you looking for [Sugar Activities](#)? [↗](#)



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Getting Sugar For Your Computer

- Go to the Downloads page on the Sugar Labs Wiki
<http://wiki.sugarlabs.org/go/Downloads>
- Get info to decide what you need to download
- Follow the instructions for your Computer or OS

Very Easy Process for Windows Users

Follow the link for a list of options and instructions

MS Windows



1. **Prepare:** [Download](#) the Fedora Live USB Creator from [FedoraHosted](#).
2. **Download** the latest [Sugar on a Stick](#) .iso file.
3. **Load:** Insert a USB flash drive (or SD Card) with 2 GB or more of free space into your computer and launch Fedora Live USB Creator to create a Sugar-on-a-Stick bootable image.
Note: Be sure to set the *persistent storage* slider to a non-zero value.
4. **Boot:** Insert the USB stick into a USB port on your computer. Set the option to "boot from USB" in your computer's BIOS setup, and then start up the computer.

Detailed [installation instructions for Windows](#) and [booting instructions](#) are available. There is also a [guide to exploring Sugar](#).



Click Here



Sugar on a Stick/Windows

< Sugar on a Stick

Persistent USB instructions

Introduction

This page is designed to help you to put your [Sugar on a Stick](#) image on a thumbdrive using Microsoft Windows. If you have questions, trouble or feedback, please let us know on the [Sugar on a Stick talk](#) page. If you can improve these instructions, please edit the page and do so!

with Microsoft Windows



There are three ways to do this:

- 1. **Use Fedora Live USB Creator**

(This installation method is not recommended for long-time usage of Sugar on a Stick. [See why.](#))

1. Download the Live USB Creator from [Fedora](#).
2. Insert a USB flash drive (or SD Card) with 2 GB or more of free space into your computer.
3. Launch Live USB Creator.
4. Select the 'Browse' button to 'Use existing Live CD' and find the downloaded .iso file image on your system.
5. Adjust the Persistent Storage slider. This enables you to save changes to the system and additional Sugar Activities onto the device.
6. Select your flash drive as the target, and click the **Create Live USB** button.
7. Wait for the process to finish, then close the Live USB Creator program.
8. Stop your flash drive with the **Safely Remove Hardware and Eject Media** notification area icon dialog, and eject it.

See a video of an earlier version of this process [here](#).

Scroll down for other options



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Live CD Option

- **2. Burn a CD-ROM disc, boot from it, then run the script, *livecd-iso-to-disk***
 1. Use [Windows 7 built-in Disk Image Burner](#) or a free utility, like [ImgBurn](#), to write the downloaded Sugar on a Stick .iso file onto a blank CD.
 2. Insert a USB flash drive (or SD Card) with 2 GB or more of free space into your computer.
 3. Boot your computer with the CD-ROM disc. You probably need to press F1, F10, F12, Esc, or a similar key as the computer starts up in order to set the boot source for your computer to the CD-ROM device.
 4. A successful boot will take you into *Sugar on a Stick*. You can From there, open the Terminal Activity, , from the Home view.
 5. Click the 'Become root' icon, , to gain administrative permissions in the Terminal session.
 6. Change the working directory to `/LiveOS/`
`cd /LiveOS/`
 7. Be certain of your *USB/SD scsi drive node name* (such as *sda*, *sdb*, etc.) and *partition* (such as *1*, *2*, etc.), yielding, for example, `/dev/sdb1`.
Use the `df -Th` command to confirm your devices before executing the following script.
 8. execute the Linux command line:
`./livecd-iso-to-disk --reset-mbr --overlay-size-mb 300 --home-size-mb 175 --delete-home --unencrypted-home /dev/sr0 /dev/sd?1`
 9. Shutdown the physical machine.
 10. Reboot from the newly-installed Live USB with Sugar on a Stick.
- **3. Launch a virtual machine, then run the script, *livecd-iso-to-disk***
 1. Download and install [VirtualBox](#) (for example; you could do something similar with another vm).
 2. Create a new virtual machine.
 3. Choose Linux for the Operating System and Version Fedora (64 bit) if available, or Fedora, on systems lacking 64-bit functionality.
 4. Attach the Sugar on a Stick .iso file as a CD in the Storage Section
 5. Insert a USB storage device into your physical computer and enable the VirtualBox USB controller. Then add a filter to recognize the inserted device in the USB section of the VirtualBox machine setup.
 6. Start the new virtual machine.
 7. Verify that the USB device is recognized in the running virtual machine.
 - Your device appears in the hover box for the USB stick icon in the virtual machine bottom frame.
 - `df -Th` reveals your device mounted mounted on a device node, for example, `/dev/sda1`, on a filesystem volume [mount point](#), such as `/media/<USBdeviceManufacturer>`

You should see something like the following: [\[show ▼\]](#)
 9. Continue from step #4 in the **Burn a CD-ROM disc** section above.
 10. Shutdown the virtual machine.
 11. Reboot your physical computer from the newly-installed Live USB with Sugar on a Stick.

Category: [HowTo](#)

Virtual Machine Option

Also An Easy Process for Linux Users

Follow the link for a list of more options and detailed instructions

GNU/Linux



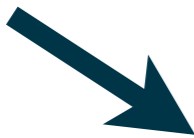
- 1. Prepare:** Use this script <http://bit.ly/livecd-iso-to-disk> to create a bootable image.
(You may need to run `chmod +x tools_livecd-iso-to-disk.sh` after you download the script to make it executable.)
You should have the `isomd5sum` package installed so that the script can verify the download.
- 2. Download** the latest [Sugar on a Stick .iso file](#). ([older versions](#))
- 3. Load:** Insert a USB stick of 2 GB or greater capacity. Execute, as the **root** user, in the directory where you downloaded the script, in one command with arguments, the following:

```
./tools_livecd-iso-to-disk.sh --reset-mbr --overlay-size-mb 500 --home-size-mb 900 --delete-home -  
-unencrypted-home /path/to/source.iso /dev/sd?1
```

where '?' in the final parameter represents the target bootable device node, such as `sdb1` or `sdc1`, etc. and `/path/to/source` is the location and name of the `.iso` file. You can use the `blkid` or `df` command to get the device node name.
- 4. Boot:** Insert the USB stick into a USB port on your computer. Set the option to "boot from USB" in your computer's BIOS setup, and then start up the computer.
 - You may create more Sugar Sticks on extra USB or SD devices from within a running *Sugar on a Stick* by running this command in the Terminal activity as root (doesn't work with alternative installation methods):

```
/LiveOS/livecd-iso-to-disk --reset-mbr --overlay-size-mb 300 --home-size-mb 175 --delete-home -  
-unencrypted-home /dev/sr0 /dev/sd?1
```

Click Here



Detailed [installation instructions for GNU/Linux](#) and [booting instructions](#) are available. There is also a [guide to exploring Sugar](#). GNU/Linux users may also want to install the [Sugar packages](#) on their favorite distro, apart from Sugar on a Stick.

Sugar on a Stick/Linux

< Sugar on a Stick

A sample of extensive instructions and options

Introduction

This page provides additional detail for loading **Pineapple**, the most stable, released version of Sugar on a Stick (SoaS), available at [this download site](#), onto a USB/SD flash storage device using GNU/Linux.

To explore a variety of **experimental** options for putting a [Sugar](#) image on a USB or SD flash drive under GNU/Linux, see the following pages:

[SoaS test builds](#) | [OLPC XO-1](#) | [openSUSE](#) | [Trisquel](#) | [VirtualBox](#) | [VMware](#) | [non-compressed Fedora](#) | [Live USB: \(all known portable Sugar distributions\)](#)

If you have questions, trouble, or feedback, please let us know on the [discussion](#) page. If you can improve these instructions, please edit the page and do so!

- See this reference for more background details: [fedora:How to create and use Live USB](#)

Load SoaS onto a stick using Fedora or Ubuntu

This is known to work in Fedora and Ubuntu.

First, download a SoaS `.iso` image from <http://spins.fedoraproject.org/soas/#downloads>, then return here.

- Make sure you have the `syslinux` package installed on the operating system that you will use to prepare the Live USB image. It is recommended that you also have the `isomd5sum` package installed. The `cryptsetup` package is another option potentially used by the "livecd-iso-to-disk" installation script. (On Ubuntu, `sudo apt-get install syslinux isomd5sum cryptsetup` will install the packages. They are also available through the Synaptic Package Manager.)

(On Gentoo, one needs to uncomment 'SAMPLE FILE' in `/etc/mtools/mtools.conf` to make `syslinux` work.)

 - `syslinux` is needed to set up booting on the FAT file system of the USB disc or Live CD.
 - `isomd5sum` is needed for the recommended verification step, which checks that the `.iso` file is complete after its travels. If there is a problem with the `.iso` file, the script will exit and provide a failure message. The verification step can be bypassed by using the `--noverify` option.
 - `cryptsetup` is only needed for the option to provide password protection and encryption for the persistent `/home/liveuser` folder. It is not necessary if one applies the recommended `--unencrypted-home` option. The `--unencrypted-home` option is preferred because the reduced overhead improves robustness with the compressed [SquashFS](#) file system employed by the Live USB deployment.
- Plug in a 2 GB or larger USB stick into your computer.
- Mount the 'SoaS.iso' image to reach the onboard livecd-iso-to-disk installation script:

```
sudo mkdir /mnt/soas/
```

Contents [hide]

Introduction

Load SoaS onto a stick using Fedora or Ubuntu
livecd-iso-to-disk transcript

What's next?

A Tricky Process for Mac Users!


Apple Mac OS X

DRAFT: These instructions are incomplete. Please help with testing and documentation. In the meantime, we recommend the [Virtual Machines instructions](#) below.



1. **Prepare:** These instructions are only for **64-bit** processor machines. (To identify the processor type, choose Apple menu > About This Mac. A small window will appear titled *About This Mac*. The processor type is displayed in this window. Sugar on a Stick is for the Intel processor only.)

2. **Download** the latest [Sugar on a Stick .iso](#) file. Be sure to download a **64-bit** image. ([older versions](#))

3. **Load:**  **Help: Does someone have a simple way to load a Live USB on a Mac?**

Here is a simple way to recognize a bootable USB on a Mac.

Go to rEFIt (<http://refit.sourceforge.net/>) and make a bootable cd. There is no need to install rEFIt on your mac. In fact installing rEFIt may make it impossible to upgrade the Mac OS to a newer version later on (personal experience, I had to do a clean install). Put the rEFIt CD in and hold the option key after turning the computer on. The Mac will recognize the CD because it uses EFI and then the CD will recognize the bootable USB.

*• [How to Burn a rEFIt CD](#)

You can rename the .cdr file to .iso for use in GNU/Linux.

*• [Building and Booting a Live USB on a Mac](#)

4. **Boot:** Insert the USB stick into a USB port on your computer. **Is this correct?:** During the startup sound, press and hold the **c** key. If the Apple logo appears, Sugar is not booting. Restart and try again.

- the **c** key must be pressed during the startup sound and you must continue to hold it down.
- you may release the **c** key once the Sugar logo appears.

• Have a MacBook? Consider these options:

*  [MacBook Persistent SoaS v5 USB EFI Boot](#)

* [Bootable F15 Gnome3 CD on MacBook Pro](#)

* [Bootable DVD of F14 for MacBook Air](#)

* [Bootable CD of Trisquel 4.5 for MacBook Air](#)

See other installation variations at [Sugar Creation Kit](#) *

*  [Burning a CD from an .iso file on a Mac](#)

• Have an iBook or PowerPC Mac?

See [Community/Distributions/Ubuntu/PPC](#). *

* [Alternative installation instructions for Mac OS X](#). Also, [these older installation instructions](#) and [booting instructions](#) may be consulted.

There is also a [guide to exploring Sugar](#).

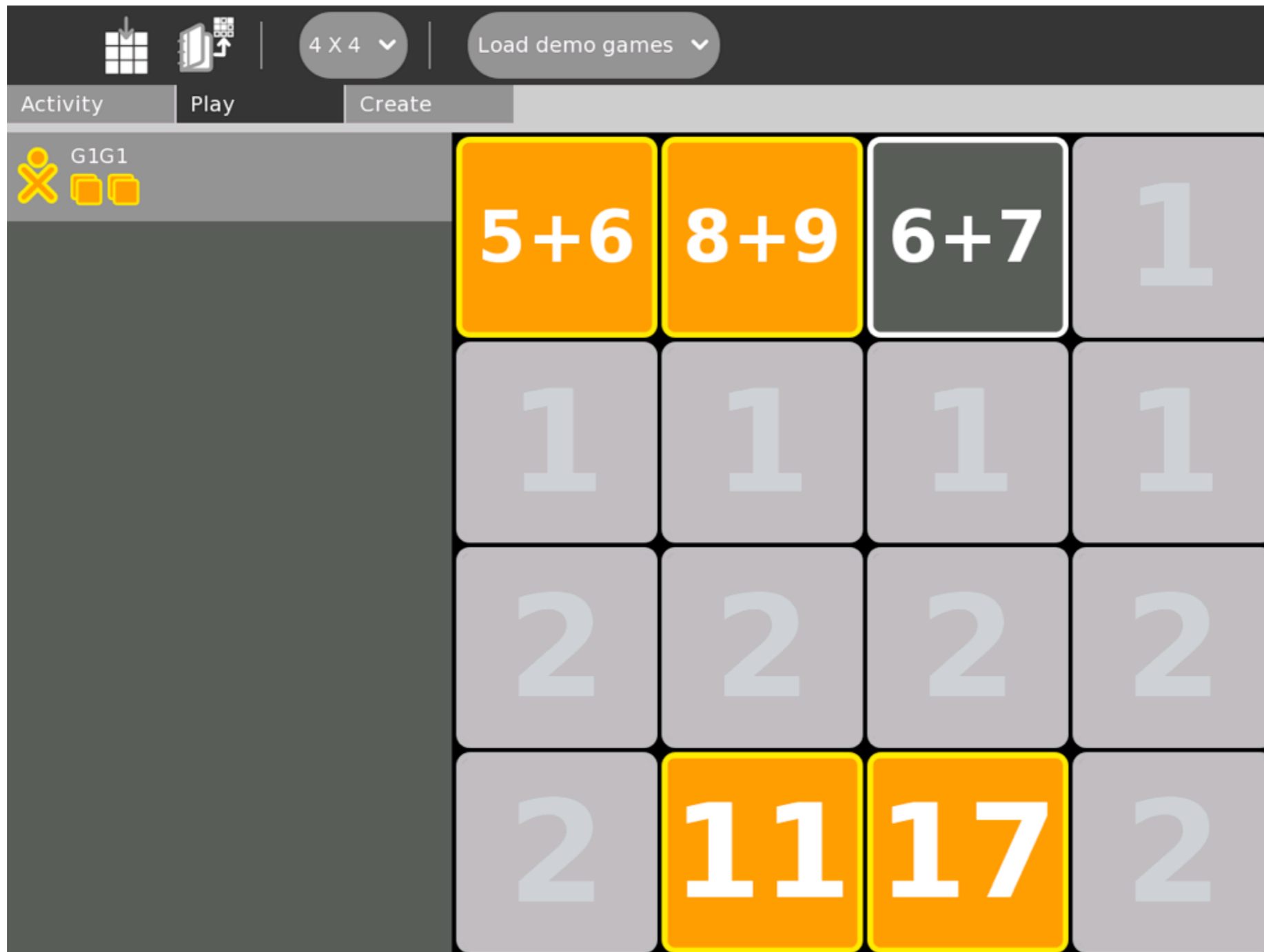
Be sure to explore all the options* to find the one that suits you and your Mac best!

You may want to install SoaS as a virtual machine using Virtual Box, Parallels, or Fusion

So, Sugar is running on my laptop... what now?

- Try Some of the Activities

Memorize: a game for matching facts on any subject. Can use words, sounds, photos or drawings.



Incorrect answers in **Memorize** are shown in grey and disappear. Player needs to memorize the position.

The screenshot shows a 4x4 grid game interface. The top bar includes a grid icon, a play icon, a "4 X 4" dropdown, and a "Load demo games" dropdown. Below the top bar are tabs for "Activity", "Play", and "Create". The player's name "G1G1" is displayed next to a yellow icon. The grid contains the following content:

$5+6$	$8+9$	$6+7$	1
1	1	1	1
6	2	2	2
2	11	17	2

The grid cells are color-coded: orange for correct answers ($5+6$, $8+9$, 11, 17), grey for incorrect answers (1, 2, 2, 2, 2, 2, 2, 2), and dark grey for the current active cell ($6+7$, 6).

Correct answers in **Memorize** remain and are shown in the chosen colors of the player.

The screenshot shows a 'Memorize Activity' interface. At the top, there is a title bar with 'Memorize Activity' and window control icons. Below the title bar are three tabs: 'Activity', 'Play', and 'Create'. On the left side, there is a user profile for 'G1G1' with a yellow icon and three small yellow squares. The main area is a 4x4 grid of cards. The first row contains the math problems $5+6$, $8+9$, and $6+7$ (all highlighted in orange), followed by the answer '1' (grey). The second row contains four '1' answers (all grey). The third row contains the answers '2', '2', '13', and '2' (only '13' is highlighted in orange). The fourth row contains the answers '2', '11', '17', and '2' (only '11' and '17' are highlighted in orange).

$5+6$	$8+9$	$6+7$	1
1	1	1	1
2	2	13	2
2	11	17	2

Create mode in **Memorize** allows a player (or teacher) to create games on any subject.



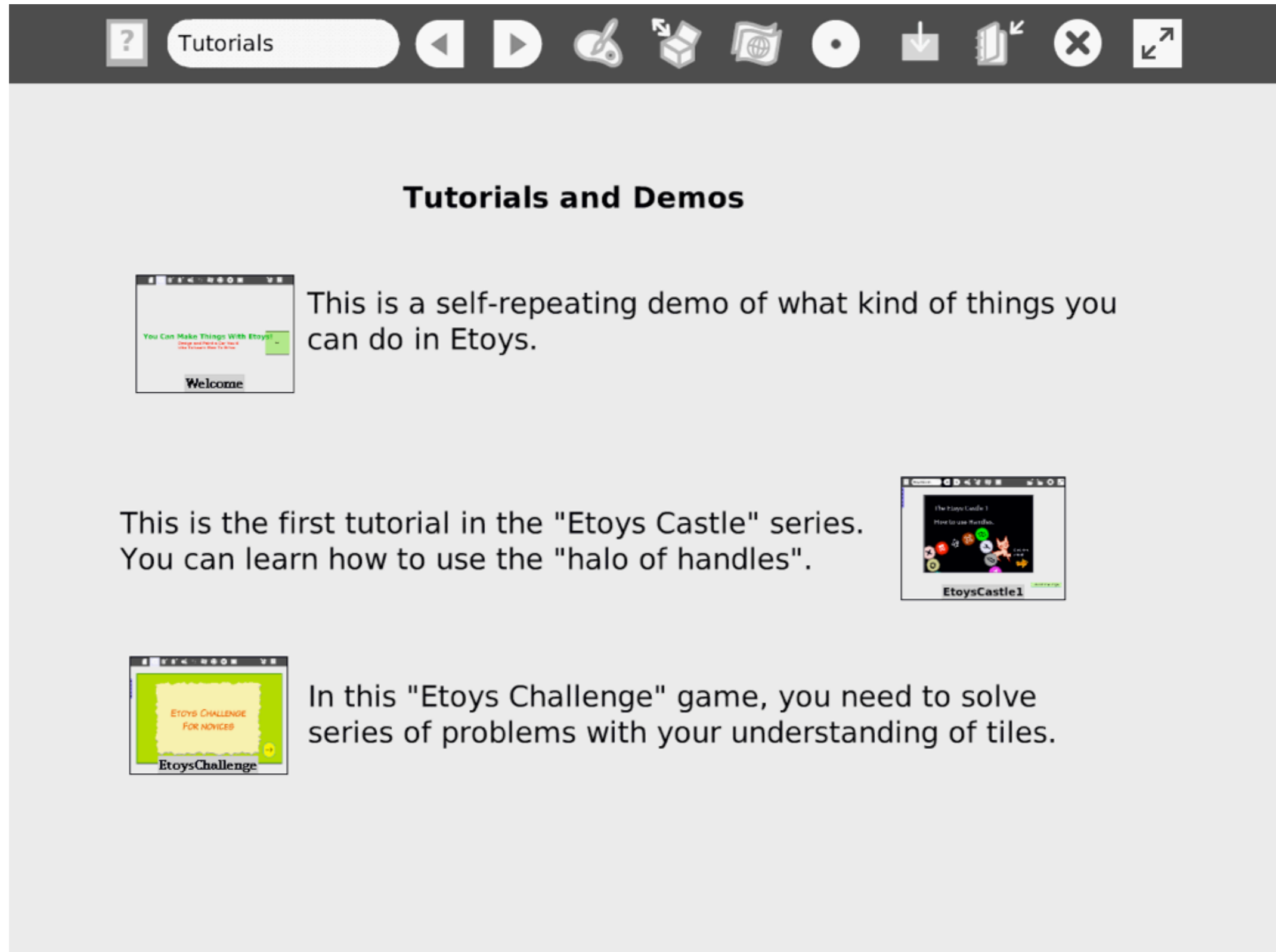
Etoys: a powerful Activity that goes from very simple programming to sophisticated projects.

The screenshot shows the Etoys software interface. At the top is a toolbar with icons for Home, navigation, undo, redo, copy, paste, and other functions. Below the toolbar is a main workspace with a small red and white car icon. Three callouts are overlaid on the workspace:


- A green callout labeled "GALLERY OF PROJECTS" points to the car icon.
- A purple callout labeled "MAKE A PROJECT" has a yellow speech bubble pointing to it that says "To make your own project click here."
- An orange callout labeled "TUTORIALS AND DEMOS" has a yellow speech bubble pointing to it that says "This is the script that controls the car. Experiment and try changing some numbers".

At the bottom left, a script editor window titled "Car script1" is open. It shows a "Test" block with the condition "Car color sees color". The "Yes" branch is empty, and the "No" branch contains a "Car turn by" block with the value "160 + random(40)". Below the test block are three "Car" blocks: "Car forward by 5", "Car turn by 1", and "Car bounce silence".

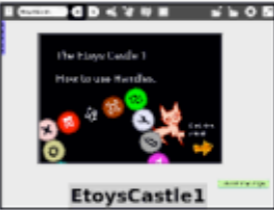
Etoys tutorials and demos will help you get started




Tutorials and Demos

 This is a self-repeating demo of what kind of things you can do in Etoys.

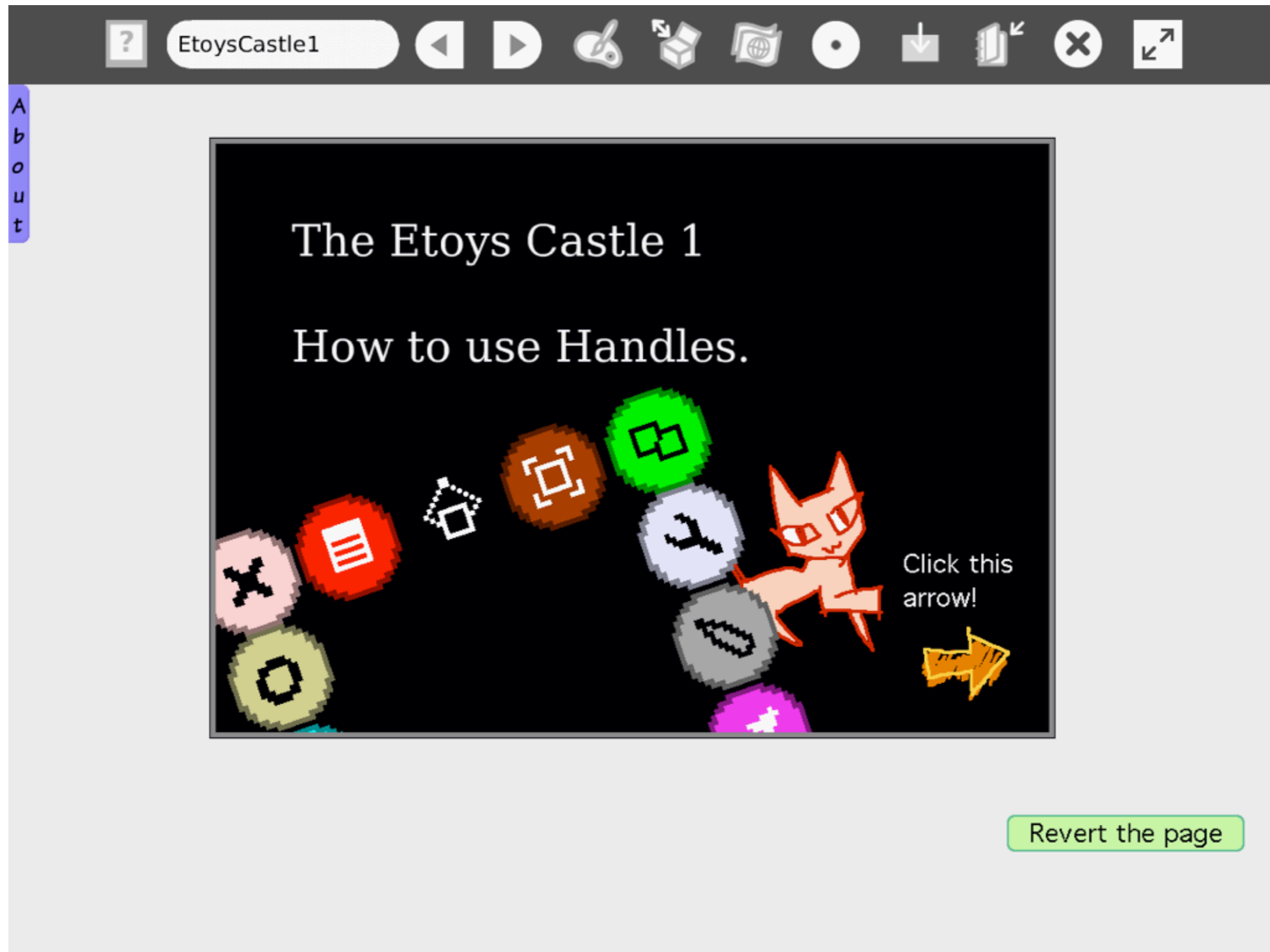
This is the first tutorial in the "Etoys Castle" series. You can learn how to use the "halo of handles".

 EtoysCastle1

 EtoysChallenge

In this "Etoys Challenge" game, you need to solve series of problems with your understanding of tiles.

Etoys tutorials help you learn how things work



The Gallery of Example Projects shows a wide range of sophisticated projects created in Etoys.

The screenshot shows the Etoys Gallery interface. At the top is a dark toolbar with icons for help, search, navigation, and file operations. Below the toolbar is a light blue area with the title "Gallery of Example Projects" in green. The main content is organized into several sections, each with a title and a row of project thumbnails:

- Gallery of Example Projects** (green text)
- A typical curriculum from very basic to a feedback system may look like this:**
 - JustPaintedCar
 - CarAndPen
 - SteeringTheCar
 - FollowRoad
 - MiddleOfRoad
 - SalmonSniff
- Frame-based animation can be used for physics analysis:**
 - BouncingBallAnimation
 - MakeAMovie.005
 - BetterMovieUI
 - BallDropAnalysis
- Fun tutorials and demos:**
 - EtoysChallenge
 - EtoysCastle1
- Various simulations and games can also be made in Etoys:**
 - FishAndPlankton
 - LunarLanderGame
 - ComputerLogicGame
 - SimpleSprings
 - SpeedAcceleration
 - RandomRacing
- You can play with thousands of particles:**
 - ParticlesDyeInWater
 - ParticlesEpidemic
 - ParticlesGasModel
- And more...**
 - TurtleGeometry
 - DrGeoExamples

Helpful hints appear in text balloons to guide you through Etoys.

The screenshot shows the Etoys software interface. At the top is a dark grey toolbar with icons for help, search, navigation, and file operations. Below the toolbar is a light blue header area with the text "Gallery of Example Projects" in green. The main area displays a grid of project thumbnails, each with a title and a small preview image. A yellow text balloon points to a specific project titled "FishAndPlankton.pr (not loaded yet)".

Gallery of Example Projects

A typical curriculum from very basic to a feedback system may look like this:

- JustPaintedCar
- CarAndPen
- SteeringTheCar
- FollowRoad
- MiddleOfRoad
- SalmonSniff

Frame-based animation can be used for physics analysis:

- BouncingBallAnimation

Fun tutorials and demos:

- EtoysChallenge
- EtoysCastle1

Various simulations:

- FishAndPlankton
- LunarLanderGame
- ComputerLogicGame
- SimpleSprings
- SpeedAcceleration
- RandomRacing

You can play with thousands of particles:

- ParticlesDyeInWater
- ParticlesEpidemic
- ParticlesGasModel

And more...

- TurtleGeometry
- DrGeoExamples

Click here to enter the project named "FishAndPlankton.pr (not loaded yet)"

You can open sample **Etoys** projects and run them.

The screenshot shows the Etoys interface for a project named "FishAndPlankton". At the top is a toolbar with icons for help, navigation, simulation control, and window management. On the left is a vertical "About" menu. The main workspace contains a list of actions on the left and a simulation window on the right. The simulation window, titled "Aquarium", shows a light blue area with several blue fish icons, a green fish icon, and red dots. Below the simulation window is a control panel with buttons for "stop", "step", "go", and a play button. At the bottom is a legend box titled "Prototypes -- keep these here!" with a list of objects and their corresponding icons.

Actions:

- Aquarium resetSimulation
- Aquarium clearPlanktonResidue
- Aquarium addFivePlankton
- Aquarium emptyContents
- Aquarium addAFemale
- Aquarium addAMale

Simulation Window: Aquarium

Control Panel: stop, step, go, play

Prototypes -- keep these here!

- Plankton (red dot)
- Female (blue fish icon)
- Male (green fish icon)
- Residue (red dots)

Projects can include a text box that opens on the side

Fish and Plankton:

This is a simulation of an aquarium where male fish, female fish and plankton are roaming. When they bump into each other, some events happens. To affect the simulation, press one of the six buttons on the left.

This simulation uses a lot of advanced techniques of Etoys. Take a look at scripts and modify them to understand how it works.

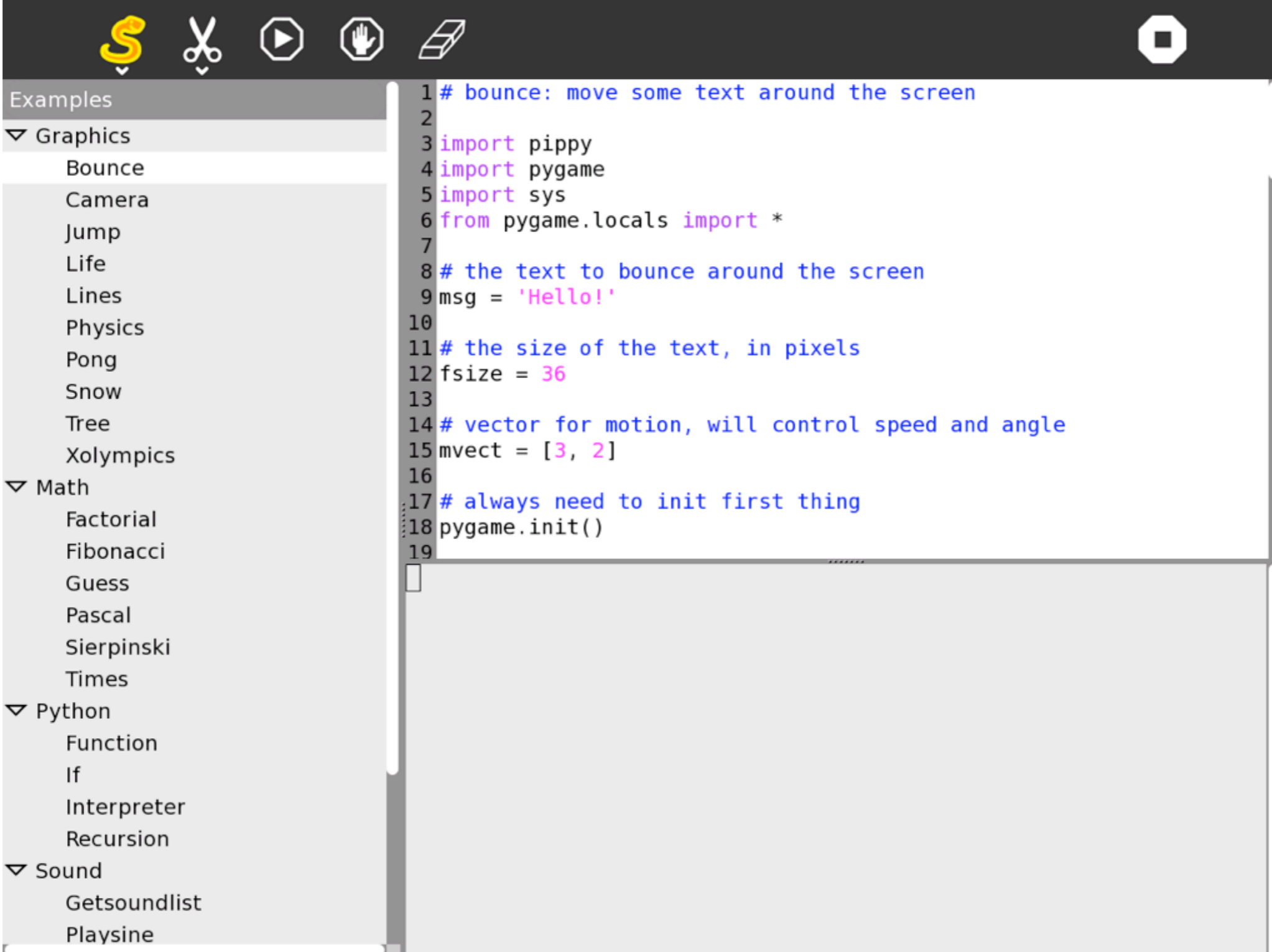
Prototypes -- keep these here!

- Plankton
- Female
- Male
- Residue

Etoys also allows you to view and modify the scripts

The screenshot displays the Etoys software interface for a simulation titled "FishAndPlankton". The top toolbar includes a help icon, a search field, and various navigation and control icons. On the left, a vertical "About" menu lists simulation actions: "Aquarium resetSimulation", "Aquarium clearPlanktonResidue", "Aquarium addFivePlankton", "Aquarium emptyContents", "Aquarium addAFemale", and "Aquarium addAMale". The central workspace shows a light blue rectangular area representing the aquarium, containing several small red dots (plankton) and a blue fish icon. Below the workspace is a "Prototypes -- k" panel with icons for "Plankton" (red dot), "Female" (blue fish), "Male" (green fish), and "Residue" (red dots). On the right, the "Scripts" editor is open for the "Plankton" object. It shows a list of scripts: "Plankton maybeBeEaten", "Plankton basicMotion", "Plankton beEaten", and "Plankton initialSetUp", each with a "normal" status. Below these are "basic" scripts: "Plankton make sound" (croak), "Plankton forward by" (5), and "Plankton turn by" (5). At the bottom, "tests" are listed: "Plankton's color sees" (blue color), "Plankton's is over color" (red color), "Plankton's is under mouse" (false), "Plankton's obtrudes" (false), and "Plankton's overlaps dot".

Pippy is a baby version of Python designed for learners



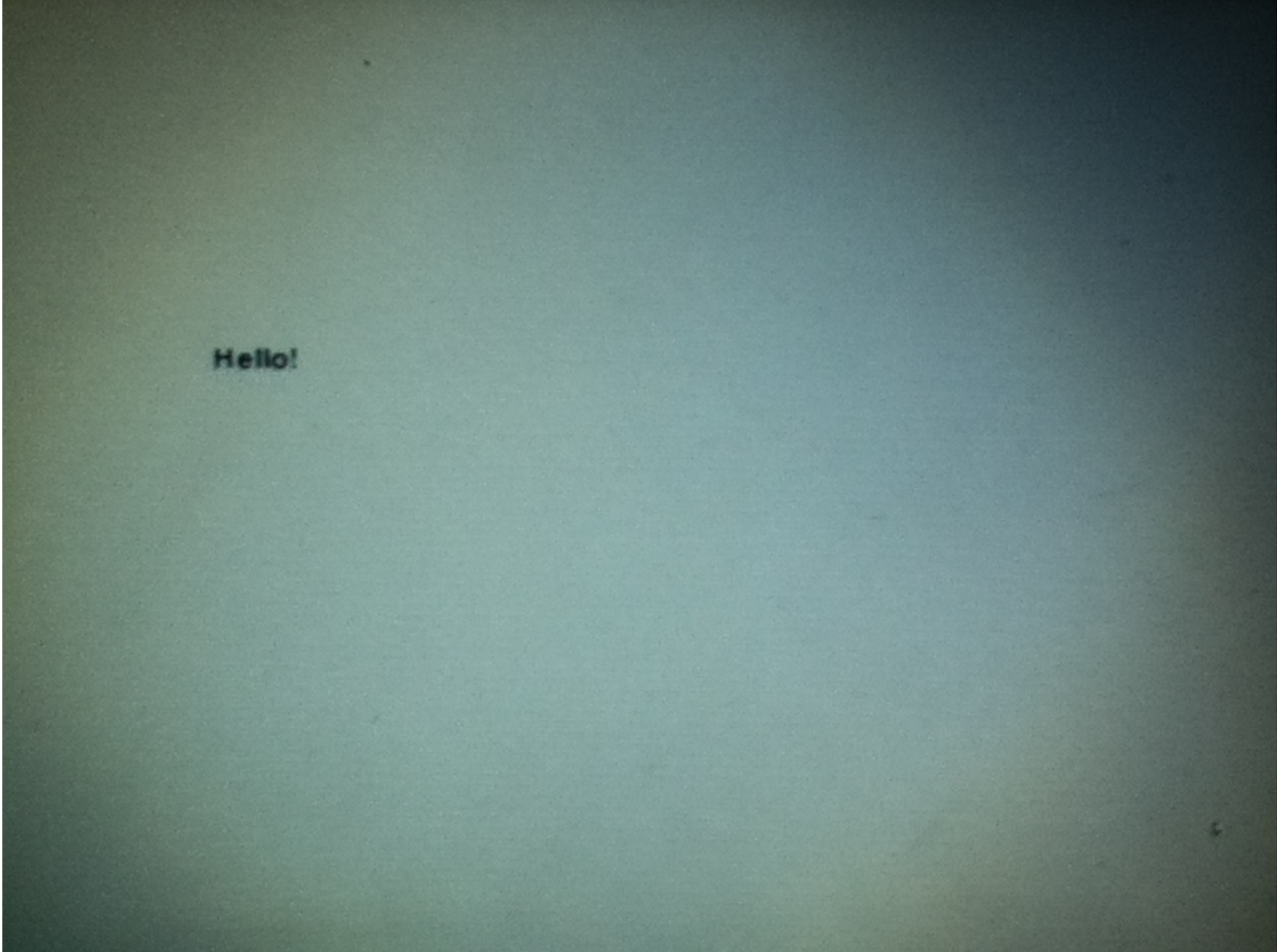
The screenshot shows the Pippy IDE interface. At the top, there is a toolbar with icons for a yellow snake (Pippy logo), a pair of scissors (cut), a play button (run), a hand (help), and a floppy disk (save). Below the toolbar is a file explorer on the left side, showing a tree view of examples. The main area is a code editor displaying Python code for a 'bounce' example.

```
1 # bounce: move some text around the screen
2
3 import pippy
4 import pygame
5 import sys
6 from pygame.locals import *
7
8 # the text to bounce around the screen
9 msg = 'Hello!'
10
11 # the size of the text, in pixels
12 fsize = 36
13
14 # vector for motion, will control speed and angle
15 mvect = [3, 2]
16
17 # always need to init first thing
18 pygame.init()
19
```

The file explorer on the left is organized into categories:

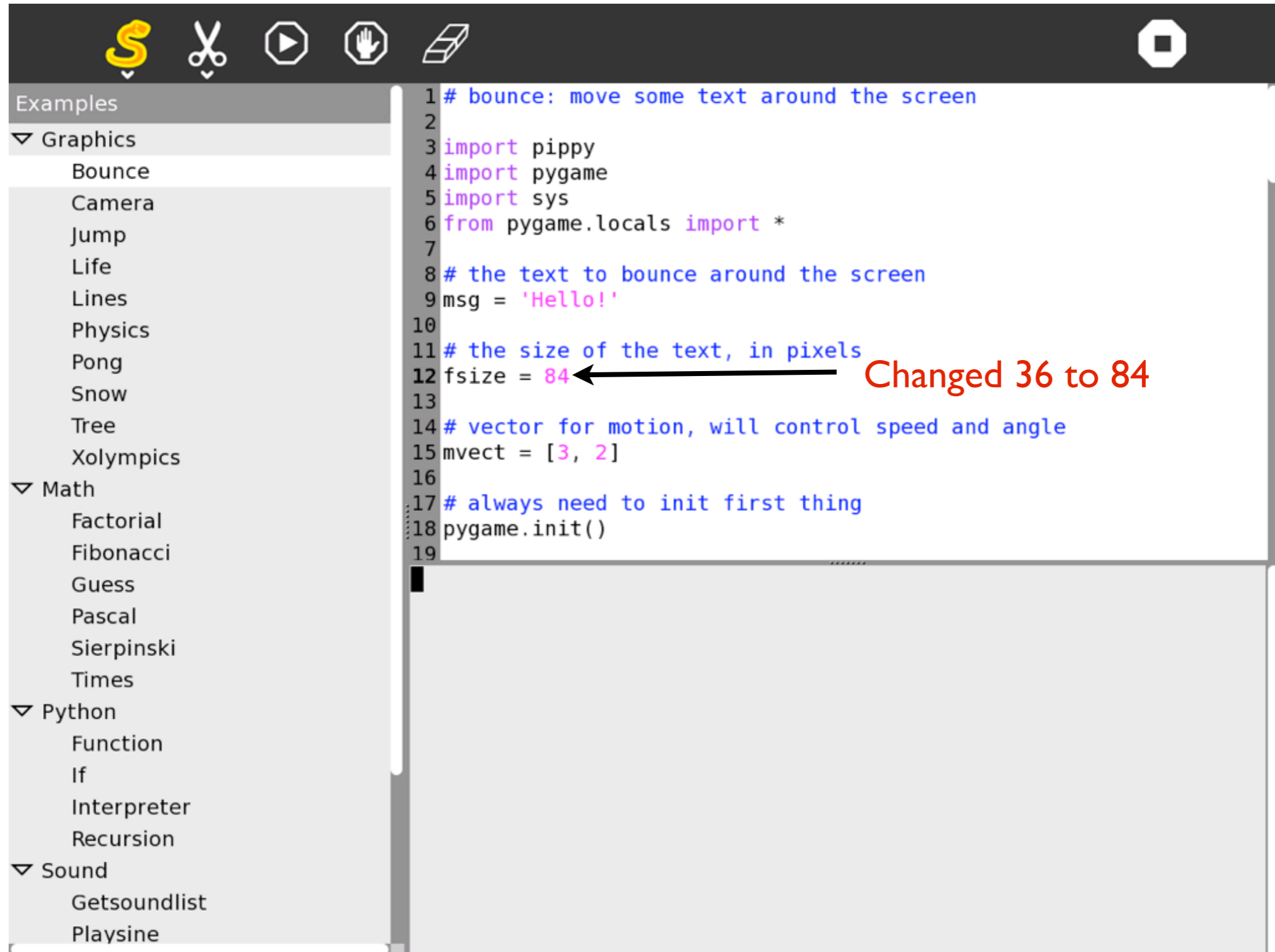
- Examples
 - Graphics
 - Bounce
 - Camera
 - Jump
 - Life
 - Lines
 - Physics
 - Pong
 - Snow
 - Tree
 - Xolympics
 - Math
 - Factorial
 - Fibonacci
 - Guess
 - Pascal
 - Sierpinski
 - Times
 - Python
 - Function
 - If
 - Interpreter
 - Recursion
 - Sound
 - Getsoundlist
 - Playsine

Run the **Pippy** program to see what the code does



Hello!

Experiment with code changes in Pippy



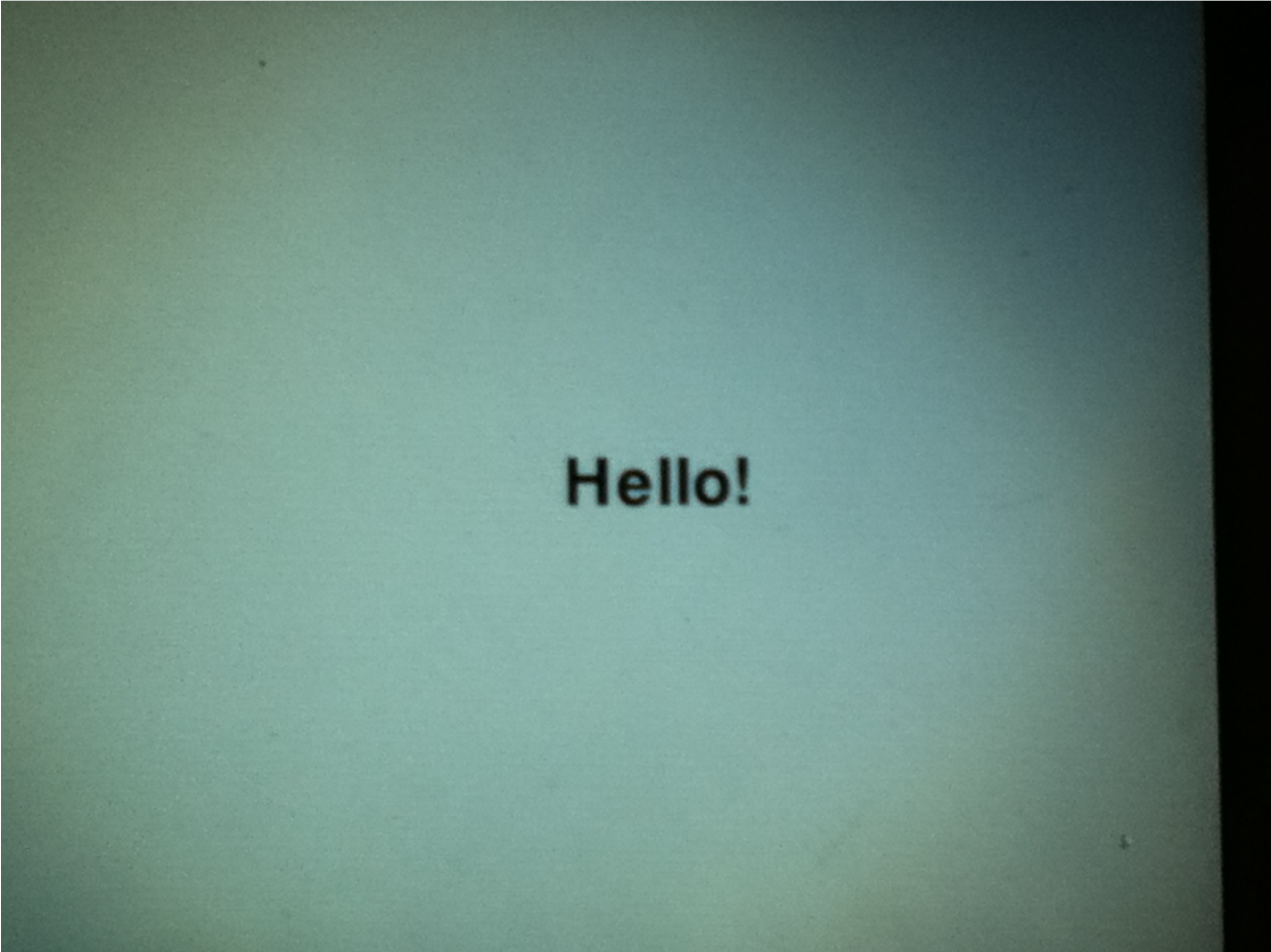
The screenshot shows a code editor interface with a sidebar on the left containing a tree view of examples. The main area displays Python code for a 'bounce' example. A red arrow points to the line `fsize = 84` with the text "Changed 36 to 84".

```
1 # bounce: move some text around the screen
2
3 import pippy
4 import pygame
5 import sys
6 from pygame.locals import *
7
8 # the text to bounce around the screen
9 msg = 'Hello!'
10
11 # the size of the text, in pixels
12 fsize = 84
13
14 # vector for motion, will control speed and angle
15 mvect = [3, 2]
16
17 # always need to init first thing
18 pygame.init()
19
```

Examples

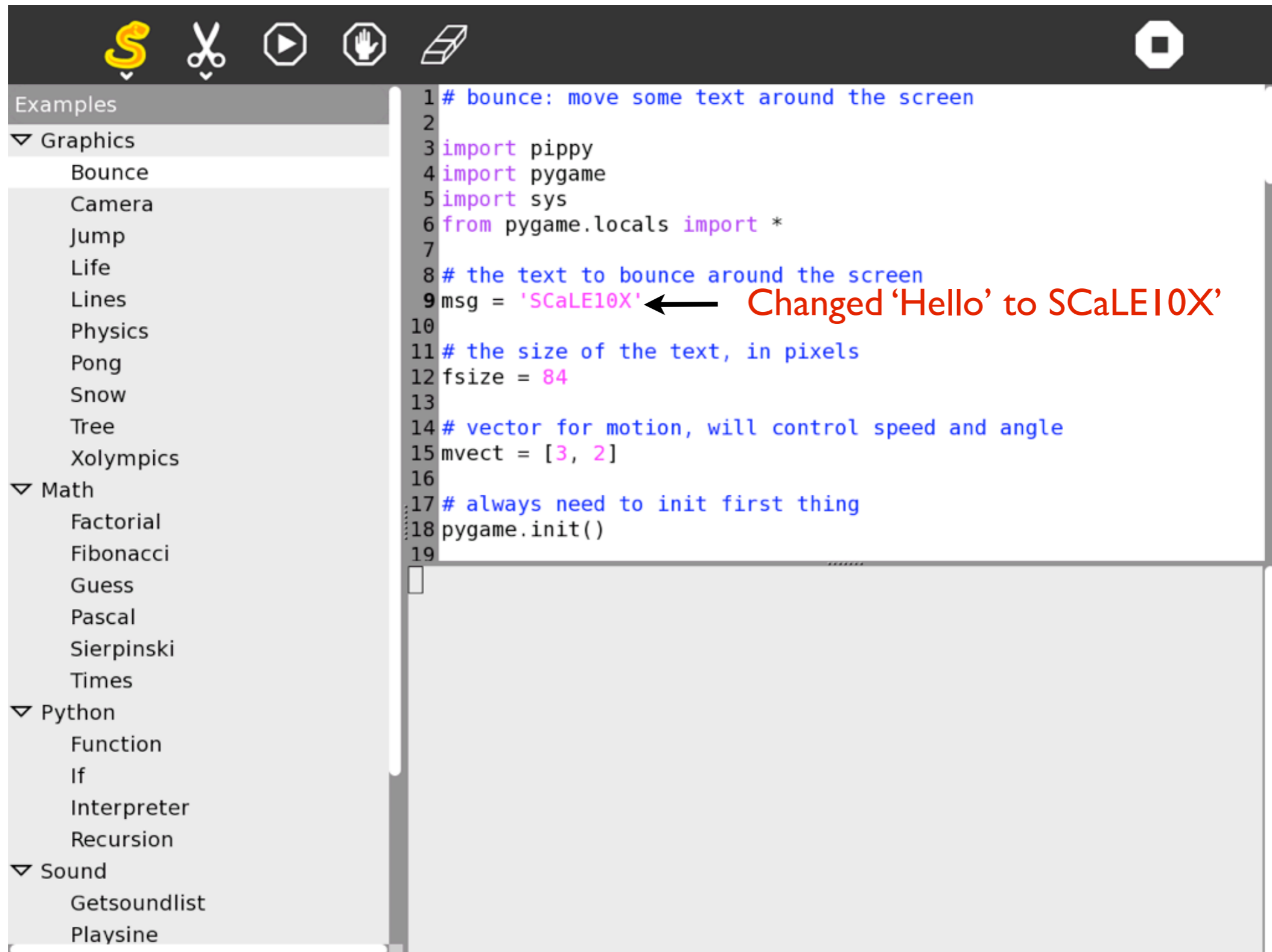
- Graphics
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 - Times
- Python
 - Function
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 - Recursion
- Sound
 - Getsoundlist
 - Playsine

Run to see the effect of the change



Hello!

Try changing the text that will bounce



```
1 # bounce: move some text around the screen
2
3 import pippy
4 import pygame
5 import sys
6 from pygame.locals import *
7
8 # the text to bounce around the screen
9 msg = 'SCaLE10X' ← Changed 'Hello' to SCaLE10X'
10
11 # the size of the text, in pixels
12 fsize = 84
13
14 # vector for motion, will control speed and angle
15 mvect = [3, 2]
16
17 # always need to init first thing
18 pygame.init()
19
```

Examples

- Graphics
 - Bounce
 - Camera
 - Jump
 - Life
 - Lines
 - Physics
 - Pong
 - Snow
 - Tree
 - Xolympics
- Math
 - Factorial
 - Fibonacci
 - Guess
 - Pascal
 - Sierpinski
 - Times
- Python
 - Function
 - If
 - Interpreter
 - Recursion
- Sound
 - Getsoundlist
 - Playsine

Run the new version to see what happens

SCaLE10X

So, Sugar is running on my laptop... what now?

- Try Some of the Activities
- Find out more about the Activities

Go to the Sugar Labs Activities collection

sugarlabs

6,638,094 activities downloaded

Categories

[Search & Discovery](#) 73[Documents](#) 37[News](#) 6[Chat, mail and talk](#) 8[Media creation](#) 42[Programming](#) 33[Maths & Science](#) 121[Maps & Geography](#) 11[Media players](#) 14[Games](#) 118[Teacher tools](#) 179[Collections](#)within [all activities](#)[Advanced](#)

Browse Activities

[Recommended](#) [Popular](#) [Just Added](#) [Updated](#)

I know America

by [AlanJAS](#)[Download Now](#)
recommended

Game about the America geography. It has 30 maps of each country and 3 generals.

★★★★★ [1 review](#)

708 weekly downloads



TamTam Mini

by [Activity Team](#), [jasg](#)[Download Now](#)
recommended

Music composition and synthesis



Collections

Collections are a way for you to categorize, mix, match and mingle activities. Subscribe to collections created by other users or create your own.

Popular Collections

[GCompris](#) by [alsroot](#)

So, Sugar is running on my laptop... what now?

- Try Some of the Activities
- Find out more about the Activities
- Get help from and share with other Sugar users

lists.laptop.org Mailing Lists

Start with a mailing list that interests you

Welcome!

Below is a listing of all the public mailing lists on lists.laptop.org. Click on a list name to get more information about the list, or to subscribe, unsubscribe, and change the preferences on your subscription. To visit the general information page for an unadvertised list, open a URL similar to this one, but with a '/' and the list name appended.

List administrators, you can visit [the list admin overview page](#) to find the management interface for your list.

If you are having trouble using the lists, please contact mailman@lists.laptop.org.

List	Description
accessibility	Discussion of accessibility on the OLPC
Activation	[no description available]
Activation-status	[no description available]
Activities	[no description available]
Afghanistan	Discussions of OLPC in Afghanistan
Aop	Policy discussion mailing list
Argentina	OLPC in Argentina
Argentinainterns2010	[no description available]
Bookreader	Bookreader development and usability
Brasil	OLPC in Brasil
Bugs	OLPC bugtracker mail
Cambridge-social	[no description available]
Code-review	[no description available]
Colingoxo	An unused list for Colingo discussion
Colombia	Amigos de OLPC en Colombia.
Commits	Announcement of OLPC software commits as they happen.
Community	Discussion of community outreach related to OLPC
Community-news	Updates about OLPC
community-support	OLPC Community Support
corps	[no description available]
Design	Private design list
Devel	Software development mailing list

So, Sugar is running on my laptop... what now?

- Try Some of the Activities
- Find out more about the Activities
- Get help from and share with other Sugar users
- Learn about Participating

translate

page discussion view source history

help support olpc

Participate

Explore ways to get involved

Google translations: Afrikaans العربية Azərbaycan Bahasa Indonesia Bahasa Melayu Български Català Český Cymraeg Dansk Deutsch Eesti Ελληνικά English Español Euskara Français Gaeilge Galego ગુજરાતી 한국어 ភាសាខ្មែរ ភាសាសិង្ហបុរី Hrvatski Íslenska Italiano አማርኛ Kiswahili Kreyòl ayisyen Latina Latviešu Lietuvių Magyar Македонски Malŭ Nederlands 日本語 Norsk (bokmål) Polski Português Română Русский Shqip Slovenčina Slovenščina Српски / Srpski Suomi Svenska தமிழ் Tagalog தமிழ் Tiếng Việt Türkçe Українська العربية 中文(中国大陆) 中文(台灣)

english | français | español | italiano | 한국어

HowTo [ID# 257462] +/-

Find out more about OLPC

There are plenty of ways to find out more about the One Laptop per Child project. Here are a few of the communication channels:

- Read up and discuss OLPC on a [mailing list](#)
- Find out about what's going on in your [region](#)
- Chat about OLPC in [IRC Chat](#)
- Discover more about OLPC here on the [wiki](#)

Donate

- [Simply give](#) one or more laptops to be sent directly to children in developing countries. You can also [donate to the project](#)
- [Donate your time](#), apply for the [Contributors program](#).
- [Redonate your XO](#) see where to send your XO to a kids program [Donate_Your_Get_One](#)

Get involved locally

The first place you should look to get involved with OLPC is in **your** community. Chances are that there is someone else nearby that is also interested.

- Get involved in, or start, a [regional group](#)
- Help out at a nearby [Pilot...](#) or start one!
- Create a [Community Repair Center](#)
- Put yourself on the [World Map](#) of XO's

Translate

The XO Laptop is deployed to children in many languages; we ♥ people who can help us translate in many ways. You can:

- Join the [Localization mailing list](#)
- [Help translate this wiki](#)
- [Help translate some of our content](#)
- [Help translate our software](#)

Content

Help us provide free and open content for children along with their XO's.

- [Create electronic textbooks](#)
- [Help format and edit our wiki](#)

Testing

New releases of software builds, [activities](#) and [collections](#) are always in need of testing. You can help by downloading, installing and giving us feedback.

- Join the [Testing mailing list](#)



one laptop per child

Search

Google Custom Search

Wiki search

About OLPC

- Main Page
- Recent changes
- Blog and Planet
- Contact us
- Email lists and IRC
- Ways to participate
- Laptop.org
- Countries

About the XO

- Help using the XO
- Support for the XO
- Repairing an XO

Projects

- for Educators
- for Developers
- Software, LiveCDs
- Hardware, Peripherals
- Activities, Content
- Testing
- Deployment guide
- School server

OLPC wiki

- Glossary
- Random page
- Help using the wiki



So, Sugar is running on my laptop... what now?

- Try Some of the Activities
- Find out more about the Activities
- Get help from and share with other Sugar users
- Learn about Participating
- Apply for an XO via the Contributors Program



Apply for XO's for a small project

Contributors program

(Redirected from Contributors Program)

This page is monitored by the OLPC team.

For Developers: activities · trac · ogit · build index · repository · firmware · Fedora: packages · Sugar Labs: activities · almanac · api · bugs · glorious · download · people · wiki

english | español | français | 日本語 | 한글 | 正體中文

HowTo [ID# 264086] +/-

START A PROJECT THAT WILL CHANGE KIDS' LIVES WORLDWIDE!

START A PROJECT THAT WILL CHANGE KIDS' LIVES WORLDWIDE!



Contents [hide]

- 1 Our Contributors Program
 - 1.1 Examples of good projects
- 2 Drafting a stellar project proposal
- 3 Submitting your project proposal, getting it approved & receiving XO Laptops
- 4 FAQ
- 5 Blog and News Coverage

[edit] Our Contributors Program

OLPC's **Contributors Program** cultivates grassroots efforts and [mentoring](#) enhancing the [XO Laptop](#) as an exceptional learning platform through engineering, environmental and education [Projects](#)—that open new opportunities to children the world over. Everyone is encouraged to contribute: students, technologists, [educators](#), social workers, environmentalists, research scientists and doctors—all the way to NGO's, companies, churches and governments. *Like a Science Fair, great ideas can come from anyone, limited only by your imagination.*

We encourage you to borrow free XO laptops if you or your [group](#) demonstrate committed [volunteerism](#) and ongoing support of our [mission](#) and [principles](#).

- Search
 - Google Custom Search
 - Wiki search
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 - Help using the wiki
- Toolbox
 - What links here
 - Related changes
 - Special pages

So, Sugar is running on my laptop... what now?

- Try Some of the Activities
- Find out more about the Activities
- Get help from and share with other Sugar users
- Learn about Participating
- Apply for an XO via the Contributors Program
- Keep up to date on OLPC and Sugar Labs news

Check the OLPC wiki

The OLPC Wiki

english | العربية | български | deutsch | español | français | kreyòl ayisyen | italiano | 日本語 | 한국어 | монгол | Bahasa Melayu | नेपाली | norsk | português | română | русский | kinyarwanda | türkçe | 中文 | 繁體中文 [HowTo \[ID# 264416\] +/-](#)



The One Laptop per Child non-profit develops a low-cost laptop—the "XO Laptop"—to revolutionize how we educate the world's children. Our mission is to provide educational opportunities for the world's most isolated and poorest children by giving each child a rugged, low-cost, low-power, connected laptop; and software tools and content designed for collaborative, joyful, self-empowered learning.

As of March 2011, we have produced XO laptops for roughly 2 million children around the world, the majority of them in Uruguay, Peru, Rwanda, Haiti, Mongolia and the United States. These laptops all run Sugar and Fedora Linux, and have customized software and content builds developed by their national deployment teams in collaboration with OLPC staff. We maintain a regular update of deployment information.

Software		
XO-1		
Stable:	11.3.0	2011-11-01
Unstable:	11.3.1	upcoming
Firmware:	Q2E48	2011-10-13
XO-1.5		
Stable:	11.3.0	2011-11-01
Unstable:	11.3.1	upcoming
Firmware:	Q3B22	2011-10-24
XO-1.75		
Unstable:	11.3.1	upcoming
Firmware:	Q3B22	2011-10-24
Server		
Stable:	xs-0.6 (notes)	2009-10-07

Quote of the Day

"This is not just a matter of giving a laptop to each child, as if bestowing on them some magical charm. The magic lies within -- within each child, within each scientist, scholar, or just plain citizen in the making. This initiative is meant to bring it forth into the light of day."

—Kofi Annan

Current projects

Contributors program: We are currently offering free XO-1.5's to developers and content creators who are working on projects that will benefit deployments worldwide. To apply for this program, submit a [description of the work](#) you are planning along with your contact information.

Read more about our [deployments](#), the latest [sugar release](#) and the new [XO 1.5 laptop](#), or other [projects](#). Follow our [news](#) and submit new stories. To suggest your own project, or get free XO hardware to work with, submit a [project proposal](#) directly.

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One Laptop per Child

Read the OLPC blog

Rodrigo visits Colombia; Physics in Sudan

January 19, 2012 at 11:50 am - Filed under [Children](#), [Education and Content](#), [OLPC](#), [Sugar](#) by [sj](#)

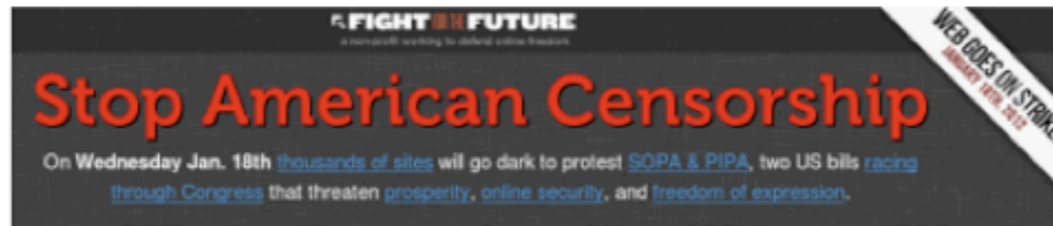
Sandra Barragán [posted a photset](#) from Rodrigo's visit to Colombia yesterday.

And the Fargo team develops some game-like projects around [Physics](#) and [Etoys](#).

[Permalink](#) [Comments](#)

Protecting Internet freedom

January 18, 2012 at 12:01 am - Filed under [Children](#), [Community](#), [Education and Content](#) by [sj](#)



Stop American Censorship

On Wednesday Jan. 18th [thousands of sites](#) will go dark to protest [SOPA & PIPA](#), two US bills [racing through Congress](#) that threaten [prosperity](#), [online security](#), and [freedom of expression](#).

Thousands of web sites across the Internet are shutting down today to protest proposed U.S. laws ([SOPA](#) and [PIPA](#)) that would make it difficult for websites to host community-generated content on the Internet.

Please take a moment to [learn more about the bills and why they would be harmful to the open Web](#), to open education, and to present and future collaborative projects.

The [Electronic Frontier Foundation](#) and other non-profit organizations dedicated to preserving freedom on the Web have ways that you can

Welcome to the OLPC blog! »

Please leave comments here, or [send us an email](#).




One Laptop per Child
OLPC

[NixiePixel](#) Quite possibly the most touching product at CES this year. Thanks [@OLPC](#) and [#Linux](#) ♥
[youtu.be/DUkug3zX66w](#)
11 hours ago · [reply](#) · [retweet](#) · [favorite](#)

[OLPC](#) Three cheers for participatory democracy: [beingboing.net/2012/01/19/how...](#)
2 hours ago · [reply](#) · [retweet](#) · [favorite](#)

[onelaptoprwanda](#) Japan to boost schools laptop project
[newtimes.co.rw/news/index.php...](#)
13 hours ago · [reply](#) · [retweet](#) · [favorite](#)



Join the conversation

[Meta](#) »

[Register](#)

[Log in](#)

Check out the OLPC flickr photostream

One Laptop per Child's photostream

Slideshow Share



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IMG_9999
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OLPC San Francisco...
319 photos
33 views



August Town Repair Center...
19 photos
204 views



August Town, Jamaica
34 photos
233 views



Afghanistan_JeremySimkin
3 photos



Read the "unofficial" OLPC News

SUBSCRIBE AND JOIN THE CONVERSATION

@ EMAIL TWITTER RSS FEED

ABOUT AUTHORS ARCHIVES ACCESSORIES CONTRIBUTE CONTACT COMMUNITY FORUM

Google Custom Search Search

Great Video of Haiti's Solar Installation For Powering 500 XO's

18 *Resumen en español al final del artículo*

JAN 2012

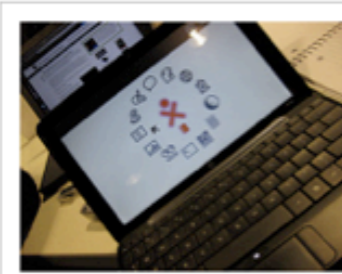
Last August we ran a piece about a large solar installation which a team from Illinois Institute of Technology (IIT) in Chicago, Green WiFi, and Haiti's National OLPC Coordinator had setup at EFACAP school in Lascahobas, Haiti. With the system having been designed and built to power 500 XO laptops it was - and very likely still is - the world's largest single-school solar laptop charging deployment.

Recently I spoke with Laura Hosman, one of the project's leads and an assistant professor at IIT, about another very interesting power-related project her students have been working on. In the process she also mentioned the following 12 minute video which provides a great overview of their project in Lascahobas and is well worth watching:



OLPC//FEATURE

OLPC in South America
A detailed first-person account of OLPC deployments in Uruguay, Paraguay, and Peru by OLPC News co-Editor Christoph Dermdorfer [Add your comments today!](#)



TAG CLOUD

\$100 Laptop
Classmate PC G1G1
Intel Mary Lou Jepsen
Microsoft Nicholas
Negroponte
OLPC

DISCUSSIONS

Re: is DebXO dead?

We have had few inquiries in Nepal from groups interested in using solar energy to power XO up i...

Comment on [World's largest single-school XO laptop solar power](#)



Useful Links

http://wiki.laptop.org/go/The_OLPC_Wiki

<http://wiki.sugarlabs.org>

<http://wiki.laptop.org/go/Participate>

http://wiki.laptop.org/go/Contributors_Program

<http://blog.laptop.org/>

http://wiki.sugarlabs.org/go/Sugar_on_a_Stick

<http://lists.laptop.org/listinfo/>

<http://www.flickr.com/photos/olpc>

<http://www.olpcnews.com/>

End Notes

- In the live presentation, time was spent looking at some of the Activities in Sugar running in Parallels on a MacBookPro. The Memorize, Etoys, and Pippy Activities were all shown actually working, not as simple screenshots. Parallels allows seamless shifting back and forth between Sugar and OSX without rebooting.
- All of the web pages shown were explored live during the presentation.