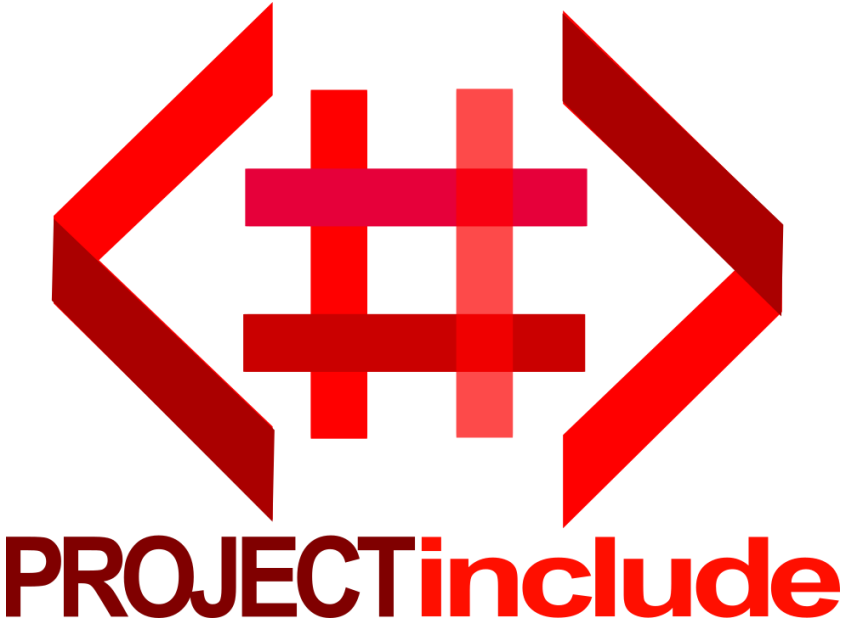
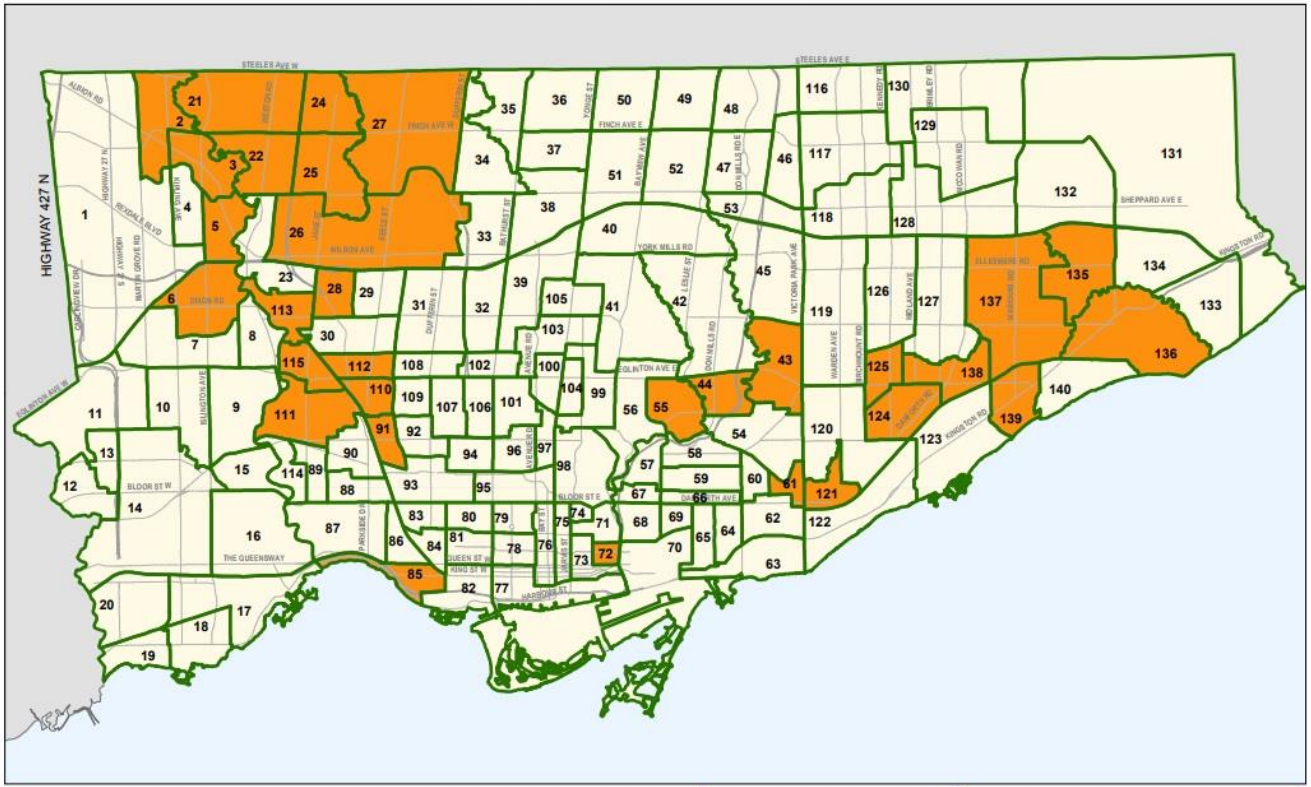

PROJECTinclude

ROAD
CLOSED

3 hours a week, 7 weeks, one project

in community libraries or schools, **free** and laptops provided

# Neighbourhood Improvement Areas




## Legend

Neighbourhood Improvement Area

Neighbourhood Boundary

Numbers indicate the neighbourhood number.

Major Arterial Street

Expressway

N W E S

0 1 2 3 4 Km

TORONTO

Source: City of Toronto, Social Policy Analysis & Research.

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Prepared by: Social Policy Analysis & Research
Contact: spar@toronto.ca

# IMPACT

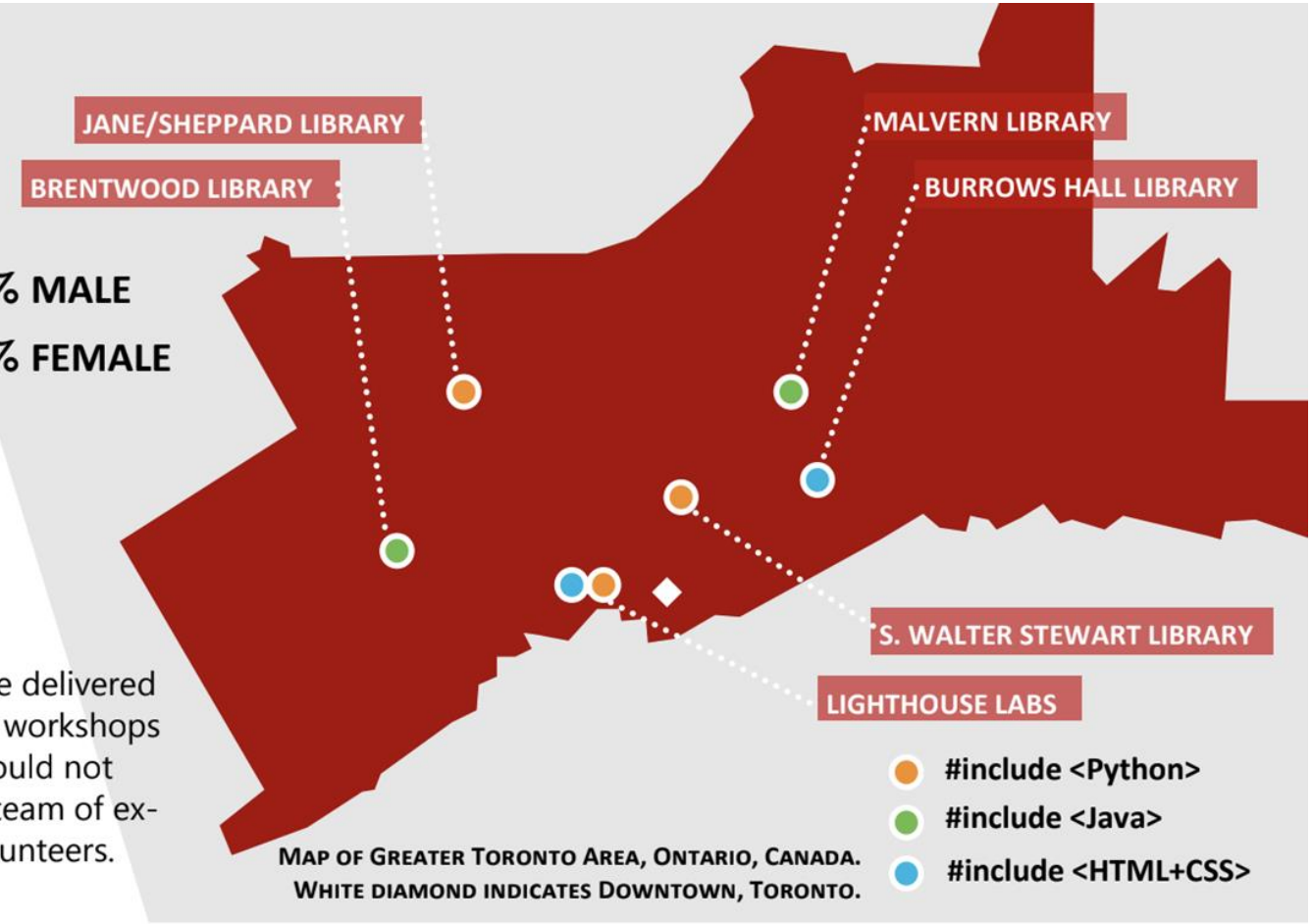
**6**
LOCATIONS

**128**
MENTEES
(AGES 8-16)

51.9% MALE
48.1% FEMALE

**2304**
HOURS SPENT
CODING

This past summer, Project Include delivered 36 boot-camp sessions, 2 library workshops and 1 parent/child event. This would not have been possible without our team of executives, lead instructors and volunteers.




MAP OF GREATER TORONTO AREA, ONTARIO, CANADA.
WHITE DIAMOND INDICATES DOWNTOWN, TORONTO.

# Impact

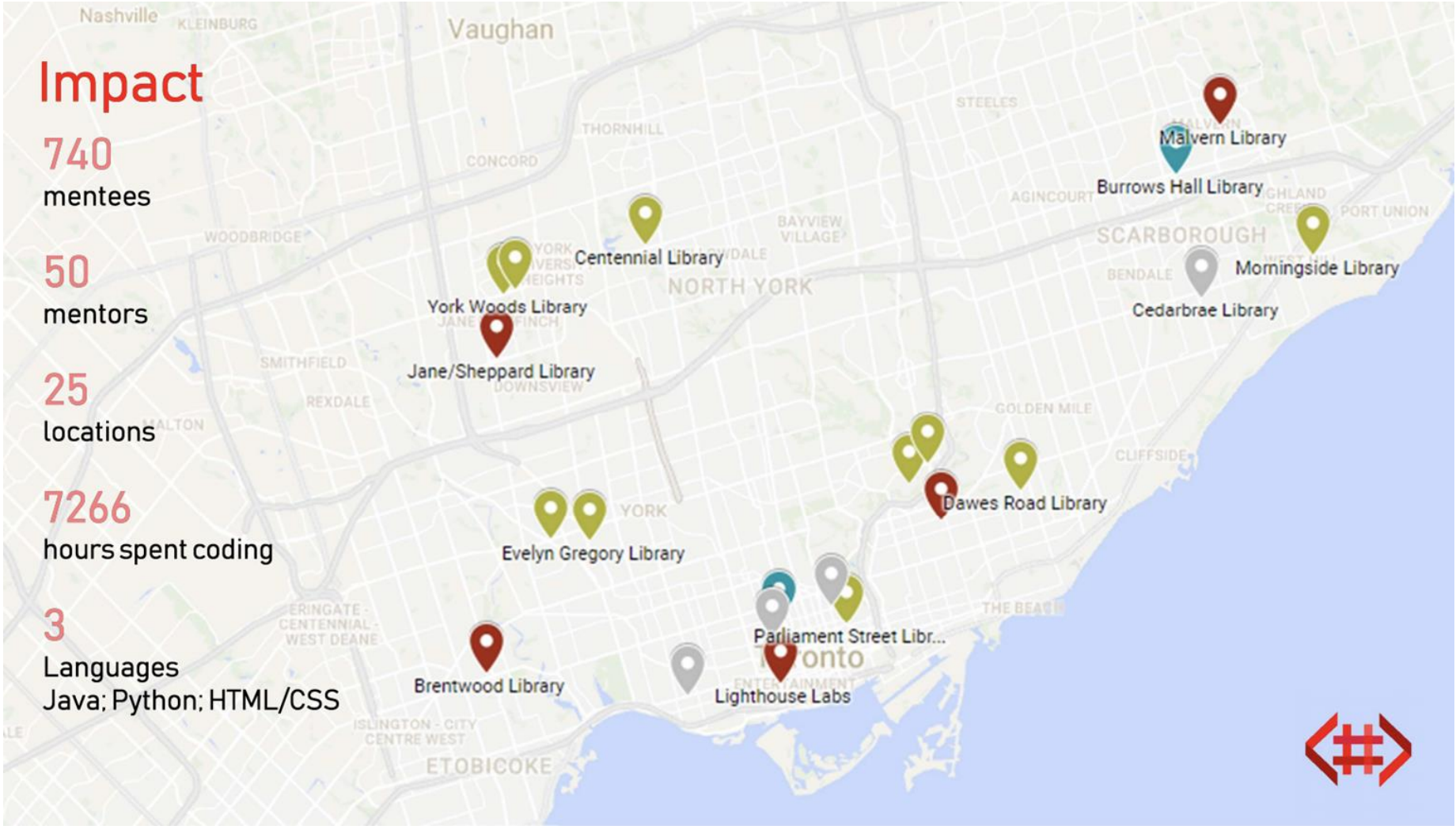
**740**
mentees

**50**
mentors

**25**
locations

**7266**
hours spent coding

**3**
Languages
Java; Python; HTML/CSS



# #includeMoments

"As the Instructor, I taught students from ages 10-14 who all had their own skills and a varying degree of prior knowledge. Many students were easily grasping the main concepts as they had support from someone in their life already teaching them about programming. Hence, it was not very challenging to teach those students something new. However, there were students who also had no experience in programming which required me to think outside of the box. These instances were the ones that were truly enlightening as it showed me the assiduous nature of teaching, as well as, the joyful moments that come when you realize that the student had thoroughly understood the concept."

**Nirmal Pol**
Instructor

# #includeMoments

"Our goal was to teach things that the students would also find interesting. Teaching them how to code using math applications like professors do in university would be boring, so we're teaching them through Tic-tac-toe and we're even thinking of using Hangman. The goal of Project Include is to not only teach these children basic coding skills, but to also get them to want to learn more after the summer is over. The best way to do that is to use games, since all the kids like games, so we're teaching them how to code some really simple ones."

**Taka Tsureishi**
Mentor

# #includeMoments

"If I could build anything, it would be a software that would help my brother debug his own programs. He's in high school and sometimes he has problems with his code and I help fix them! Sometimes I'm better at it than him!

Other than that, I would love to build my own security system; it'd be a lot easier on me if my parents felt safer since we don't live in the safest neighborhood. Yeah, that would be good."

**Kevin**
Attendee

# #includeMoments

"We aim to promote computer science among communities in Ecuador. This summer, Project Include Ecuador has visited more than 350 students from schools and one university in Quito, the capital city. We focused on changing some misleading ideas students have about programming; our goal was to provide students with a look into the world of computer science through fun and interactive workshops."

**Fernanda Palacios**
Student Leader, PI Ecuador

# STAY IN TOUCH!

Google

LIGHTHOUSE LABS

UNIVERSITY OF TORONTO

TORONTO PUBLIC LIBRARY

include.skule@gmail.com

http://projectinclude.ca/

@projectincludeskule

@hashtag_include