

SCIENCE

GALLERY

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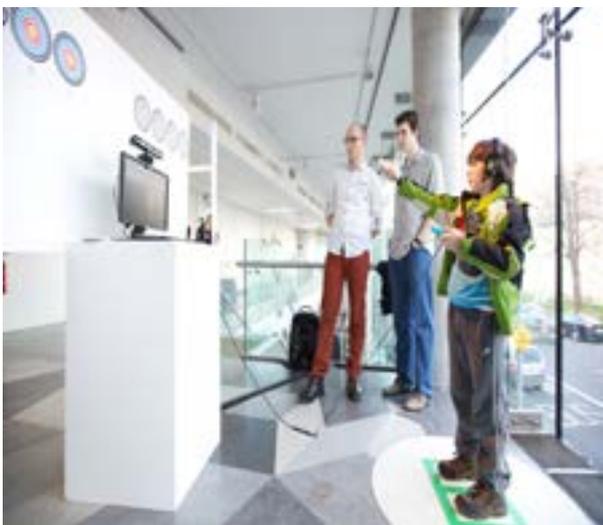
GALLERY

STORIES

COMMUNITY

SCRATCH THAT: SCIENCE GALLERY AND BRIDGE21 WORK TOGETHER TO ENCOURAGE STUDENTS FROM DISADVANTAGED BACKGROUNDS TO STUDY COMPUTER SCIENCE

Young adult organisations such as Bridge21 work with Science Gallery Dublin to encourage students from disadvantaged backgrounds to study Computer Science, attend university or engage in events and workshops that inspire and create space for play.



A young Participant experiments with Kinect2Scratch at GAME, SGD 2012, a piece by Stephen Howell and the students of Bridge21.

WHO?

- ▶ Bridge 21
- ▶ Science Gallery Dublin

WHAT?

Bridge21 is a Trinity College based education programme whose aim is to encourage young adults to attend university or pursue careers in computer science. They work to develop new approaches to Computer Science and STEM for schools, and also host DEIS school students for week long programmes in Scratch, basic coding practices and hardware workshops throughout the year.

Science Gallery Dublin have a long standing working relationship with Bridge21, with Bridge21 programme participants receiving free tours of exhibitions and SGD spaces for events such as graduations, workshops and exhibitions of students' work is free of charge. In addition, Bridge21 have hosted events such as Project Maths workshops (workshops crafted to explore the new Irish Junior and Senior Cycle syllabuses) in collaboration with Science Gallery Events teams and Researchers, all with the aim of improving STEM education in Ireland.

Many Bridge21 scholars have gone on to participate in Science Gallery programmes and workshops, or become part of the Mediator staff. Bridge21 scholars have even contributed to an exhibition, building games using the Scratch programming techniques they had learned in Bridge21 to work with Computer Science lecturer Stephen Howell on his exhibit, Kinect2Scratch.

WHAT THEY SAID?

"My group visited Science Gallery during LOVELAB and HYPERBOLIC CROCHET. They explained what Science Gallery was and were very enthusiastic. We had a great visit, and were able to walk around. I was amazed it existed as at the time...it was amazing!"

- past Bridge21 scholar

"A man called Stephen Howell created an exhibit for GAME, and he wanted Bridge21 students to design the games for his device. I came into Science Gallery 2 or 3 times and built the games in the studio space...my name was exhibited in Science Gallery!"

-Stephen Quinn, 2010 Bridge21 scholar, Bridge21 mentor and Lead Mediator of SECRET at Science Gallery Dublin

"We have limited opportunity to explore Science with students. Science Gallery is a place we can send interested students, because there are excellent innovative exhibitions in Science Gallery that might fulfil that need. Rather than us saying 'no', we know we can say 'we can't do it, but go to this really amazing place', and that is Science Gallery. The organisations try to help each other out as much as they can."

- Kevin Sullivan, Bridge21

WHAT WERE THE BENEFITS AND IMPACTS?

- ▶ Providing an important resource and strengthening relationship to a local community group
- ▶ Provision of a safe and supportive space for LGBTQ youth group
- ▶ Increased awareness of Science Gallery Dublin by the local community



240 Transition year students graduate Bridge21 in 2014. The ceremony is held in Trinity College, Dublin, with Science Gallery's Dr Joe Roche (seen 2nd from right) as keynote speaker.

LINKS

Learn more about Stephen Howell's Kinect2Scratch project:

<https://dublin.sciencegallery.com/game/kinectscratch/>

This blog post about the experience:

<http://www.bridge21.ie/2012/11/28/gamesciencegallery/>

Sources: Correspondence with Rob Dunn, Science Gallery Dublin website, Rob Dunn Wikipedia, Rob Dunn Lab website, NCSU website

Compiled by: Kirsten Levermore, Science Gallery International in 2015

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