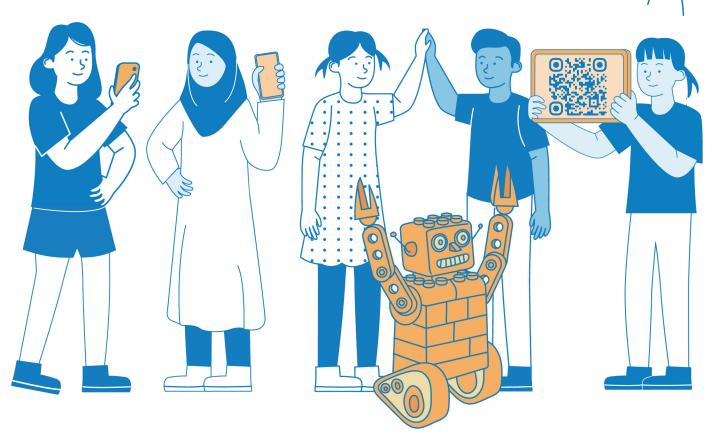


### DX Digital Xtra ENPOWERING SCOTLAND'S FUTURE TECH INNOVATORS



FOR DIGITAL SKILLS ACTIVITIES... AROUND SCOTLAND

WE AWARDED **6** 

DX

ENABLING OUR GRANT RECIPIENTS TO POSTIVELY ENGAGE WITH...

	EQUI	[PMEN
YE	AR'S	GRAN

**GIRLS AND** 

YOUNG WOMEN

LEGO Education SPIKE Prime, SPIKE Essential, and Coding Express sets; Sphero indi and BOLT; Marty the Robot V2; BBC micro:bit V2 and accessories; VEX GO sets; Blue-Bot robots and accessories; Botley 2.0 robots; Arduino microcontrollers and accessories; Raspberry Pi computers; as well as various tablets, laptops, and desktop computers.

•	
Aberdeen	<b>50</b>
Aberdeenshire	15
Comhairle nan Eilean Siar	136
Dumfries & Galloway	64
Dundee	251
East Ayrshire	<b>63</b>
East Lothian	47
East Renfrewshire	306
Edinburgh	270
Falkirk	13
Fife	54
Glasgow	649
Midlothian	146
North Ayrshire	39
North Lanarkshire	<b>58</b>
Perth & Kinross	57
Renfrewshire	173
South Lanarkshire	446
Stirling	200
West Lothian	17
Engagement per local authority	

WE SUPPORTED **26** INITIATIVES ACROSS **20** LOCAL AUTHORITIES

# **3,054** CHILDREN AND YOUNG PEOPLE INCLUDING...

### AGE RANGE OF PARTICIPANTS!



### T PURCHASED BY THIS T RECIPIENTS INCLUDED...

### HILLHEAD PRIMARY SCHOOL: HILLHEAD DIGI DEN AND TECHNOLOGY PLAYGROUND



### ✓ OUR YOUNG DIGITAL LEADERS HAVE LOVED USING THE ROBOTS THAT WE WERE ABLE TO BUY THANKS TO THE FUNDING FROM DIGITAL XTRA

The Digi Den and Technology Playground at Hillhead Primary School in Glasgow saw 20 Digital Leaders from P4-P7 upskill their digital tech knowledge through a series of activities featuring Scratch, Python, Sphero BOLTs, BBC micro:bits, and Marty the Robot V2. The learners' knowledge and confidence grew enabling them to lead a series of sessions for other pupils and staff.

These sessions were so well received, they were shared with other local primary schools to support their digital learning. Many of the Digital Leaders earned their Young STEM Leader certificate while taking part in the club. The Digital Leaders also ran regular drop-in lunchtime sessions for pupils and staff to answer their tech questions. In March, they organised a special session of the Digi Den and Technology Playground to demonstrate their skills for guests from Glasgow City Council, CGI, Morrison Media, and Digital Xtra.

Hillhead Primary Depute Head Teacher Gary Thomson said: "The Digi Den Club, led by Miss Dunn and Mrs Watt, has been a tremendous success. Our young Digital Leaders have loved using the robots that we were able to buy thanks to the funding from Digital Xtra. It's really brought their learning to life and made it very dynamic.



Not only that, but the Digital Leaders have been able to pass on what they've learned to fellow pupils and teachers, giving both the confidence to try new apps in particular. Altogether, it has transformed digital learning in the school."









Building on their previous success in FIRST LEGO League Challenge, including competing on the international level, McLaren High School in Callander, Stirling, undertook an ambitious plan of creating a LEGO Robotics competition for primary schools across Stirling with support from Bannockburn, Dunblane, and Stirling High Schools. This initially included creating several robotics challenges related to local industry and designing a competition mat which could be reused in future.

In turn, staff and STEM Leaders from the high schools visited the primary schools several times and engaged over 175 children and young people. After months of working with the local primaries to upskill their digital and robotics knowledge, 35 teams from 20 feeder primary schools came together for a final competition which saw at team from Gartmore Primary School take first place overall.

Martin Macmillan, Depute Head at McLaren and project lead, said, "We have had such a fantastic time working on this project - normally we only get the opportunity to engage our own local primaries so it was great to extend the project out to so many other primary schools across Stirling. It would not have been possible without the grant from Digital Xtra due to the huge amount of equipment and resources required to get this off the ground. However, now that the we've successfully completed the pilot, I'm so excited to see where we can take it in years to come."



Sphero indi as part of Comhairle nan Eilean Siar's Roving Robots initiative.

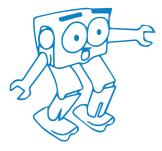
Activities included young people from several Gaelic medium schools and clubs coding their Martys to speak Gaelic as well as play football and golf, while learners from Sir E Scott School coded their Martys to enjoy a Canadian Barn Dance to take part in a 'Marty's Got Talent' competition. Meanwhile, children at both Sgoil an Taobh Siar and Tong School in Lewis were introduced to screenless coding with Sphero indi, a dynamic robot car coded with colour allowing even young learners to learn about sequencing, debugging, problem solving, creativity, and teamwork.



Primary Science Development Officer and Class Teacher, Maria Finnegan, said, "It has been wonderful to see the children's interest in coding come to life through Marty and indi. Some of them had previously not coded at all, but they've taken to it so well and the level of engagement and enthusiasm is fantastic.

"Many of them now have a greater interest in technology and have grasped it all so guickly thanks to the sessions which have fostered a fun way of learning. It is really heartening to see. Our thanks goes to Digital Xtra, whose grant allowed us to buy a set of Martys and Sphero indis."

Digital Xtra's success is not just measured in funding awarded or numbers engaged, but also by the feedback we receive from our grant recipients about how the grants have helped them create unique and meaningful experiences for young people. Here is a selection of some of this year's amazing feedback!



"We have children from different schools and diverse backgrounds coming together. When the young people come together to code, they end up becoming friends with each other. We're happy to see how they're taking the coding, beyond the club, and it's really, really impressive to see them in that light."

FEEDBACK FROM ROUND VIII

**GRANT RECIPIENTS** 

Project Co-ordinator, Association for BME Engineers (AFBE-UK), Aberdeen

"One particular success story was a child who didn't seem engaged at first, but when he started to gain confidence with Python, he really shone. He was really proud showing his parents what he had learned and designed a small guiz, where he asked them to enter details about themselves by answering questions and then it displayed a paragraph with their information included."

Teacher, Mearns Primary School, East Renfrewshire



"By inspiring students through exciting and engaging extracurricular activities, we have helped to cultivate a passion for digital technologies that will carry them through their academic and professional journeys. The success of the girls' coding club in particular has demonstrated that with the right support and opportunities, young women can and will excel in technology, paving the way for a more diverse and inclusive tech industry in the future."

Teacher, St Cadoc's Primary School, East Renfrewshire

"When I grow up I'm going to build my own robot. It's going to be my friend and come everywhere with me."

Learner, Lasswade Primary School, Midlothian

"The best thing about all the sessions was tinkering and experimenting with our partners and finally getting a code to work"

Learner, North Rhins Partnership, Dumfries & Galloway

## MORE DIVERSE AND INCLUSIVE TECH INDUSTRY IN THE FUTURE.

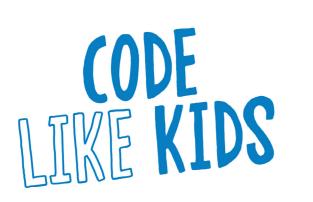
"When I am bigger I want to be a teacher. We learn with the bigger boys and girls and we learn how to all listen together and play together. The little robots are good because we tell them what to do. That's like being a teacher because you tell people what to do."

Learner, Craigbank Primary School, South Lanarkshire

"Without the funding, we would not have been able to offer a coding club tailored to our youngest learners as we did not have the resources for them to use and interact with and do not have the budget to purchase them. From starting the coding at P1 level, we have now established a solid foundation of computer science skills to build on."

Project Lead, James Hamilton Primary School, East Ayrshire

### TO CODE, THEY END UP BECOMING FRIENDS...





Feedback from our industry partners indicated that while their staff were keen to engage with young people, they were also anxious being unfamiliar with many of the tools used in coding clubs and classrooms. As such, Digital Xtra created Code Like Kids, a unique, hands-on learning and development opportunity for adults. It features activities and devices used by young people when learning to code including Sphero indi, Marty the Robot V2, BBC micro:bit, and LEGO Education SPIKE Prime. It is designed around three key pillars – Collaboration, Creativity, and Charity. However, participants require no previous coding experience – it's all about increasing confidence, improving team dynamics, and having fun!



### **COLLABORATION**

Code Like Kids is designed to facilitate **team building** and develop communication skills while building staff morale. Participants work together in teams of 2 or 3 to solve a series of tech-based challenges.

### CREATIVITY

The devices featured in Code Like *Kids* are used globally and have been designed to naturally develop skills such as **curiosity**, problem solving, and resilience within the context of applied computing.



Proceeds from Code Like Kids support the development of extracurricular tech activities across Scotland while also improving community engagement by encouraging staff to volunteer at local coding or tech clubs.



The original branding for Digital Xtra Fund was created in 2017. The idea was to create an identity which portrayed both professionalism, representing the charity's relationships with industry and government; and playfulness, expressing Digital Xtra's support for exciting, digital skills activities for young people.

While both these elements are still key to Digital Xtra and our work, it was decided in 2024 to refresh the identity, including shortening the name to Digital Xtra, to better represent the charity's evolving remit and strategies to engage more young people in digital tech.

We aimed to enhance the brand's original playful and informal feel by evolving its signature "doodles" into more detailed illustrations that depict children engaging with digital technology. To reinforce this, we chose a hand-drawn typeface and a refined, limited color palette.

