

The Development of Visual Programming Education Software for Children in Emerging Countries

2712, Tokyo Tech High School of Science and Technology

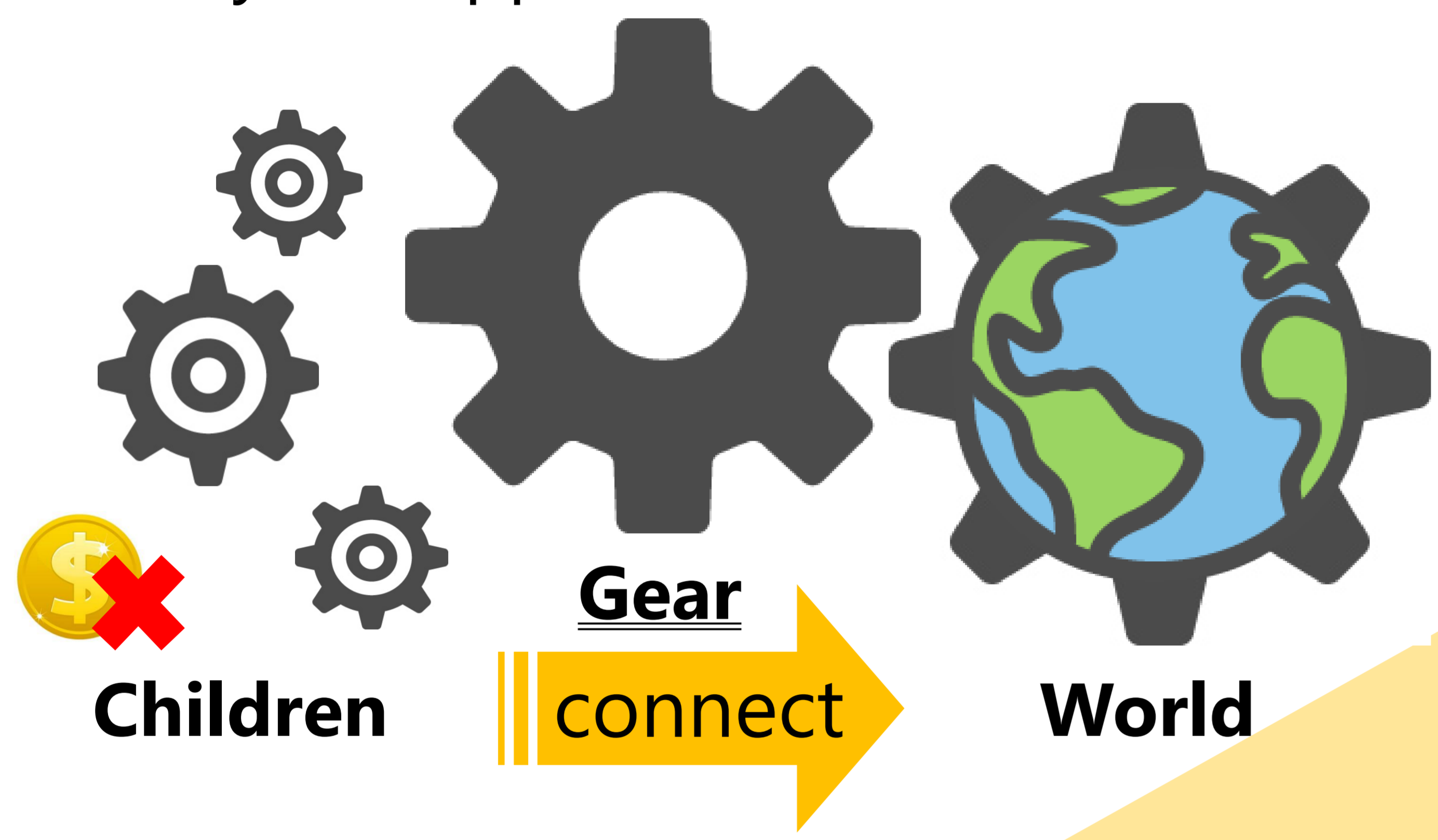
Yamamoto Ibuki, Yokoi Shota, Yoshioka Terumasa, Yoshida Keisuke Teacher: Nakamichi Yoshio

1. Background

In September 2015, 17 goals about SDGs(The new Sustainable Development Goals) were set at United Nations Summit. (*1)
 Goal1: **End poverty** in all its forms everywhere
 Goal2: **End hunger**, achieve food security, improve nutrition and promote sustainable agriculture ...etc



○Why this application named Gear?



2. Purpose

To make a visual programming educational application "Gear".

*** A new way to solve poverty ***

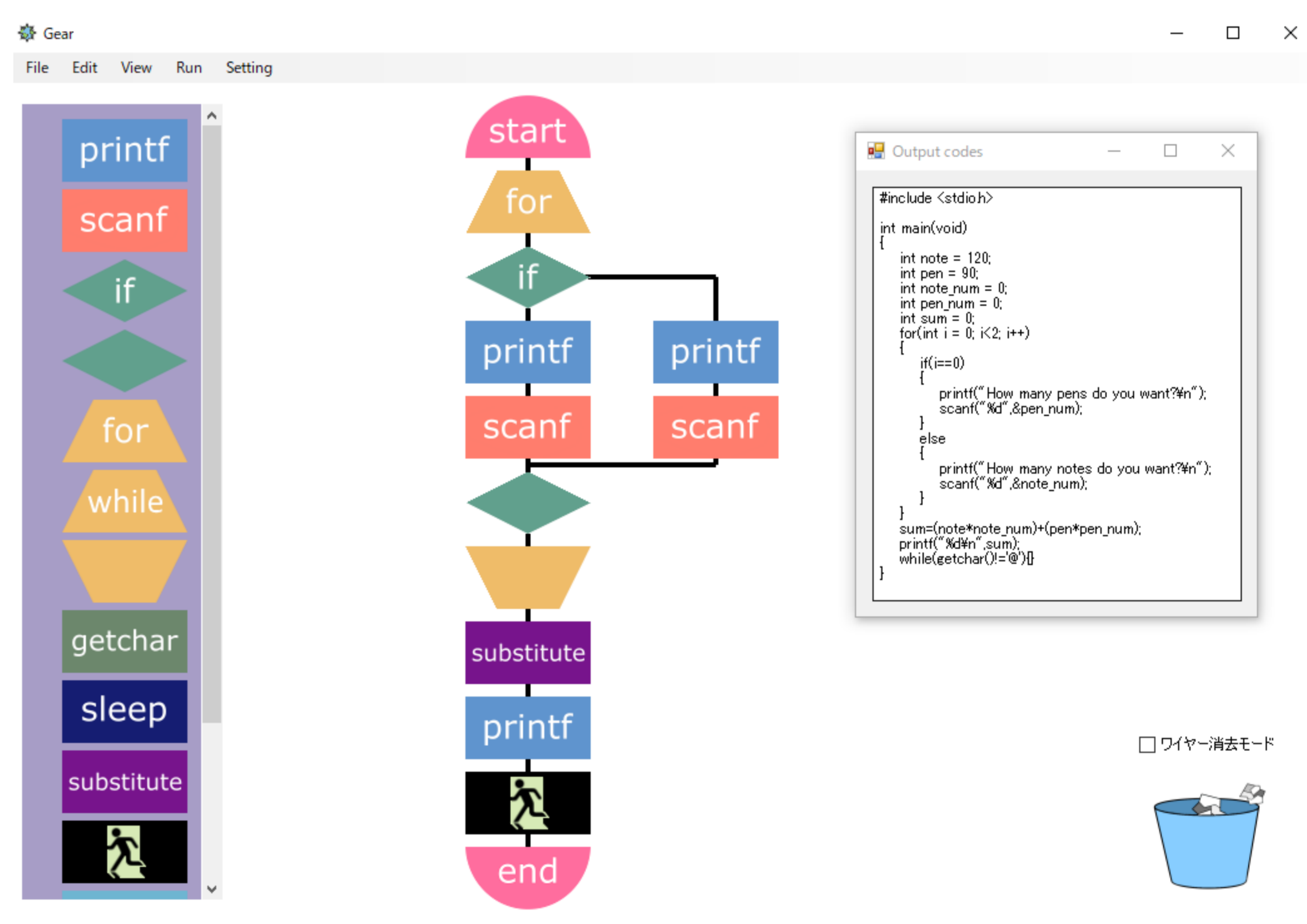
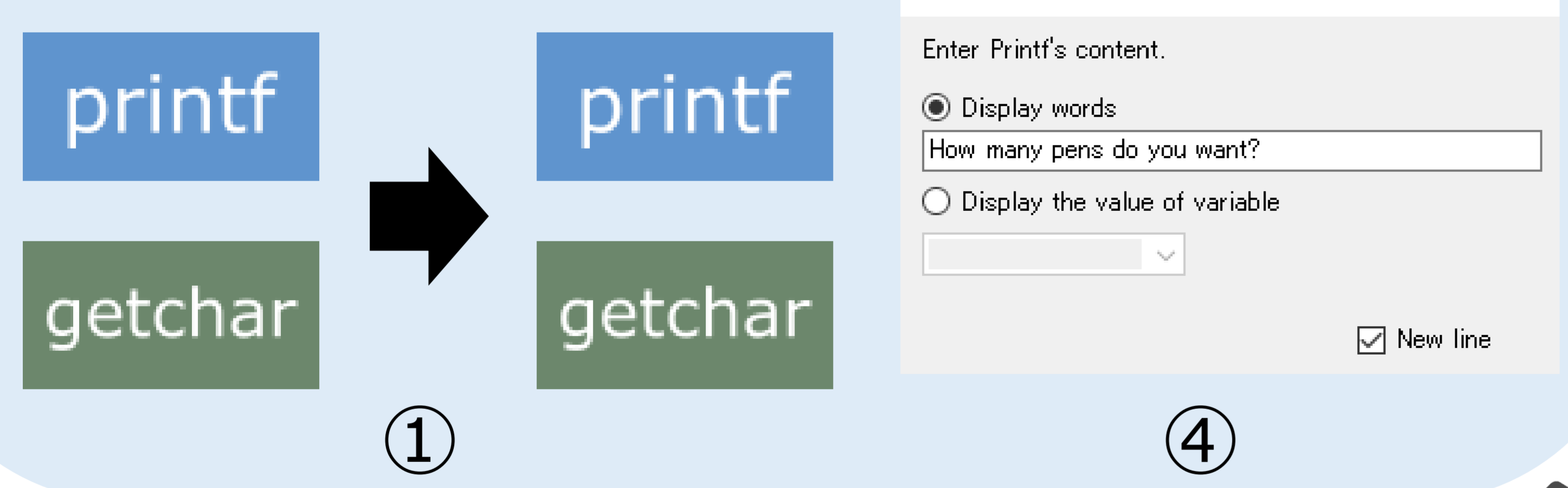
Gear is **available in emerging countries**.
 Gear makes it **possible to output C language**.

Children in emerging country can **learn programming**, and **find a job** by themselves.

3. About Gear

How to program?

- ①. **Copy icons** of required elements
- ②. **Sort out** between START icon and END icon
- ③. **Connect each icon** with wires
- ④. **Input** elements necessary information
- ⑤. **Output the code**
- ⑥. **Execute the code**



A display on Gear

4. Result

We made the application "Gear" successfully.

5. Perspectives

- To make Gear available online.
 - ↳ Anyone can use it!
- To make movies and upload them on Youtube.
 - ↳ Anyone can acquire skills without educators!

6. Production environment

Environment: Visual Studio
 Windows Form Application
 Programming Language: C#

7. Reference

(*1)URL:http://www.mofa.go.jp/mofaj/gaikou/oda/about/doukou/page23_000779.html
 Author: Foreign Ministry "SDGs"