

## PROPOSAL FOR FUNDING (2) – CODE THE CITY

### PURPOSE

The proposal is to fund series of introductory evening coding classes specifically designed for young people in Aberdeen, with a focus on disadvantaged teens. These classes will empower participants by teaching valuable programming and data skills, while also fostering critical thinking and problem-solving abilities. By targeting local young people, the aim is to open doors to future opportunities in technology, especially for those who may not otherwise have access to such resources.

### TRAINING SESSIONS

The program will consist of two iterations of 6 classes, each iteration serving up to 12 young people from Aberdeen. Classes will be held once per week in the evening for 6 weeks, resulting in 12 classes across two cohorts. Each session will last 90 minutes and will prioritize hands-on, interactive learning.

### EDUCATIONAL CONTENT

The curriculum will introduce programming concepts using a widely-used and accessible language. The topics covered will include:

1. **Introduction to Programming:** Basic concepts like variables, loops, and functions.
2. **Problem Solving through Code:** Using practical examples to develop logical thinking.
3. **Data Manipulation:** Introduction to data types, collections, and simple data analysis.
4. **Basic Algorithms:** Understanding how to approach and solve problems through coding.
5. **Working with Data:** Introduction to data handling, analysis, and visualisation using tools like Pandas and Matplotlib.
6. **Final Project:** Participants will complete a simple project, applying their skills to a real-world problem relevant to Aberdeen.

This curriculum will be crafted to ensure it is reusable, with detailed lesson plans, coding challenges, and project templates for future cohorts of local young people.

### MATERIALS AND RESOURCES DEVELOPMENT

All necessary educational materials will be developed for the program including:

- **Instructor guides** and lesson plans
- **Student workbooks** with exercises and projects

- **All learning based on online coding platforms** ensuring that no costly hardware is required

The materials will be designed for easy reuse in future iterations of the program, extending the benefits to more young people in Aberdeen.

### **COSTS:**

<b>Item</b>	<b>Details</b>	<b>Cost (£)</b>
<b>Instructor Fees</b>	£25/hour x 2 hours x 12 classes x 3 instructors	£1,800
<b>Curriculum Development</b>	Developing materials, preparing online interactive elements	£1,000
<b>Refurbishment of hardware</b>	Checking and refurbishing donated laptops and screens	£200
<b>Participant Support</b>	Refreshments 12 x £15	£180
<b>Materials</b>	Printing of guides and workbooks	£50
<b>Online Platform Subscriptions</b>	Coding platforms – licences or access tokens	£400
<b>Miscellaneous</b>	Contingency for unanticipated expenses	£370
<b>Total</b>		<b>£4,000</b>

### **RECIPIENT OF THE FUNDING**

Code The City SCIO, (charity number SC053447). Code The City's address is The Soap Factory, 111 Gallowgate, Aberdeen.

### **SUSTAINABILITY**

This proposal focuses on reproducibility and long-term value. Once the curriculum and materials are developed, they can be reused at no additional cost for future classes, ensuring that many more young people in Aberdeen can benefit from the investment over time. This scalability makes the project sustainable and highly impactful for the community.

### **CONCLUSION**

By investing in these evening coding classes, WE will be supporting a program that directly benefits local young people, especially those from disadvantaged backgrounds. This initiative will equip them with crucial programming and data skills, laying a foundation for future educational and career opportunities. Through the development of reusable materials, the impact of this funding will extend far beyond the initial 24 participants, benefiting future cohorts of young people in Aberdeen.

Sylvia Halkerston  
Lord Dean of Guild  
Burgesses of the City of Aberdeen