

# Enabling all young people to realise their full potential through the power of computing and digital technologies

Digital technologies have already transformed the world and the pace of technological change is accelerating, including with the advent of new innovations in artificial intelligence (AI) and machine learning. Too many young people are missing out on the enormous opportunities this brings.

Being an effective end user of technology is important, but insufficient. Young people need to be digital protagonists, able to confidently engage with and shape the digital world.

Yet, access to the opportunities to learn how to create with computers and digital technologies remains unequal. Too much still depends on who your parents were, where you were born, and your access to schools, teachers, and technology.



## We make a difference through...

### Learning experiences for young people

We design learning experiences and products for young people that are fun and engaging. We reduce barriers to access and work hard to ensure learning experiences and products are culturally relevant, translated into multiple languages, and reflect the best research.

- Online resources and projects
- Coding clubs
- Challenges and competitions

### Resources and support for educators

We support teachers, youth workers, volunteers, parents, and other educators to develop their own skills and knowledge, to inspire young people and help them learn in both formal education and nonformal learning environments.

- Curriculum and resources
- Professional development and training
- Support and guidance

### Research and thought leadership

We share what we are learning from research and practice to help elevate the state of computing education more broadly and we advocate for policy and systems change.

- Research
- Evaluation
- Thought leadership



## We support young people to...

- 1 Develop the **technical knowledge and skills** to use computers and digital technologies effectively and independently.
- 2 Gain an **understanding of how technology is changing the world** and the role it could play in their lives.
- 3 Develop the **mindsets** to confidently engage with technological changes and to continue learning about new and emerging technologies, like AI and data science.

## Which leads to...

### ● **Qualifications**

Academic or vocational qualifications in computing, computer science, engineering, and related fields.

### ● **Careers**

Jobs in engineering, programming, computer science, AI, and which involve using technology to solve problems; for example, in healthcare, education, and the environment.

### ● **Entrepreneurship**

Creating value for themselves and others through starting new commercial and social enterprises.

### ● **Citizenship**

Making better choices about the use of technology for themselves and their communities.

### ● **Creative expression**

Being able to make things with technology to express themselves and just for the joy of it.

