



PLAY AND
MAKE IT

NTT DATA FOUNDATION

NTT DATA FOUNDATION

International Technology Olympics

October
2022

INDEX

- NTT DATA FOUNDATION
- Current situation
- Our proposal
- Methodology
- Who participates?
- Why participate?
- Training for trainers
- Child protection
- Calendar

WE ARE CREATORS OF POSITIVE CHANGE



NTT DATA FOUNDATION

NTT DATA FOUNDATION was established in 2001, we are the corporate foundation of the NTT DATA Group and our aim is to foster **talent**, drive **innovation** and stimulate **entrepreneurship**.



21 | **17** | **27** | **+3500**

Years

Countries

Offices

Volunteers
(internal and external)

POSITIVE CHANGEMAKERS

Argentina, Austria, Belgium, Brazil, Chile, Colombia, Germany, Italy, Mexico, Netherlands, Peru, Portugal, Romania, Spain, Switzerland, United Kingdom and United States.

The digital transformation is accelerating and the situation experienced in recent years of pandemic increases the existing **digital divide**, that huge gap that exists between those who have access to devices, connectivity and digital environment, and those who do not.

This means that **826 million children are being left behind (UNESCO).**

This is why it is more necessary than ever:

- Bridging the **digital gap**,
- Fostering **digital skills** in children and adolescents,
- Bringing them closer to **technology in** a playful way and
- Provide them with tools that will give them more and better **opportunities** in their lives.

*"About 90% of the population has access to broadband, but about **43% do not have the skills** to take advantage of it.*

Carme Artigas, Secretary of State for Digitalisation and Artificial Intelligence.

An interactive journey to develop digital skills

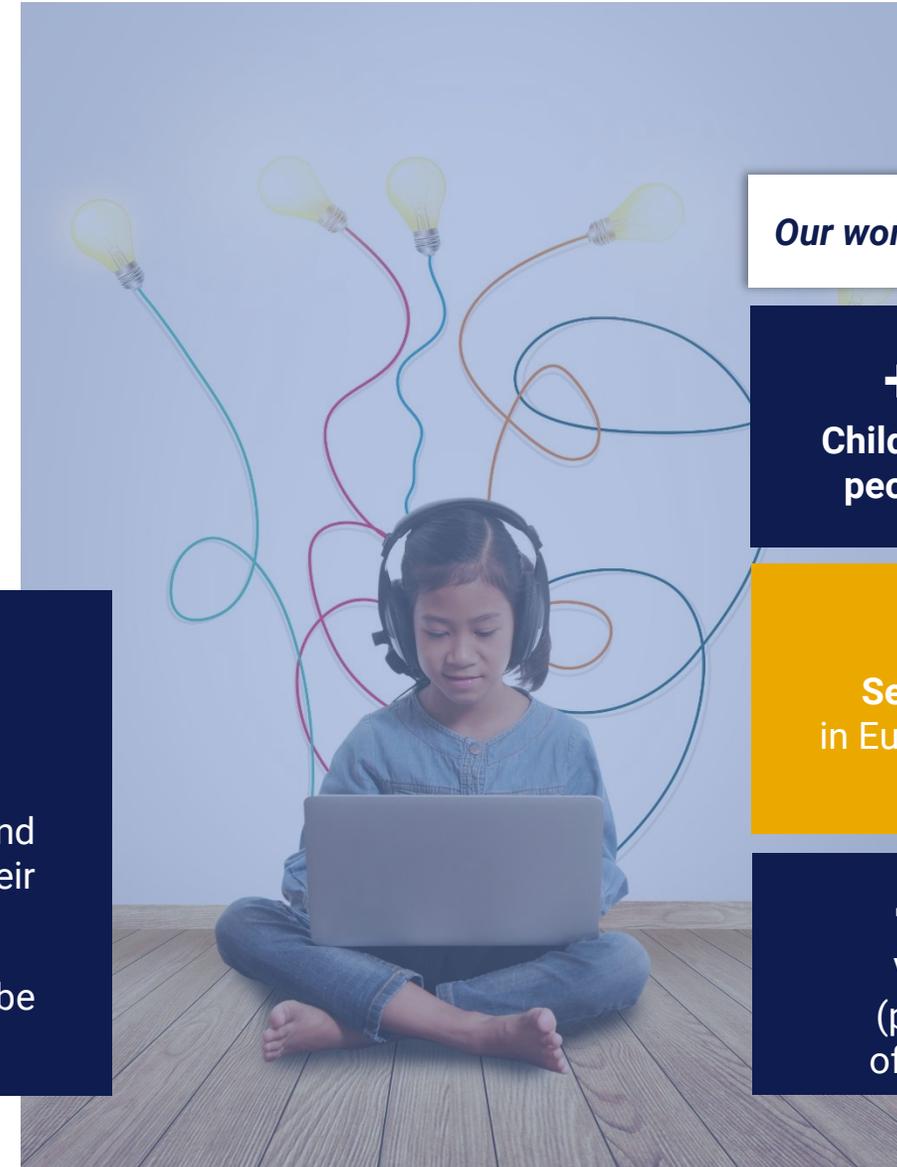
It is a pedagogical itinerary that, through a gamified platform, will bring participants closer to programming and technology not only as consumers but also as **producers**.

Participants will receive general training and personalised coaching, culminating in a **competition**, in which they will test their acquired skills by solving a challenge by category.

Children and adolescents between the ages of 7 and 16 can participate.

During the tour:

- They will learn the basics of **computational thinking**.
- They will stimulate their **creativity**, their ability to detect problems and propose **solutions**, their communication skills, their discipline and their perseverance.
- **They will have fun. They will play** and acquire tools that will be indispensable throughout their lives.



Our workshops in figures:

+5.000
Children and young
people impacted

+250
Sessions held
in Europe and Latin
America

+1000
Volunteers
(professional
of NTT DATA)

Participants will go on an interactive journey of **12 stations where** they will find videos, guides, training sessions and all the information they need to solve the challenges posed in a fun way.

With each challenge solved, they will accumulate points that will allow them to be classified in three categories according to the level acquired.

During this tour, they will have a **personal trainer** who will guide them to solve their doubts and improve the projects they will compete with in the grand final.

The winners of each category will receive a prize for themselves, their teacher and/or their school.

12 stations

1h / week

1 final competition

- Initial level
- Intermediate level
- Advanced level

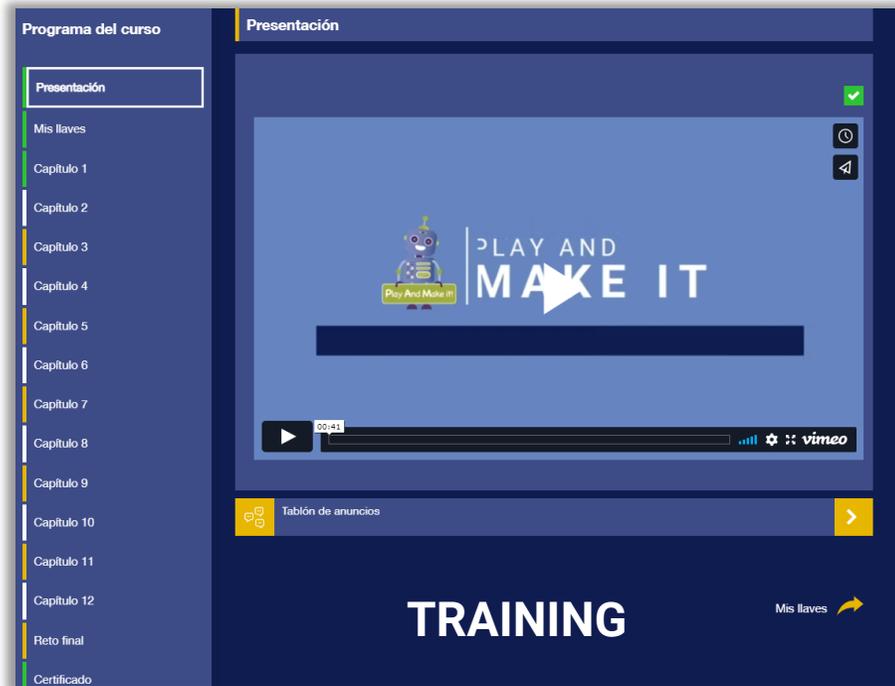


WHAT DOES THE TRIP INCLUDE?

NTT DATA FOUNDATION

The interactive tour includes:

- 1) **Online content on a gamified platform** so they can progress at their own pace,
- 2) **Synchronous one-to-one mentoring** sessions with a personal coach,
- 3) **Collective sessions** for exhibition of projects, qualifying rounds and selection of the winner.
- 4) Permanent channel with **resources** and **support** for **trainers**.



CLASSIFICATION

Tiered **challenge**
(beginner, intermediate,
advanced)



INTERNATIONAL FINAL

Awards by level
(beginner, intermediate,
advanced)



The mixture of synchronous and asynchronous formats allows the participant to progress at their own pace, manage their time but at the same time receive direct support from their coach.

WHY PARTICIPATE IN THE OLYMPICS?

NTT DATA FOUNDATION

Because it is the **best opportunity** to awaken children's and teenagers' interest in programming in a fun and practical way.

Because it is based on a pedagogical model that allows them to break taboos and **develop digital skills** that will be decisive for their lives.

Because they will unwittingly approach the basics of **computational thinking** and **develop soft skills** such as creativity, teamwork, critical thinking, problem-solving, time management, etc.

Because in the **1st edition +500** children and adolescents participated and their **experience** was **very positive**.



Testimony of the winner of
the first Olympics

What do you need to participate?

- You win!
- 1 person to coordinate (optional).

What technical requirements do you need?

- 1 computer.
- Internet connection.

Get keys, solve challenges and win prizes in three categories...
If you can imagine it, you can create it!

WHO PARTICIPATES?

NTT DATA FOUNDATION

NTT DATA FOUNDATION

It provides design, content, platform, methodology, support and follow-up throughout the entire journey, trainers, evaluators, juries, etc.

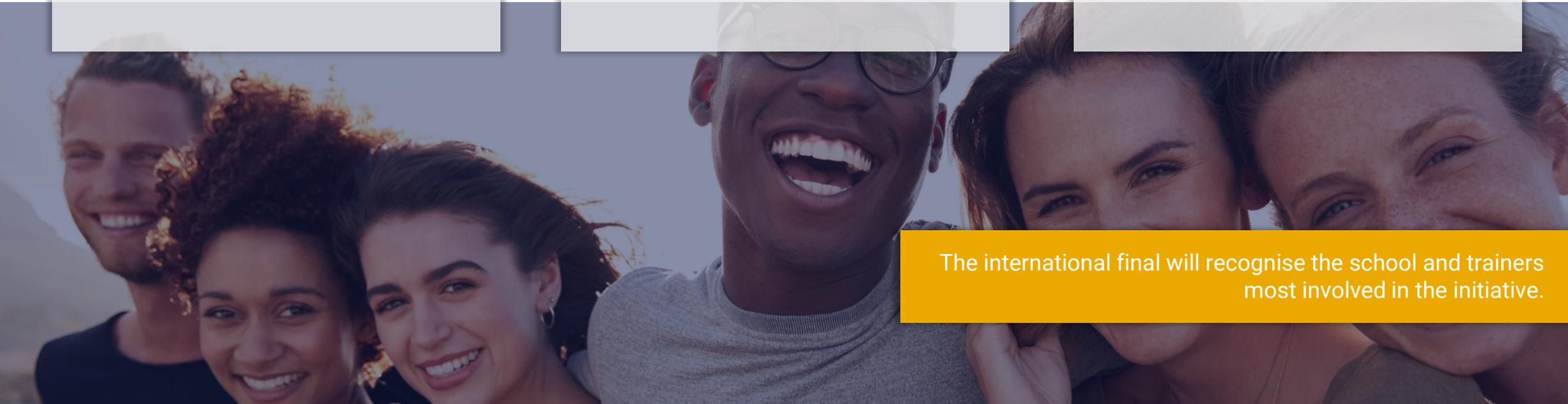
EDUCATIONAL CENTRES AND/OR TRAINERS

They can incorporate technology olympiads into some of the lessons and/or encourage and stimulate student participation.

BENEFICIARIES

Children and adolescents (recommended ages 7-16 years). They can participate:

- Supported by the school.
- Independently.



The international final will recognise the school and trainers most involved in the initiative.

ALSO...

NTT DATA FOUNDATION

OPTIONAL* **training for trainers** will take place

OBJECTIVES:

- To be able to teach students the **fundamentals of computational thinking** and to teach them to develop **digital skills and skills** related to technology and programming, which are necessary for their future.

This course will be an ideal complement to support the participants of the **International Technology Olympiads**.

Theory | Programming languages | Responsible use of technology | Etc.

**It is not essential for the teacher, school or institution to participate in this training. It is considered as an "extra". The classes and follow-up are carried out by the foundation's volunteers.*



November 2022
25h (PTE date)

[Register here to participate!](#)

CHILD PROTECTION

Protecting the **image and identity** of minors is a priority. Throughout the duration of the Olympics and in all its aspects: access to the platform, contact with coaches, synchronous and asynchronous meetings, we will guarantee this process, as well:

- **Registration:** this is carried out by the parent or guardian, requiring the legal consent of both parents or guardian to carry out the activity.
 - Schools are not allowed to register their pupils (even with the permission of the parent or guardian).
- **Identity** (name) of the child: in the registration they can select a user name that will be displayed on the platform.
 - The registration data will be used exclusively by NTT DATA FOUNDATION and will not be passed on to third parties.
- **Image:** at the time of registration they will select an avatar (drawing provided by the platform) that will represent them in the platform's internal communications. They will not be able to upload any photograph.
- All **volunteers** participating in the initiative will be required to present a negative **Sexual Offences Certificate** at the beginning of their registration.
- **Internal chats:**
 - They will be held in groups and may only have contact with their coach.
 - The administrator (NTT DATA FOUNDATION) will have access to all conversations.

CALENDAR

NTT DATA FOUNDATION

November

December

January

February

March

April

May

Training for
trainers

Registration

Participants and schools

Course development

Sessions on the platform (12 steps),
mentoring, etc.

Olympics

Competition
(development of
your project)

International Final

1 winner per
category and
age range



PLAY AND
MAKE IT

NTT DATA FOUNDATION

NTT DATA FOUNDATION

**THANK
YOU!**

nttda@nttdata.com | www.nttdatafoundation.com