The context and concept

ENABLE (European Network Against Bullying in Learning and Leisure Environments) is a European project involving 6 partners led by European Schoolnet. ENABLE is built on evidence that the key to tackling and eliminating bullying is a holistic, whole-school approach involving pupils, teachers and parents and based on improving the emotional and social well-being of young people. The project works mainly with 11-14 year olds.

The **ENABLE Hackathon** aims to encourage young people to work in teams with a mentor to reflect on bullying (what it is, the consequences, how it can be stopped, positive actions against bullying, etc.) in an environment geared to improving their online skills whilst celebrating their problem solving skills and creativity. The tangible outcomes will be apps and tools (including videos, presentations etc.) which will be made available to support the elimination of bullying. The ENABLE Hackathon creations will be showcased at a central EU Coding week 2015 (http://codeweek.eu) event to bring added value to the EU coding initiative and benefit from its visibility to raise awareness of anti-bullying approaches.

The Hackathon

Although Hackathon in the true sense of the word is an event in which computer programmers and software developers collaborate intensively over a software project, the ENABLE Hackathon is a modified version adapted to 9-17 year olds. It aims to project them into the problem, by leading them to understand the process and the dynamics behind bullying as they work in teams to devise solutions. It offers them a concrete opportunity to develop their problem-solving and creative skills, learn more about coding and become active participants in what UNESCO terms 'the awareness raising cycle' (Richard Sayer, *Principles of Awareness Raising; Bangkok*,2006).

Each team will be accompanied by a mentor i.e. a tech-savvy person from industry or the public or civil sector, throughout the 1-3 month hackathon process. Mentors will guide and support their team, helping them to analyse the bullying process in order to define and design an innovative final product to build self-awareness and change behaviours; mentors will not create the product for their team or do any coding. They can choose to create teams with their own designated young people or request the aid from a Consortium partner to put together a team. Consortium partners can make contact with a local school, explain the Hackathon, request teams and then bring in an industry, public or civil sector player to mentor a team. Mentors may sponsor the travel of one or more members of their team to the final event, but this is not obligatory. ENABLE will cover travel for a dozen or so hackathon participants.

Key dates: Teams + mentor invited to **meet online** in July -> **Development of app or product** through summer -> **Submission of creation** by 27 September 2015 23.00 CET -> **Presentation of creations** during European Code week (10-18 October)

Further information on registration, entrant certificates, jury, awards and the Hackathon event is available at http://enable.eun.org.

The players: Young People

How many?
Each Hackathon team will ideally be composed of 3-4 young persons. The goal behind having small teams is to encourage teamwork and allow each person to contribute, exchange and learn and, for those who prefer, to work alone at times.

What age?
The team members should be between the ages of 11 – 14, which is the target age range for the ENABLE project. However, there are no restrictions and young people aged 9-17 may join a team. To ensure a more enriching experience, we advise mixed age groups and suggest avoiding setting up a team of, for example, only 9 year-olds or only 17 year-olds.

Where are teams to be recruited?
There is no special process for recruitment; information about the Hackathon will be sent to schools, youth groups etc. but mentors may also put together their own team of youth. The young people may come from the same school, same class, same association, and so forth. Prior affiliation may make it easier for the young people to work together, but it is not a requirement.

The young people are not required to have experienced bullying. We do not wish to cause emotional distress in young people, who may have been targets of bullying, but rather introduce all the young people to the concept of bullying and inspire them to analyse the issue and respond appropriately.

Is there a language requirement?
There is no language requirement, although the final event will be held in English. Teams will be permitted to present in their national languages. Should a team submit a presentation or video, English subtitles are required. All materials should consider accessibility issues for those with special needs.

The roadmap – June to October 2015

June – youth teams are recruited via entry form

July – online meetings held by ENABLE with mentor organisations; online meeting held by mentor organisation with their selected teams

July – September – youth teams develop their product

7-11 September – youth teams meet their mentor online to check progress

27 September at 23.00 – final submission of creations to ENABLE

30 September – after selection by ENABLE partners, top creations are announced

10-18 October – EU Code Week and ENABLE Hackathon showcase event (more info shortly)

About ENABLE

ENABLE is co-funded by DG Justice of the European Commission and is coordinated by European Schoolnet (EUN) in partnership with South West Grid for Learning and Diana Award (UK), For Adolescent Health (Greece), Partners in Learning (Croatia) and Cyberhus (Denmark).

Stay in touch: http://enable.eun.org | #enableeu | info-enable@eun.org

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