Skill-Building Activities

In this section, you will find information about different types of activities that focus particularly on organizing, co-hosting or sponsoring training activities, workshops, or competitions and hackathons. These types of activities prioritize development of specific skills for the digital/ICT/STEM sectors.

💭 **Remember:** You don't have to start from zero! Build on existing partnerships or explore new ones through local networks, innovation clusters, business associations or chambers of commerce — plus, this toolkit was made to support your journey in launching or growing your CSR activities.

Digital Literacy & Coding Workshops

This type of event is a great way to engage young students. Organize a digital literacy or a hands-on interactive workshop at a nearby school or online and ask your employees to volunteer as instructors.

Inspiration Corner | Suggested ideas

Tech for Social Good: Build apps for change

- Teach students how coding can be used to create apps that address environmental issues. Include a hands-on activity using beginner-friendly platforms like Scratch or Thunkable.

Cybersecurity Superheroes: Protecting Yourself Online

- Engage students with fun activities like password-cracking challenges (with ethical guidelines) or simple phishing awareness games.

AI and You: How Artificial Intelligence Shapes Our Future

- Introduce AI concepts using interactive tools like Teachable Machine (Google) for training AI models. Discuss AI ethics, bias, and career opportunities, especially for women in AI.

Creative Coding: Game Development for Beginners

- Teach students how to code simple games using platforms like Scratch, Unity, or Python (Pygame). Encourage creativity and storytelling, showing how coding can be both technical and creative.

Girls Innovating in Tech: Hack the future

- Host a mini design challenge, where teams brainstorm and pitch an innovative tech solution for a real-world problem or a “Hack for Change” brainstorming session, where students propose digital ideas for social impact.

Robotics and Virtual Engineering: Design Your First Robot

- Encourage students to design and “code” virtual robots, while discussing real-world applications. Use an online simulator like Tinkercad Circuits.

Funded by the European Union

Checklist

Step 1: Choose a coding/digital literacy topic/format	❑ If you choose coding as your theme: Pick a beginner-friendly coding activity (e.g., Scratch for kids, Python basics, or other) and decide if it will be hands-on, a demo, or a mix of both. For either theme, potential interesting topics to choose form could be: *"Coding for Social Good: Building Apps for Change"* *"Eco-heroes: Coding for Climate Change"* *"Creative Coding: Game Development for Rookies"* *"Design your First Robot"* *"Internet Detectives: Staying Safe Online"*
Step 2: Decide your target audience	❑ You must adjust your content depending on whom you are interacting with. It's not the same to present and engage with students of primary education as those in secondary education.
Step 3: Choose timeframe and format	❑ The workshop could be live (it's better for students to engage and learn) at a school or online. Also, there is an option to be one-off or a series lasting for one month – for example every Friday afternoon.
Step 4: Select & Prepare Volunteers	❑ Identify 2-3 enthusiastic employees that are experts in the field and invite them, via email.
Step 5: Partner with a Local School	❑ Reach out to a local school, with the support of EU Code Week National/Regional Hubs (see Appendix B in Resources & Supporting Assets file), to coordinate logistics and align with their schedules. **For a live workshop:** You need to discuss with the school the required tech equipment and the staff that will get involved, e.g. STEM-related teachers.
Step 6: Plan the Workshop Materials	❑ Prepare simple coding exercises, and interactive elements like quizzes or small challenges to keep students engaged.
Step 7: Set Up the Tech Requirements	❑ Confirm that the venue has laptops, internet access, and software installed in advance. If needed, bring preloaded USBs or use browser-based coding platforms.

Bonus Tips

- Consider using EU Code Week resources for ready-made materials.
- Make it Interactive & Fun! – Use storytelling, real-world examples, and live coding demos. Encourage students to experiment, ask questions – use Q&As, and collaborate on small tasks.
- Wrap Up & Inspire Further Learning – End with a quick reflection, share free coding resources, and invite students to participate in EU Code Week activities year-round.

Funded by the European Union

Case Studies

Company/Program	Description
TechSoup Europe, SAP & Amazon Meet & Code	**TechSoup Europe,** in partnership with **SAP and Amazon**, funded and scaled youth coding events – including workshops and other types. They reached **200,000 children** and young people across Europe (18 countries in 2017 -> 35 countries in 2021) organising coding events (workshops, talks and other type of activities) as well as robotic classes, and hackathons. It's a cross-sector collaboration between non-profits, social enterprises, corporations, local municipalities and the German Federal Ministry of the Interior, Building and Community (since 2020).
Capgemini's Digital Literacy program EU countries (France, Germany, Italy, Poland, Spain, Sweden, and the Netherlands), as well as in the United States, United Kingdom, New Zealand, Australia, China, India, Brazil, Morocco and Guatemala	**Capgemini's Digital Literacy** programs empower local communities, reduce inequality, and support the attainment of the United Nations' Sustainable Development Goals (SDGs). Behind the programs stands Capgemini SE (with funding fully provided by the Capgemini Corporation), together with a range of NGOs active on local, regional, national, and global level throughout the globe. They have succeeded in reaching more than **850.000** beneficiaries all over the world (and over 112.000 in Europe) through various activities – including coding workshops, with the goal of ensuring everyone can thrive in a digital future. They investigate the intersection of green and digital skills - and in 2023 they joined forces with both UNICEF and Generation Unlimited to launch the Green Rising Initiative (a boost in investment within activities for global youth upskilling over 3 years).

Tools/Resources

- Miro is great for interactive collaboration through a digital whiteboard, ideal for brainstorming or visualizing concepts
- Slido to use live polls/ Q&As or simple quizzes in real-time engagement & feedback
- Google Data Studio to create customizable dashboards with various data sources
- NetHope: Toolkits and resources for digital workshops creation, focused on digital literacy
- Replit allows real-time collaborative coding in multiple programming languages
- Live Share is extension for Visual Studio Code allowing you to collaborate in real-time
- Glitch to build web applications in real-time
- CodePen is ideal for HTML, CSS, JavaScript demos
- For younger learners use these two fun alternatives: Scratch for block-based programming language, creating stories and animations, or Tynker with ready-to-use projects and interactive learning through puzzles-games
- Scratch, a visual programming language and online community developed by the MIT Media Lab, is primarily aimed at children and beginners, and allows users to create interactive stories, games, and animations by dragging and connecting code blocks rather than writing traditional code.
- Thunkable: drag-and-drop app development platform that allows users to create mobile apps for iOS and Android without needing to write code. Great for learning app development.
- Teachable Machine is a web-based tool by Google that lets users train simple machine learning models without coding. It's useful for hands-on exploration of AI and machine learning concepts.
- Tinkercad Circuits. is an online electronics simulator developed by Autodesk that allows users to design and simulate electronic circuits virtually. Ideal for teaching electronics, prototyping circuits, and learning Arduino programming in a beginner-friendly environment.

Funded by the European Union

- Make a difference and launch a series/individual foresight workshops. Unpack the future and let students explore possible futures, based on macro and micro trends, their aspirations and needs, in a creative and fun way. **Resources** to consider and get inspired: Foresight EU, Teach for Future, SOIF UNGP, OECD OPSI, Youth Foresight, SALTO, IFTF, The Millennium Project

Communication Templates

Check out the General Guidelines & Templates for Communicating Your Activities in Appendix C and Appendix D in Resources & Supporting Assets file for helpful guidelines relating to event organization, as well as the editable version of a virtual invitation card to join a coding workshop.

STEM Seasonal Camps & Tech Exchanges

Corporate-sponsored **STEM seasonal (e.g. summer) camps** offer **intensive, hands-on learning** experiences for students in coding, robotics, AI, sustainability tech, and other fields. These camps typically last **1–4 weeks** and provide students with structured workshops, mentorship, and real-world project opportunities.

Tech Exchanges involve students, educators, or young professionals traveling to different locations (corporate offices, innovation hubs, international universities) to experience cutting-edge technology, receive mentorship, and network with industry professionals. These can be short-term or extended.

Both of these types of initiatives are important because they:

- Bridge the gap between academia and industry.
- Provide access to STEM education for underrepresented communities.
- Encourage innovation & career pathways in STEM fields.
- Strengthen employer branding and CSR commitments.

Inspiration Corner | Suggested ideas

3-Week Urban Innovation Camp (e.g. Summer, In-Person)

Format: Full-day sessions at a partner's premises or a university

Content: Development of sustainable smart cities app, public speaking skills

Outcome: Students build and present a prototype solving a local issue

2-Weekend Hybrid Tech Camp (e.g. during EU Code Week, on October)

Format: 2 virtual weekends + 1 final in-person pitch day

Content: Python programming, AI ethics, data visualization

Outcome: Teams create a project using real-world datasets

5-Day Thematic Sprint (e.g. during December - Cross-Regional)

Format: Multi-location in different cities

Content: Climate tech challenges

Outcome: Teams across locations compete in a collaborative showcase

Checklist

Step 1: Align and set objectives with partners	❑ **Define shared goals** across organizations (e.g., increase STEM access, promote digital careers). Identify skills, age group (e.g., 15–18), and inclusion priorities.
Step 2: Develop a joint curriculum	❑ **Co-create** a program that includes tech skills (coding, AI, IoT), soft skills (teamwork, pitching), and career exposure. Assign session leads to each partner.
Step 3: Secure Venue, budget & equipment	❑ Decide whether it will be hosted in a school, tech campus, or hybrid model. Share costs, provide laptops, licenses, and materials collaboratively.

Funded by the European Union

Step 4: Recruit students & promote	❑ Use **joint outreach** across schools, municipalities, and online platforms. Ensure diverse student recruitment through scholarships or reserved spots.
Step 5: Deliver the program with joint teams	❑ Each partner can contribute to **mentors, workshop facilitators, or speakers.** Offer a mix of structured classes, real-world projects, and networking.
Step 6: Evaluate, celebrate & follow up	❑ Following the event, co-create an impact report with testimonials, metrics, and next steps, if there is a series of post-event actions.

Bonus Tips

- **Organize camps** ideally during holidays, like Christmas or summer, when schools are closed and students are more available. This also means that you **need to plan** to be sure you have the necessary resources and have time to find the right partners but also reached teachers and parents.
- **Foster community partnerships:** Collaborate with other organizations to co-create programs that address specific community needs.
- **Create a simple, internal evaluation mechanism:** Establish clear metrics to assess the effectiveness of your program. This could include pre- and post-program surveys (see Appendix D in Resources & Supporting Assets file) to measure changes in participants' knowledge or attitudes, track participation rates, or assess long-term impacts such as continued engagement in STEM fields.

Case Studies

Company/Program	Description
Google Code Next Labs	**Google's Code Next** program hosts a free tech program, for underrepresented students in tech, providing **mentorship, hands-on coding projects, cutting-edge tools, and networking opportunities**. Some participants visit Google's global offices.
EIT Summer School	They offer Master students, young professionals, and PhD candidates a transformative learning experience. Participants can choose between **8 different programs** taking place in Spain, Finland, France, Italy, Greece, Slovenia and Scotland. The intensive **two-week programs** combine technical expertise with business innovation training. Those enrolled will work alongside students from the EIT Digital Master School, which includes **10 partner universities across 9 EU countries**, all recognized leaders in technical innovation and entrepreneurship education, creating meaningful connections.
AFS Virtual Exchange (Global)	High-impact, educational, fun and truly global virtual programs that build personal and professional changemaker mindset and skills. They offer multiple programs such as: ● **AFS Global STEM Changemakers Initiative** aims to provide immersive learning experiences through STEM, global competence, and sustainability-focused intercultural exchange programs for over **5,000 young people and educators** worldwide over 5-years across a portfolio of four unique programs, supported

Funded by the European Union

	by BP, a global energy company. It has developed with the **Center for Social Impact Strategy at the University of Pennsylvania**, an Ivy League institution. • **Global YOU Adventurer**: 5-week interactive virtual exchange program, open to teens (aged 14-17) anywhere in the world, to develop key 21st-century global skills and build bridges across cultures.
Bizrupt Ignite Teens Summer Camp (Greece)	**Ignite Teens** is an interactive summer program in Crete, Greece for teenagers aged 13–18, designed to introduce them to entrepreneurship, innovation, sustainable development, and artificial intelligence. It enables teenagers to design **innovative and sustainable solutions** for real-world challenges using **artificial intelligence**. The camp is supported by the **Region of Crete**, the **Regional Development Fund of Crete**, and **Youth Crete**. It's organized and run by Bizrupt, with AI content supported by the Institute of Computer Science at FORTH-ITE, and sponsored by multiple companies simultaneously.
Accenture + Girls Who Code Girls Who Code Summer Immersion Program (US)	Accenture partners with **Girls Who Code** to host the Summer Immersion Program, an online, 2-week intensive course where high school girls learn computer science skills and gain exposure to the tech industry through: • **Hands-On Projects:** Building apps, games, and websites. • **Industry Exposure:** Visits to tech companies and talks from female tech leaders. • **Mentorship:** Guidance from Accenture professionals. In recent years, Accenture has hosted over **200 participants.**
Microsoft Stores STEM Summer Camps	Microsoft Stores have historically offered free STEM camps for children aged 6+. They have offered also these activities: • **Coding Workshops:** Introduction to programming concepts. • **Robotics Sessions:** Hands-on experience with devices like OhBot. • **Creative Projects:** Activities blending tech with creativity (e.g. game design).

Tools/Resources

- OpenBoard: Interactive teaching software supporting presentations, multimedia, and note-taking. Perfect for educational sessions during summer camps, providing dynamic presentations.
- Asana: An integrated, advanced management tool, with customization options and visualization of data, that supports task assignments, deadlines, and progress monitoring, best for internal use between teams.
- Zettlr: A markdown-supported tool for note-taking and content management. Ideal for organizing educational materials or/and documenting camp activities.
- Notion: An alternative to Google workspace Asana, it's all-in-one collaborative workspace for notes, tasks, calendars and document sharing. Best for collaboration, since it offers various features
- ProjectLibre: For project scheduling and management with features like Gantt charts, resource allocation, and compatibility with Microsoft project files.

Communication Templates

Check out the General Guidelines & Templates for Communicating Your Activities in Appendix C and Appendix D in Resources & Supporting Assets file for helpful guidelines relating to event organization, as well as an example of how you can share the launch of your seasonal camp on social media, here.

Funded by the European Union

STEM Seasonal/Mobile Coding Clubs

A STEM Coding Club is a structured **after-school program** that offers engaging, hands-on experiences in Science, Technology, Engineering, and Mathematics. By participating in coding clubs, students foster valuable **computational thinking**, training students to logically approach complex problems by breaking them down into clear, manageable steps. Additionally, students learn to **communicate** effectively, support each other, and share successes, preparing them for diverse future careers and real-world applications.

A coding club can be implemented as an after-school activity or even in different schools and locations (e.g. 2-3 municipalities, areas that are “hard-to-reach" with low socioeconomic status or educational opportunities like small/large villages or suburban area).

Inspiration Corner | Suggested ideas

Interactive (Python, Algorithmic Challenges etc.)

- Learning Python syntax and concepts
- Solving Challenges and puzzles
- Developing 2D Games

Robotics Arena (LEGO Mindstorms, Arduino Robotics etc.)

- Programming LEGO, Mindstorms Bots
- Building and coding Arduino robots
- Competing in robotic leagues

Tech Exploration Zones (AR/VR, Drone Tech, IoT projects)

- Participating in AR/VR experiences
- Learning to operate drones
- Creating innovative projects using IoT sensors

Innovation Showcase (Competitions, Ideation, Prototyping Exercises)

- Competing in team-based Challenges
- Brainstorming Ideas in collaborative ideation

Checklist

Step 1: Define your goals

- ❑ Identify your **club’s main objectives and goals** (e.g., creating a game, building a website, learning Python, preparing for competitions).
- ❑ Develop an **action plan** outlining each step towards your main goal, for example: Collaborate with the school’s principal and involved teachers to create a dedicated website, if the school doesn’t have their own website to announce the news about the launch of the coding club.

Funded by the European Union

Step 2: Plan meeting details carefully	❑ **Location:** Select a convenient and accessible space such as a classroom, library, or computer lab on school premises. ❑ **Timing:** Schedule regular meetings (weekly or bi-weekly) during after-school hours.
Step 3: Get official school approval	❑ Find **supportive teachers** with the specializations you are targeting, staff members, or parents that would like to get involved and they are knowledgeable in technology to act as mentors as well. ❑ Follow your **school's club approval procedures** (forms, administrative meetings, or presentations).
Step 4: Promote effectively	❑ Create your own visually appealing **promotional materials** (+use the below assets that we prepared and additional ones from other useful sources) ❑ **Announce your club** via school assemblies, announcements, and the school's website. ❑ Host special **club launch events at open houses** or during lunch periods to attract new members.
Step 5: Tailor Activities to student's age and skill levels	❑ **Elementary school:** Use visual and block-based coding platforms like Scratch, for fun or introductory lessons. ❑ **High school:** Introduce more structured, text-based languages such as Python, JavaScript, HTML/CSS, AI programming, Roblox game design, for more practical and advanced projects.
Step 6: Evaluate & Celebrate	❑ Regularly **review progress,** adapt plans as needed, and acknowledge achievements to keep all motivated and committed.

Bonus Tips

- Get inspired by Code Club, part of the Raspberry Pi Foundation with a great variety of activities and projects you could potentially include.
    - Various printable & offline activities
    - 100+ Coding & Computing projects (Python, Scratch to choose with step-by-step guidelines.
- Get inspired by Learning Undefeated mobile laboratories, an award-winning organization that brings experiential STEM learning to students in 50+ states in United States.
- The **Mobile Laboratory Coalition** is an international community of traveling and laboratory-based education, focused on STEM, representing 18 different states and international programs. Check out their guidelines and useful tips on how you can start your own Mobile Lab Program.

Funded by the European Union

Case Studies

Company/Program	Description
Pennsylvania Society for Biomedical Research SPARC Mobile Science Program	**SPARC** engages schools and communities with **educational programs** that contribute to the development of 21st century skills while strengthening the regional talent pipeline. They deliver engaging, hands-on and age-appropriate biomedical science curricula embedded with career awareness and readiness information.
Apple Swift Coding Clubs	**Apple** has established **Swift Coding Clubs** across Europe, enabling students to learn app development using Swift, Apple's programming language. These clubs offer structured meeting plans and resources, allowing students to build apps collaboratively. The initiative emphasizes peer-to-peer learning and has been integrated into various educational institutions.

Tools/Resources

- Discord: Centralized communication and real-time updates for mentors, students, or/and parents. It is designed for gaming and it's great for building a community. You can customize your own space and gather the involved participants.
- Google Classroom: An all-in-one place for teaching and learning. It's a secure tool that connects learners and instructors by making it easier to manage, measure, and enrich learning experiences.
- Moodle: As an alternative to Google's Classroom, this tool is a Learning Management System (LMS) - a free Open-Source software, where you can manage and distribute educational materials and assignments.

Communications Templates

Check out the General Guidelines & Templates for Communicating Your Activities in Appendix C and Appendix D in Resources & Supporting Assets file for helpful guidelines relating to event organization, as well as an example for an "invitation to parents".

Funded by the European Union

Competitions, Hackathons & Bootcamps

Whether you've already launched or you're about to organize an innovation competition, a hackathon or a bootcamp, there is a series of benefits for all age groups, from children in primary/elementary and secondary education or university students. By organizing this type of CSR event, young people can:

- Explore interests in science, tech, and innovation
- Develop problem-solving, teamwork, and critical thinking
- Boost communication and creativity
- Gain early exposure to future careers and emerging technologies
- Feel empowered by achieving something tangible, even at a young age

Either you are a big firm, an innovation hub or a social organization, these initiatives can be executed as a collaborative effort, just like STEM Fairs, by empowering students to develop key skills, foster curiosity and build strong foundations for future careers. However, if you want to understand deeper what's best for you, depending on your goal, target group and purpose, explore their **main differences** below:

Aspect	STEM Competitions	Hackathons	Bootcamps
Purpose	Focus on showcasing knowledge or skills to win prizes or recognition (e.g., robotics contests, coding challenges).	Aim to create functional prototypes or digital solutions in a limited time (usually 1-3 days), often addressing a number of real-world problems or one.	Centered on learning, it is designed so that participants gain new STEM skills through hands-on training and guided instruction.
Duration & format	Typically scheduled as single-day or multi-day events with clear judging criteria	Usually intense 1–3-day events with continuous collaboration and fast-paced building.	Run over several days or weeks, structured like a crash course with step-by-step learning.
Skill Level & Focus	Often require prior knowledge or preparation in a specific area (like math, coding, or engineering).	Best for those with some tech skills, but many welcome beginners.	Open to all skill levels, especially beginners, with a focus on upskilling.

Inspiration Corner | Suggested ideas

Innovation Bootcamp

- You could organize a 3–day **intensive bootcamp** with a **real-world challenge,** in an **industry theme,** for university students aged **18-24**

Suggested Themes: e.g. Sustainable Cities (Smart Waste, Green Mobility or Low-Carbon Tech) or HealthTech for Youth (Menta Health app/platforms/wearables etc), or AI for Good (AI Bias, ethical chatbots design), Climate Change (Clean Energy, Circular Economy, Water-Saving Tech), or Fintech & Financial Literacy (Gamified savings app, easy-to-use budgeting-educational tool for students)

Goal: Equip students with tech/innovation/entrepreneurship skills, while addressing challenges.

Funded by the European Union

Checklist

Step 1: Define the event format & goals	**(6-7 months before)** ❑ Choose among Competition, Hackathon, Bootcamp based on the target group ❑ Set a theme (e.g., AI, Women in STEM, Coding4Good or other) ❑ Decide the duration & location (virtual, hybrid, or in-person)
Step 2: Partners to involve	❑ Universities & schools (for participant outreach) ❑ Tech startups, industry experts & partners' networks (funding, branding, mentorship & judging for the finals) ❑ EdTech Providers (Coding Tools & AI Resources) ❑ Local municipalities & innovation hubs (for sponsorship & venue support)
Step 3: Resources & tools	**(4-5 months before)** ❑ Finalize prizes/incentives (e.g. scholarships, software/equipment, or cash) ❑ Set up mentor teams (engineers, developers, scientists) ❑ Arrange platforms/tools (GitHub, cloud services, coding sandboxes)
Step 4: Communication & registration	**(2-3 months before)** ❑ Create a website/landing page with event details & signup forms ❑ Use social media, school networks, and newsletters to attract participants ❑ Host a pre-event webinar to introduce mentors, share guidelines & purpose
Step 5: Post-event actions & impact assessment	**(1-3 weeks after)** ❑ Announce winners and highlights through visual storytelling (videos, infographics, carousel posts) on company's/partners' social media pages, news section/blog and newsletter ❑ Consider providing selected participants with access to: ● Ongoing mentorship (a monthly check-in program) ● Tech scholarships or mini-grants ● Invitations to internship programs, incubators, or job-shadowing ● Spotlight interviews to feature in newsletters or CSR showcases ❑ Publish impact report, including: ● Metrics (participants, demographics, project stats) ● Quotes & testimonials ● Partner contributions & logos ● Lessons learned & next steps ● CSR/ESG alignment (tie to your annual report or SDG goals) ❑ Send personalized thank-you emails to mentors, sponsors, schools, and municipal leaders. Offer a debrief session to discuss how to scale or iterate for the next cycle.

Funded by the European Union

Bonus Tips

- Kick off with an inspiring **opening keynote** from a senior leader or/and a panel with representatives from your partnering organizations. Link the event to your company's social mission and UN SDGs and commitment to the digital upskilling of youth.
- Assign to a **specific team** (volunteers from your company) to coordinate the flow of the event, from invited speakers, to mentors, judging panel, to the teams of participants and final stage with competition prizes and closing note.
- The selected **judges** should have an online meeting prior to the event, and they should have both technical and social impact knowledge (e.g. CSR representative, educator, engineer, marketer).
- Assign the **live documentation** to volunteering colleagues, so they can capture photos and short interviews with participants, mentors and judges. Use this material for **post-event marketing and impact reports for your website** or to share it with key media partners for additional visibility of your successful efforts.
- **Simplify tools and levels:** Not every student will be an experienced coder — use entry-friendly platforms (Replit, MIT App Inventor, Scratch for younger students) and allow low-code/no-code approaches where needed, like Bubble.io (no-code MVPs).
- **Offer real mentorship, not just judging:** Create check-in slots, mentor-matching throughout the event. Mentors from your company or partners can provide hands-on support, especially for idea development, debugging, and pitching.
- **Think Beyond the Event – Design a pipeline:** Include follow-up opportunities like: Entry into your CSR talent, internship programs or mini grants. This creates **longer-term engagement** and turns your event from a moment into a journey.

Case Studies

Company/Program	Description
DigiEduHack **EU Initiative**	**DigiEduHack** is an EU initiative that aims to foster grassroots innovation, collaboration and creativity and to drive positive change in digital education. It offers a unique space where people can unleash their creativity and explore the latest trends and technologies in digital education. DigiEduHack is a series of 24-hour grassroots local hackathons taking place over a period of ten days, usually in November. Whether in Europe or elsewhere around the globe, participants come together to create solutions to diverse digital education-related challenges. Since 2019, it has gathered nearly 10.000 participants from Europe and beyond. Companies can apply to host a DigiEduHack.
CodingEducation STEAM League Europe & World Citizen	Through STEM and tech exploration, CodingEducation helps young minds to develop a well-rounded approach that enhances problem-solving skills and creativity, in a 4-step-learning path based on guided experts, live workshops, project-based learning and interactive coding sessions. Key stats about their initiatives: **20+ countries, 1200+ students, 5 STEAM programs,** such as the World Citizen, the <coded> "STEAM Leagues", "STEAM Championships", "STEAM Quests" or "STEAM Projects" in Vancouver, Orlando, Europe and Tokyo.

Funded by the European Union

	• **World Citizen:** Students aged 11-17, from all over the world, participate in innovative STEAM programs. After the registration and the acceptance, the students participate in a unique experience that includes: visits in world-known classrooms like "NASA Kennedy Space Center", competition, real-world projects and specialized workshops and excursions in popular cultural facilities. • The **European League**, is a 10-day immersive educational experience in at least 2 different locations, targeting **12–17-year-old-students.** After applying and being chosen (for every selected participant, the program includes academic content/software-material used/accommodation-facilities and excursion days during these days), students attend the program. They team up with other students and work on projects related to at least one UN SDG. Project winners have also the opportunity to compete in the Coded Tokyo Championship.
Girls Go Circular	It's an educational initiative led by the European Institute of Innovation and Technology, coordinated by EIT RawMaterials, and supported by the Directorate-General for Education, Youth, Sport, and Culture of the European Commission. Their mission is to equip students, particularly young women, with digital and entrepreneurial skills with free digital education through the Circular Learning Space. They have trained **80,000 students** and supported **1000+ schools.**
Green School Athens Hackathon 2025	The **Green School Athens Hackathon** is an open call for collaboration and creativity. It targets middle and high school students and the broader educational community who have ideas and proposals for apps and services to support the Municipality's participatory strategy for developing innovative solutions in key areas aimed at improving everyday life. It was implemented for the first time in May 2025 by the **Municipality of Athens and DAEM** (City of Athens IT Company), targeted in the themes of Environment, Recycling and Energy. Companies can choose to sponsor similar initiatives by their local municipalities.
Envolve NextGen Innovators Panhellenic Entrepreneurship Competition for Youth (Greece)	The **National Student Youth Entrepreneurship Competition** is a unique initiative aimed at encouraging students to develop innovative solutions with a strong focus on sustainable development. The competition offers students the opportunity to expand their knowledge, collaborate with like-minded peers, and gain valuable skills in the field of entrepreneurship. This experience can serve as a springboard for cultivating entrepreneurial thinking and developing life-long skills. More than **400 teams** have been created, and **3500+ students** and **250+ educators** have participated. The program is implemented by **Envolve** with prestigious partners supporting it like Libra Philanthropies as a Sustainability Leader and Delphi Economic Forum as Sustainability Partner.
Microsoft Imagine Cup	**Imagine Cup Junior** is an annual global tech competition where students create innovative solutions using Microsoft technology. Its impact includes over **2 million participants from 190+ countries,** with winning teams receiving funding, startup support, or internship opportunities.
Accenture AI4Good Hackathon	A **hackathon** that challenges participants to use **AI & machine learning** to tackle global issues (climate change, healthcare, ethics). Winning ideas receive funding, and top participants get internship & job opportunities at Accenture.

Funded by the European Union

Intel AI for Youth Program	A global AI bootcamp designed to provide high school students with AI development skills. They have trained **100,000+ students** worldwide, with Intel investing in educational partnerships with governments & NGOs.
Google Kick Start, Code Jam contest	A competitive programming challenge that attracts some of the best developers worldwide. Kick Start is a coding competition for students and early-career professionals to solve real-world algorithm problems. Winners often get hired by Google, and the program has inspired thousands to enter tech careers.
Cisco Global Problem Solver Challenge	A social innovation competition where students use technology to address critical global issues like sustainability and healthcare. Winners receive up to $250,000 in funding to develop their solutions.
Technovation Girls - Challenge	Technovation Girls has been a global program since 2010. Girls and mentors can connect with Technovation Girls locally through **Chapters and Clubs.** Chapters and Clubs provide a way for students to meet and work together as they complete the program. It is not mandatory to connect with your local Chapter or Club to participate. ● Chapters support **7+ teams across multiple sites** (like schools, or community centres) and are managed by Chapter Ambassadors. ● Clubs support between 2-5 teams and are managed by Club Ambassadors. Student Clubs are led by approved Technovation Alumnae ages 13-17, and can vary in size.

🔧 Tools/Resources

- **EU Code Week Tools:** Adapting the traditional hackathon format, the EU Code Week Hackathons take into consideration the age of the participants and cater to the unique skills, insights, and interests of adolescents. The aim of the EU Code Week Hackathons is to inspire young people to develop their coding and problem-solving skills by engaging them in collaborative and creative projects. And, if you need inspiration and you would like to know more about their implementation or how you can get involved, then, check out the EU Code Week Hackathon Toolkit. Learn more about the EU Code Week Hackathons, on the official EU Code Week website. For more EU Code Week resources, check Appendix A in Resources & Supporting Assets file too.
- DevPost: Run online/in-person hackathons (paid) or just explore existing hackathons that other organizations have launched and check their useful guidelines. Also, you can access an engaged worldwide community of technology professionals using the latest tools, languages, and frameworks.
- MIT App Inventor: drag-and-drop coding platform where young students can create real mobile apps using blocks instead of text-based code.

📢 Communication Templates

Check out the General Guidelines & Templates for Communicating Your Activities in Appendix C and Appendix D in Resources & Supporting Assets file for helpful guidelines relating to event organization, as well as an example of how you can announce the event on social media.