

From the logo project to OLPC

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THE LOGO PROJECT IN SENEGAL 1982-1988

1. THE IDEA AND THE POLITICAL WILL
- 2.
3. THE LANDSCAPE
- 4.
5. STRATEGY
- 6.
7. STEPS
- 8.
9. OUTCOMES

THE IDEA

- Idea of using computers in primary schools as learning tools. Very visionary approach
- Political will from the Minister of Scientific and Technical Research who happened to be a scientist

THE LANDSCAPE in 1982

- Computers were not well known
- Computers were expensive
- Not enough schools
- Not enough school tables
- Too many children in classrooms
- Lack of educational tools, books
- The failure of the “CLAD” project
- Teachers and students very often on strike

THE STRATEGY

- The logo project was introduced as a research project
- A multidisciplinary concept (science, technology, research and education): 2 Ministries involved + the National University
- Great planning (see steps)

THE STEPS

- Selection of a good multidisciplinary research team (4 primary school teachers, 2 University researchers, 1 computer engineer), people willing to change, already involved in research for a change, desperate by CLAD, a top down project
- Teacher training
- The Logo Lab set up according to the team's concept, good collaboration among the team, everybody learning from each other (10 computers)

MORE STEPS

- Selection of 4 pilot schools, 2 more schools teachers involved
- 1 Bus for the schools children
- New paradigm:
 - Teachers free to think about their own teaching/learning methods
 - Children free to learn their own way
 - A lot of sharing among teachers and children

THE OUTCOMES

- Very committed team (I became very good at teaching : taught Pdt Senghor, the teachers became great researchers and great computer programmers, local contents development to teach/learn grammar, maths, physics via motion, translation of Logo messages into a local language (wolof)
- Children interested in programming and teaching
- The first team became teacher

MORE OUTCOMES

- Very committed children, wouldn't stop, would like to work even on week ends
- Children became better learners and practitioners in scientific subjects
- 1 pilot school created its computer room and got great results:
 - 1 girl who didn't like maths ended up teaching maths to her classmates
 - one of the children has a double major in maths and electrical engineering and is working on his PHD dissertation
 - another one, now a young lady, is in charge of Francophonie commission in Senegal

MORE OUTCOMES

- I went to MIT to learn more about computers in Education with Seymour Papert and was part of the Hennigan school project in Boston
- The computer lab evolved to be an IT learning centre for teachers and Ecole Normale Supérieure, a teacher training school hosting the lab, is today a faculty of Educational science

One Laptop Per Child

Good results led to OLPC “all kids should have access to new learning/ thinking Tools”

Guiding principles

- OLPC
 - Not a laptop project
 - Not a market opportunity
- educational project

- **Child ownership**

Right to own a laptop (low cost, robust and powerful designed for children of elementary schools),
Children will protect, care and share their valuable equipment

- **Low ages**

Ages from 6 to 12 no need to learn, to read/write, to use XO and play with it

- **Saturation**

Digital saturation in a given population
(country, city, village,...) for
collaborative
Work within a community

1. Connection

XO connected to each other (even off)
work together
(Chat, share information on the web,
video
conference, music, edit text, read e-
books,
collaborative games)

1. FOSS

Child with an XO not a passive consumer of knowledge but an active participant in a learning community (Localization, debugging, adaptation to the needs without external dependency, free Redistribution)

Senegalese children with XOs

In 5 days of practice, amazing results





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ETKARE
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Project 1 / 479 2

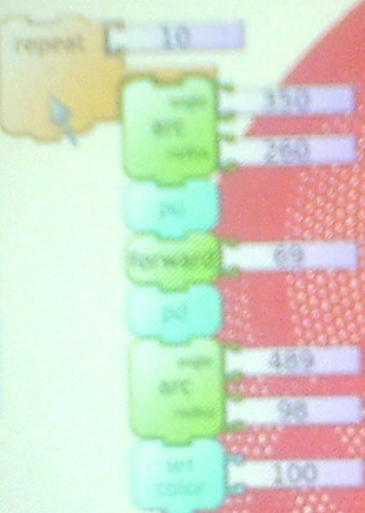
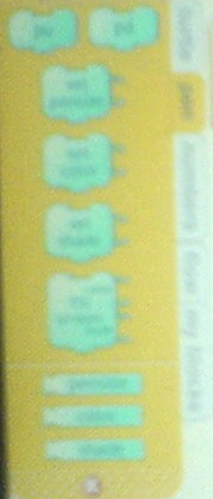
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Activity

Project

Blocks



Blocks

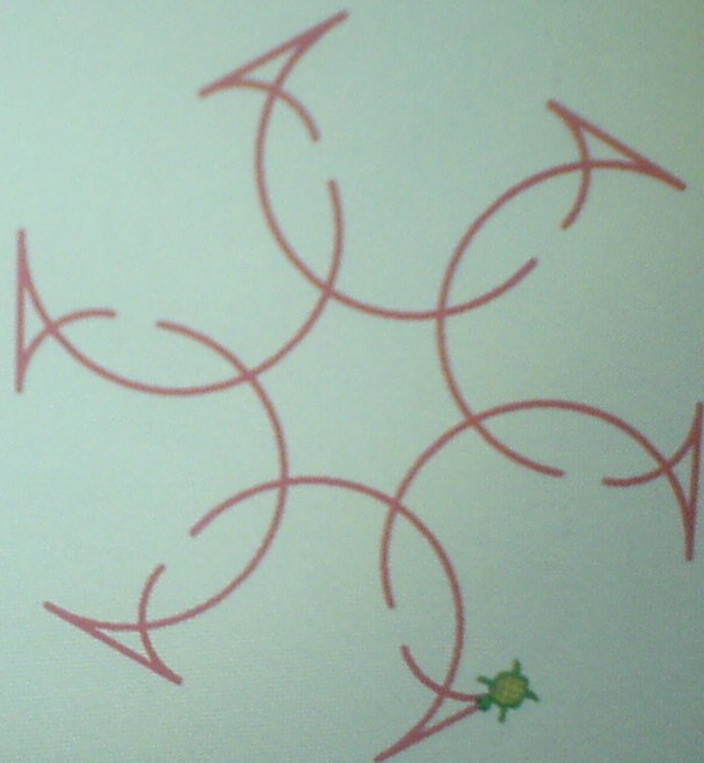
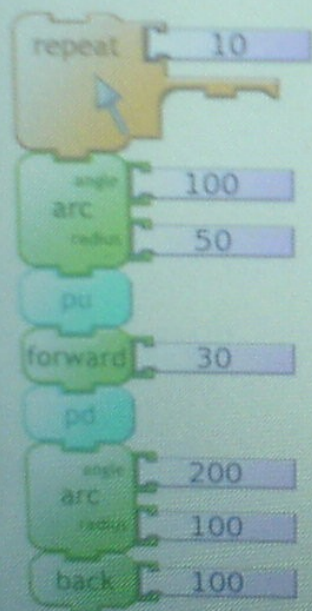
turtle

pen

numbers

flow

my blocks



THANK YOU

■ **QUESTIONS ?**