

# Event planning Guide



## Turtle Art Day



Plan

October, 2013

Design

an Event

Share

a Story

Make

learning visible

# Welcome

Greetings from the Sugar Labs Turtle Art Team!

We are very excited that you want to learn more about Turtle Art Day. We hope that you will organize a Turtle Art Day event with the members of your own local community. This guide has been designed to help you with event design, providing many of the resources you might need for a successful event.

All Turtle Art Day events are different – and you may find that some aspects of this guide are not applicable to your event. Feel free to pick and choose the elements that interest you most.

Before we explore the details of a Turtle Art Day event, here is an overview of what you will find in this guide.

## Introduction:

In this section, we will explore Turtle Art Day. This section also introduces the Turtle Art community.

## Design:

Use this section to get started planning your Turtle Art day event! Brainstorm ideas and goals for how to make your event meaningful for your participants.

## Plan:

Time for some fun activities! This section will give you examples of different ways to organize your event.

## Make visible:

This section will walk through how to share your event. It describes some things to think about before, during, and after your event.

## Conclusion:

How can the Turtle Art team further support your Turtle Art day planning efforts? Let us know and happy Turtle Art day!

## Resources:

This final section provides some extra resources including a lots of activities and Turtle Art cards to help you and your participants get started with Turtle Art.

## Introduction

This section will introduce you to the world of Turtle Art (aka Turtle Blocks ). Turtle Art is an activity with a Logo-inspired graphical “turtle” that draws colorful art based on snap-together visual programming elements. Its “low floor” provides an easy entry point for beginners. It also has “high ceiling” programming features which will challenge the more adventurous student.

There are also many Turtle Art spin-off projects and branches, which include robots, physics, nutrition, geometry, et al.

To learn more about Turtle Art, visit <http://wiki.sugarlabs.org/go/Activities/TurtleArt#Tutorials>

### What is Turtle Art Day?

Turtle Art Day is a worldwide network of gatherings designed to bring the people in this online community together to meet, share, and learn with Turtle Art. On Turtle Art Day people come together to meet each other, share projects and experiences, and learn more about Turtle Art. Every Turtle Art Day event is different. All over the world, organizers plan different types of events for different audiences. Whether you are an experienced Turtle Artist or new to the Turtle Art community, Turtle Art Day is a great way to celebrate Turtle Art!

Turtle Art Day is a day where people gather in their local communities and celebrate with fellow Turtle Artists!

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<sup>1</sup> There are two inter-compatible programs: Turtle Art and Turtle Blocks. Turtle Art, which closely parallels the Java version of Turtle Art maintained by Brian Silverman, offers a small subset of the functionality of Turtle Blocks, which is maintained by Walter Bender. Sugar users probably want to use Turtle Blocks rather than Turtle Art.

## Design

Turtle Art Day events come in all shapes and sizes. Depending on your audience, workshops, open houses, show-and-tell, bar camps<sup>2</sup>, or parties are all fun ways to meet, share, and learn with Turtle Art. You could offer an introduction to Turtle Art or maybe a deeper exploration of Turtle Art through a theme or genre of project.

### Goals

What do you want participants to get out of your event? Setting goals is good for the organizer, as it helps guide planning of the event activities. Sharing those goals with participants is also good, as it helps participants feel prepared for the experience.

At the beginning of the event, discuss the goals (what we want to achieve, the attitudes, knowledge, and skills to be developed in the session) and agenda (how we will achieve it, the plan for the session) with participants.

The goals and agenda - as well as how explicitly you discuss them will vary with your audience. The magic of Turtle Art Day is that it is what you make of it.

Imagine the possibilities – what will your Turtle Art Day look like?

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<sup>2</sup> Bar camps are open, participatory workshop-events, the content of which is provided by participants.

## Plan

At this point, you have defined a vision for what your Turtle Art day will be like. It is time to dig into the details of the day and identify the resources that you will need to make it a success. Organizing an agenda for the day (from set-up to clean-up) will help you think through what people and resources you might need to get things done.

This section begins with icebreaker activities to help you and your participants get your event started. The next step is to introduce Turtle Art. Whether you are hosting an event with participants who are new to Turtle Art or experienced Turtle Artists, an introductory activity is a good way to set the stage and help participants understand what they will be doing during your event.

After the introductory activities come the main activities. These enable participants to dive deeper into Turtle Art and make projects. Finally, the closing activities allow participants to reflect and share their work.

### Icebreaker Activities

No matter what your event looks like, opening activities, or icebreakers, are often a good way to invite participants into the day. Even if your Turtle Art Day participants already know each other, you can have lots of fun getting to know each other (and Turtle Art) better.

One good icebreaker activity is to have the participants program one another as if they were robots. It is called "How to Train Your Robot." You can find instructions [here](#).

## Name Game: Find Someone Who

Make a bingo card sheet with each block containing an attribute, like:

- \* Find someone who has used the Show block.
- \* Find someone who has used the Python block.
- \* Find someone who helps people learn Turtle Art.
- \* Find someone who has been using Turtle Art for more than a year.
- \* Find someone who has used a sensor block in Turtle Art.
- \* Find something to share with someone else, that you learned to do in Turtle Art.



Participants get to know other Turtle Artists by finding a different person to sign each block on their sheet.

## Colorful Introductions

Create a bowl that contains a bunch of colorful objects, like a collection of red, blue, and yellow LEGO bricks. Each color represents different categories of facts. Each person takes a handful of the objects and then shares information about him/herself based on the colors s/he selected. For the workshop, the questions could have a Turtle Art flavor.

For Turtle Artists who are just starting, you could use:

- \* Red: Something you notice about the user interface
- \* Blue: Your favorite block or palette
- \* Yellow: Something you hope to create with Turtle Art

For Turtle Artists with some experience, you could use:

- \* Red: Your favorite Turtle Art project
- \* Blue: Explanation of a feature you have used in Turtle Art
- \* Yellow: Something you would change about Turtle Art

## Personal Flag

Each participant constructs a flag using craft materials that contains his/her name and represents her/his interests. People can then introduce their flags or post them on a shared surface. Participants get to know other Turtle Artists by finding a different person to sign each block on their sheet.

## Getting To Know You

On sheets of chart paper write survey questions, like:

- \* If you could have an endless supply of any food, what would you get?
- \* If you were an animal, what would you be?
- \* What is your favorite thing to do in the summer?
- \* If you could visit any place in the world, where would you choose to go?

- \* Are you a morning or a night person?
- \* What are your favorite hobbies?
- \* What is the weirdest thing you have ever eaten?
- \* What three words would you choose to describe yourself?

Have participants write their answers on post-it notes that they can cluster on the chart paper to identify similarities and differences. Experienced Turtle Artists can use the Show block in Turtle Art to make an About Me project.

### **The circle of greetings**

If you have a large group of participants, you can use this dynamic to get participants to interact and get to know one another. First, split the group into two teams; ask one team to create a circle around the second team. The second team then forms an inner circle, where each team member is facing a member of the outer circle.

Use the following greetings to have participants interact with each other and exchange information. Every time you introduce a new greeting, give participants two minutes to greet each other and then move one step to the right.

Hindi greeting (each participant places their palms together chest high and makes a slight bow): Namaste. Tell your partner your name and tell them three words you choose to describe yourself.

Western greeting (shake hands with the other participant): Hi. Tell your partner your name and ask what their favorite hobbies are.

Japanese greeting (bow to your partner): konnichiwa! (nichiwa). Tell your partner your name and the strangest thing you've eaten.

Hippie greeting (each participant brings the right hand in front, does the peace sign with two fingers (30 degrees apart), and finishes with the hand on heart): Peace and love! Tell your partner your name. If you could visit any place in the world, where would you choose to go?

Family greeting (participant hug each other): Hello my brother/sister!. Tell your partner your name and ask what is the place you feel more comfortable and relaxed.



## Presentation Card

This activity is very useful to ensure that the participants get to know each other. Give each participant a post-it or a sticker on which they will make a business card. This card must have at least: name (or nickname), a picture of themselves, and something they like. They should stick the card on their chest (or some other visible place on their body) so that during the day it becomes easier to remember names.

## To Assemble teams

Give each participant a sticker with a color that identifies him or her. This sticker can be incorporated into the business card (see above) and thereafter groups can be formed according to the color of their cards: red, green, yellow, blue, etc. Select the number of colors according to the number of teams you want to organize. Once the teams are together, give its members time to get to know each other, to assign a name to the team, to invent a club or team motto, and to make a shield that identifies them. Distribute materials for the participants to make their coat, and finally, allow each team to present.

## Introductory Activities

After the opening activities, it is often important to introduce some of the basics of Turtle Art - as a tool, as an activity. There are many different ways to introduce Turtle Art.

### *Demo*

It is often useful to start by showing participants how to build up a project. Just open up Turtle Art and create a simple project, like making the turtle draw a shape. How much you show at once in a demo depends on numerous factors but some basic tasks that are useful to demo include:

- \* how to snap blocks together
- \* how to change the pen
- \* how to use boxes
- \* how to use media objects
- \* how to use repeat blocks

### *Sample Projects*

In addition to showing how easy it is to create a project by snapping blocks together, it is also good to show participants a range of things that have been created with Turtle Art. Visit the following Turtle Art websites to find projects that will inspire your participants.

[\*Brian's Turtle Art Gallery\*](#)

[\*SugarLabs Turtle Art Gallery\*](#)

We also have a page in Facebook for [\*Turtle Artists\*](#).

### **Other Resources**

Some workshops are facilitated in a less centralized fashion - leaving the participants to explore the fundamentals of Turtle Art through resources rather than through demonstration. The Turtle Art page links to documents and guides, a set of cards to explore various code excerpts, etc. (see Resource section at the end of the document). Of course, these approaches are not exclusive. The facilitator can lead with a brief demo, while making these other resources available to accommodate different learning styles.

## **Main Activities**

After introducing Turtle Art, it is time to engage in Turtle Art design activities. Depending on the length of your event, several cycles of introducing-creating-sharing may be planned and a variety of activities may be included. Activities may explore different themes, genres, or constraints. A short project-creating activity could be followed by a longer activity, or a series of shorter activities could be planned. Here are a few suggestions for projects.

### *Eight blocks*

Getting started with all 100+ blocks in Turtle Art can be overwhelming. In this activity, participants create a project, creating something that helps others learn project using eight pre-specified blocks. Participants incorporate their voices and images into about themselves and the people, issues, and things they care about.

### *Let's Play*

A game has a goal, rules, and an outcome. In this activity, participants create a game with Turtle Art. It can be completely new or a re-creation of an old favorite.

## Closing Activities

While participants will likely be sharing and collaborating throughout the design process, it is important to dedicate time to sharing and reflection, so that both participants and facilitators can discuss what happened and share reflections on or analysis of the activities. Some strategies for sharing and reflection include:

### *Show and Tell*

Each participant (or team of participants) has an opportunity to demonstrate what was created and discuss design experiences, either with the entire group or in smaller groups. It is useful to provide some concrete questions for participants to think about and respond to. What did you create and find surprising? What was challenging? What motivated or influenced your project decisions?

### *Galleries*

In addition to sharing with the other participants, the Turtle Art page can be used to share projects developed in the workshop. [Create a gallery](#) and encourage participants to post their projects (with project notes describing how to interact with the project and about the process of creating the project). You can also add your creations to [our page in Facebook](#).

### *Lessons Learned*

Reflecting on their processes, participants can create a guide of lessons learned for future Turtle Artists. What approaches, techniques, or tips would they recommend? Create a mind map or “Top 10” list of the ideas and suggestions.

## Make Visible

There are a few different ways to think about making visible your event:

- \* Before your event, you will need to share event details with participants so that they can join you!
- \* During your event, you may want to document it to share with the participants and the Turtle Art community.
- \* After your event, you will want to think of ways to share your event with others to celebrate all that you accomplished and to learn the strengths and weaknesses of your event to improve for next year.

The next few pages walk you through some ways to share your event!

### **Inviting Participants**

Now that you have identified your audience and established the goals for your event, how will you get participants to join you?

### **Turtle Art Day Website**

The Turtle Art Day website allows you to publish your event. The Turtle Art Day map is an easy way for people to find out about your event. Just create an account and add your Turtle Art Day

event. You can also use the Turtle Art Day website forums to share details, invite people, and get feedback about your plans.

## **Turtle Art Forums**

To get in touch with an even bigger audience, you can contribute to the Turtle Art forums, where we have set up a forum dedicated to announcements and discussions about Turtle Art Day events.

## **Your Personal Network**

Do you belong to any mailing lists that send to people that might be interested in your event? You can ask friends and colleagues if they have suggestions for electronic outreach, like connecting with a local library, community center, or school. You can also reach out via social media by creating an event on Facebook or a hashtag on Twitter.

## **Sharing With Your Community**

What happened at your event?

By documenting your day, you will have resources for reflection and discussion, both for your event-goers and for the broader Turtle Art community. Turtle Art projects, videos, audio, photos, notes – all of these could help communicate what you did. The Turtle Art Day website has a media page, which allows you to connect with other events via Turtle Art, Flickr, Twitter, and Youtube. Make sure you designate someone to be the photographer or videographer, if you will not be able to do it yourself. This will make it easy to share your event with your participants and with the Turtle Art community.

What did the participants think of your event?

You will have ideas about what worked or not, but you may be surprised by which activities were most popular. Getting feedback from people may give you new insights into your event. For larger events, there are great tools like SurveyMonkey that enable you to create online surveys that you can send to participants.

You can also create a mural during the event for participants to leave their messages or mailbox for suggestions.

## Conclusion



We hope that this guide will help you host an awesome Turtle Art Day! We have provided you with some resources, but the best resource is other event organizers just like you.

On the Turtle Art Day website, you can communicate with other organizers and get tips and ideas from past events.

If you have any questions or comments for how the Turtle Art team could better support you on your Turtle Art Day adventure, please do not be shy in sharing your feedback!

## Resources

This section provides you with more resources that will help you make your event a success. First, you will find two sample agendas for workshop events. Even if your event is not a workshop format, these agendas may provide you with an outline for how to develop your event. Second, you will find the handout for the “find someone who” icebreaker activity. Feel free to adapt this format to reflect the personality of your community! Third are a set of links to online resources that support the learning of Turtle Art

Lastly, the Turtle Art cards are designed to help new Turtle Artists get started.

## Agendas

### Sample agenda 1

Here is a sample agenda for a 1 hour workshop for a small group of Turtle Art beginners.

#### *Welcome and goal setting (5 minutes)*

The group facilitator should welcome the workshop participants and give them an overview of the goals of Turtle Art Day.

#### *Meeting one another: Name Game (10 minutes)*

Going around the room, participants introduce themselves.

It can be helpful for all the participants as they introduce themselves to say what they hope to get out of their time together with Turtle Art.

If the event has a large number of participants, you can do the Presentation Card activity (10 min). Give each participant a post-it or a sticker on which they will make their business card.

#### *Introducing Turtle Art (5 minutes)*

In preparation for the hands-on activity, facilitator demonstrates:

- \* how to snap blocks together
- \* how to make the turtle move and draw something



- \* how to repeat the actions of the turtle
- \* how to use a box

### *Creating projects: Collaborative programming (25 minutes)*

Each participant spends 10 minutes starting a project in Turtle Art, passing the project on to another participant at the end of the time block. The next participant has 10 minutes, and the final person has 5 minutes to finish the project.

It can be helpful in some cases for the facilitator to create challenges, like “Who can create a square where each side is a randomly generated color.”

### *Sharing experiences: Show and tell (10 minutes)*

Participants review their own stories and the stories of their neighbors and share their observations about Turtle Art.

### *Preparing for next steps (5 minutes)*

Facilitator introduces the different TurtleArt online communities and galleries (see Resources), shows some sample projects, and closes by answering questions.

## **Sample agenda 2**

Here is a sample agenda for a 2.5 hour workshop for a group of beginner Turtle Art educators.

### *Welcome and goal setting (5 minutes)*

The group facilitator should welcome the workshop participants and give them an overview of the goals of Turtle Art Day and this workshop.

### *Meeting one another: Find someone who (15 minutes)*

Using the sheet, participants find others to sign their grid's blocks.

### *Introducing Turtle Art (5 minutes)*

In preparation for the hands-on activity, facilitator demonstrates:

- \* how to snap blocks together
- \* how to make the turtle move and draw something
- \* how to repeat the actions of the turtle
- \* how to use a box

#### *Creating projects: 8 blocks (20 minutes)*

In pairs, participants create a project using only eight pre-specified blocks.

It can be helpful in some cases for the facilitator to create challenges, like “Who can create a square where each side is a randomly generated color.”

#### *Sharing experiences: Show and tell (15 minutes)*

Participants review their own projects and the projects of their neighbors, and share their observations about Turtle Art.

#### *Introducing Turtle Art (20 minutes)*

Facilitator introduces the Turtle Art online community, showing a collection of sample projects to demonstrate the variety of projects that can be created with Turtle Art. Then in preparation for the next hands-on activity, facilitator demonstrates how to use Turtle Art to create a presentation using Portfolio Activity.

#### *Creating projects: Interactive presentation (40 minutes)*

In pairs or individually, participants create an interactive presentation for a place they have been or would like to go.

#### *Sharing experiences: Lessons learned (20 minutes)*

Participants review their own projects and the projects of their neighbors, and share their observations about Turtle Art to generate a *list of suggestions for other educators*.

#### *Preparing for next steps (10 minutes)*

Facilitator introduces the Turtle Art online community, shows the different areas (stories, resources, discussions, members), and closes by answering questions.

## **Turtle Art Cards**

Here is a set of Turtle Art cards that are designed to facilitate using and learning Turtle Art.

*SugarLabs Turtle Art Cards*

## **Turtle Art Galleries**

There are several galleries of Turtle Art projects.

*Brian's Turtle Art Gallery*

*SugarLabs Turtle Art Gallery*

## **Online Resources**

Here is a set of links for tutorials and other resources that support learning about Turtle Art.

*SugarLabs Turtle Art Tutorials*

We also have a page in Facebook for *Turtle Artists*.