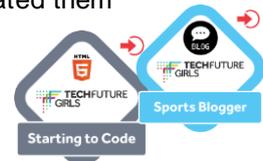**TECHFUTURE GIRLS**

Guide to the new TechFuture Girls platform

Welcome to the new look TechFuture Girls, still free to all UK schools!

Our award-winning TechFuture Girls programme has been located on a website for over 10 years, and we decided it was time for a refresh! We have rebuilt our most popular topics, and located them on our Learning Management System (home of TechFuture Classroom).

This allows us to:

- Provide **Digital Badges** for completion of online challenges

- Use interactive e-learning to record students' progress and automatically award badges as students complete embedded quizzes and activities

- Include our popular how2s alongside other resources, including images and video, to help students to complete the offline challenges

- Update our content to reflect the huge changes in technology since TechFuture Girls began

- Provide TechFuture Girls teachers, students and facilitators access to all the content on TechFuture Classroom, including CPD content for teachers in cyber security and programming

Using the platform and uploading students

TechFuture Girls remains a programme for delivery in after-school clubs, but it can also be used in the classroom and by members at home. Members are registered through upload of a CSV file (which our technical team can help with) and are aligned to their club facilitator or teacher. Facilitators can see all their club members under the About tab at the top of the page, where My Students are listed.

There is a guide available to help you upload your own members, along with a sample CSV file.
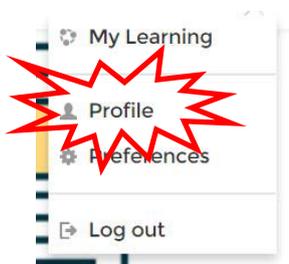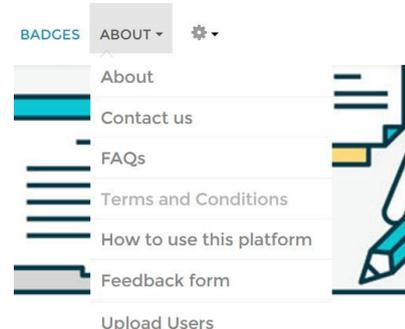
Teachers and members have their own login, usually an email address and password. They have their own profile, which cannot be seen by any other platform user. Any badges awarded by challenge completion can be seen in the My Profile page. The My Profile page is accessed from the user's icon in the top right of the navigation bar.

As most TechFuture Girls members are under 13 years old, the Digital Badges awarded on the platform are private and cannot be shared. When members reach 13 years old, they can open a Mozilla Open Backpack account and upload all the badges earned on TechFuture Girls and share them on social media and within online CVs and websites. There is a guide to opening a Backpack account on TechFuture Classroom.

TECH PARTNERSHIP

How the topics work

The signature feature of TechFuture Girls, alongside its How2s, is the context-based learning that embeds digital and tech skills into scenarios that girls, in particular, enjoy.

Our new platform retains that feature, with topics that include Sport and Fitness, Fashion, Music and Creative Coding. Within these topics, members learn about wearable technology, the Internet of Things, blogging, vlogging, creating games and creating webpages in HTML.

Within each topic, there are three or more online challenges, which provide badges for completion and associated offline challenges, project-based, which build on the concepts introduced online.
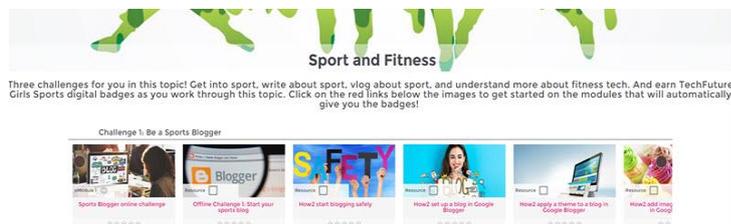
For example, in the first challenge of the Sports and Fitness topic, members learn about setting up a blog in Blogger or WordPress, how to make it private and how to write for the web before actually setting up their own blog in the platform of their choice, focusing on sport as a competitor, spectator or commentator as their blog posts topic.

Clicking on the topic from the TechFuture Girls home page brings up all the challenges within that topic. Badges are awarded for the online challenges (Sports Blogger, Sports Vlogger and Fitness Tech in the Sport and Fitness topic). Members open the challenge by clicking on the red text underneath the images in the Challenge row. This opens in a separate window which has 'return to course' at the top – clicking on this takes the user back to the topic page.

Members work through the online challenge, completing quiz questions as they progress. Achieving 80 percent awards the badge. Online challenges can take between 30 – 45 minutes to complete.

The offline challenges are available as a downloadable challenge document, and all the required how2s are also provided along the challenge row. Offline challenges take the ideas introduced online further. These challenges can occupy several TechFuture Girls sessions, up to four hours, for completion.

Detailed Facilitator Guides that explain the topics are available alongside this guide.

If you require any help setting up your TechFuture Girls club, wish to use the resources, and TechFuture Classroom, in school, or have any questions about our platform, email us at helpdesk@techfuture.com and we will respond to your request within 48 hours.