

LUXEMBOURG

# Activity Report for the year 2022

# 2022 – An amazing year!



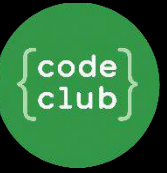
Board of Directors elected on 31 March 2022

- Once again full of events
- Revitalised club activities and creation of new clubs
- Revival of community life and activities
- New workshop concepts and equipment
- Intensive work of the new Board, volunteering their time across 11 plenary board meetings & numerous working group meetings...

The result:

⇒ an incredible year of **rebounding growth**  
with lots of value generation by Code Club





# 2022 – Key areas of activities

Events

Local clubs

SNJ  
Partnership

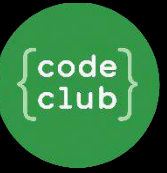
Activity

2022

Workshops  
@ schools

Community

Public  
Relations



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# 2022 – Local code clubs

Local clubs

Activity  
2022

# 2022 – Local code clubs

A new momentum for local code clubs after the pandemic

Output of the code clubs across Luxembourg:

- Reaching a total of around 50 children & young people *every single week*
- Addressing their multilingual needs, as an added value

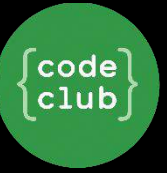


# 2022 – Local code clubs

## Specifically:

- Our flagship club continued in **Schiffflange** (weekly average of 12 children)
- **Forum** continued to offer themed workshops (over 240 kids)
- **Helmsange** opened a new club in October (6 children, 8/9 years old)
- **Dippach** reopened in October (around 12 children weekly)
- **CoderDojo** reopened in May (about 8 youngsters per week)





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# 2022 – SNJ Partnership

Local clubs

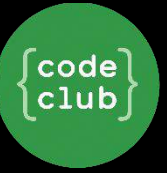
SNJ  
Partnership

Activity  
2022

Maintaining the momentum – with great dynamism!

- 6 big events (2x DigiRallye, Makerfest, Makercamp, Schoulfoire, Youthfoire)
- 3 weekly coaching sessions at Base1 Makerspace (1000+ kids)
- 2 coach trainings
- 1 weekly club (20 workshops, 14 themes, 240+ kids)





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# 2022 – Workshops @ schools

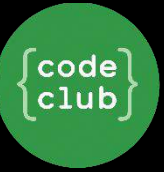
Local clubs

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# 2022 – Workshops @ schools

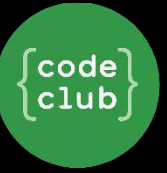
## Kodéieren an der Grondschooul



- *Project EU Code Week 10-12/2022*
  - 18 workshops in elementary schools
  - 260 pupils in Cycle 1-4 (4-11 years old)
- *Output from 2019 to 2022:*
  - 200 coding workshops in elementary schools
  - reaching 3.000 kids / 300 teachers & educators



⇒ First fun coding experience & confidence building



# 2022 – Public Relations

Local clubs

## Activity

## 2022

Public Relations

SNJ Partnership

Workshops @ schools

# 2022 – Public Relations

Communication with the general public – a key element to explain and motivate

- Amongst others, more than 40 posts on social media
- 2 coverages on RTL Télé
  - Self eSTEAM – Challenge '22 – Wat kann ee mat engem Roboter maachen? 05/2022
  - Weess De Wat: Wat ass Coding? 07/2022



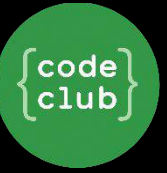
Video vum Marie-Paule, Patrick an Amélie - De Roboter programméieren.

De Roboter programméieren.

Unser Basis-Roboter fährt eigentlich ganz ohne Coding sicher durch einen Parkour. Doch unsere Freunde aus dem CodeClub Luxemburg hatten noch ein paar coole Ideen, die wir euch nicht vorenthalten möchten. Sie werden euch zeigen wie man den kleinen Knäwweino, einen Mikrokontroller, verwenden kann, damit der Roboter Geräusche macht, Lampen blinken oder er sogar die Richtung anzeigt.

Wenn auch in euch ein\*e Programmierer\*in steckt, dann zeigt uns die neuen Fähigkeiten eures Roboters und punktet in der Kategorie „der Roboter mit dem beeindruckendsten Code“.

Falls ihr dabei Hilfe braucht, besucht das Atelier von CodeClub in der Woche vom 13-17. Juni 2022. Mehr Infos unter: [www.codeclub.lu](http://www.codeclub.lu)



# 2022 – Community building

Local clubs

SNJ  
Partnership

## Activity

## 2022

Community

Public  
Relations

Workshops  
@ schools

# 2022 – Community building

Code Club = COMMUNITY

Our community activities are key to develop a sense of community!

## Our objectives:

- create a sense of belonging for each individual
- promote knowledge sharing across clubs & between coaches and event participants

We are **committed** to making the community a space where differences are welcome



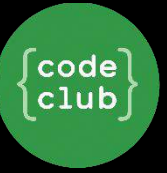
# 2022 – Community building

## Code Club = COMMUNITY

In 2022, we reached out to our community through:

- afterwork exchanges
- newsletters, social media
- invites for the general public to get involved in our community
- 6 volunteer training sessions
- 3 clubs (re)opened by our community volunteers
- 5 events run by our volunteers





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# 2022 – Code Club events

Events

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2022

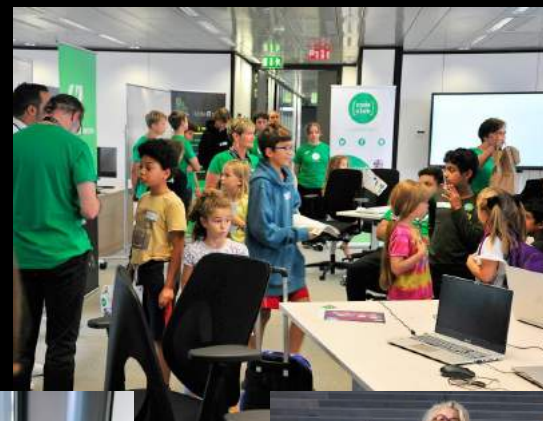
## 5 major events

- Luxembourg Maker Faire, Rosport 25-26/6/2022  
1800 visitors, 200+ kids at our workshop booth



## 5 major events

- Summer Coding Day, DLH 9/2022: 40 participants, 14 coaches
- Halloween, DLH 11/2022: 30 participants, 6 coaches



## 5 major events

- Makerfest, Forum Geesseknäppchen 11/2022: 600+ visitors, 200+ participants at our workshop booth



## 5 major events

- Researchers' Days, Rockhal 25-26/11/2022:  
7400+ visitors  $\Rightarrow$  our booth was always fully occupied  
Supported by our volunteers and a team of Accenture employees



## 2 competitions

- LYRC Robotics Competition, Rosport 6/2022:  
3rd place for Team Code Club @ CoderDojo



## 2 competitions

- Self eSTEAM robot challenge, Rosport 6/2022:

23 kids from Code Club participated

1st price in the coding category won by a Code Club team



# 2022 – Facts & Figures

The pure figures reflect our rebounding growth:

**46 members**

(2021: 33)

**23 active 23 honorary**

**188 volunteers**

(2021: 196)

**6 mentors**

(2021: 8)

**6 Board members**

+ 2 experts (all volunteers)

**5 clubs**

(2021: 2 / 2020: 7)

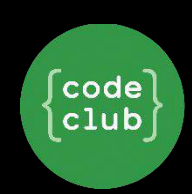
**16 events**

(2021: 3)

# 2022 – Partners & sponsors

- Makerspace partnership
- Events partnership
- Clubs partnership
- Events partnership





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# 2022 – Partners & sponsors

## SPECIAL THANKS to: ♥

**SNJ**

**SMC**

**SCRIPT**

**EIB Institute**

**Level2 / Syn2Cat**

**Omnis Cloud**

**DLH**

**Agile Partner**

**Accenture**

**Gemeng Schöffleng**

**ION Group**

We are growing again!

Join us & spread the word:

Volunteers, club leaders,  
sponsors, donations,  
IT material etc.  
are always welcome!

