



Using the open source two-way street in the classroom

Karsten Wade
Community Gardener, Red Hat

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Open source and free culture

The **four freedoms**:

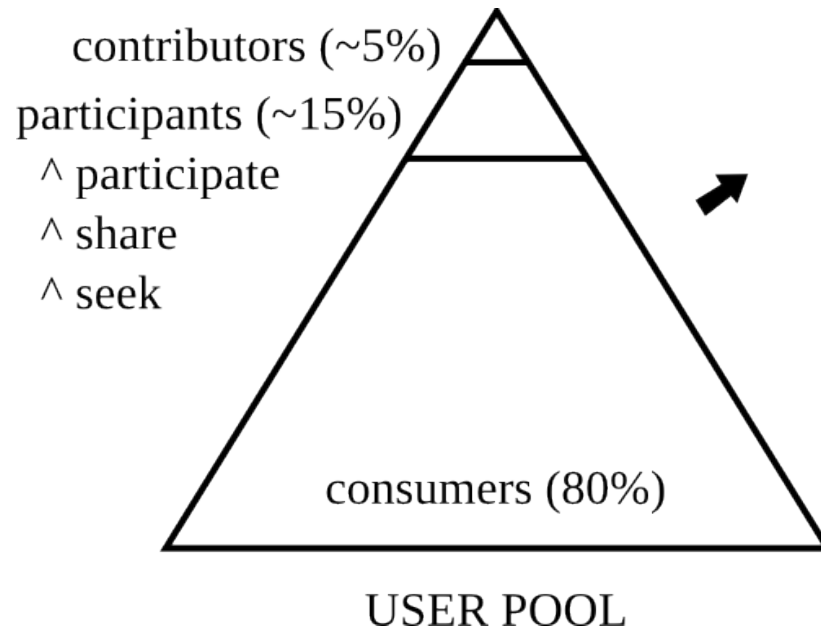
0. The freedom to **run/use for any purpose**
1. The freedom to **study and modify**
2. The freedom to **copy and use to help others**
3. The freedom to **improve and distribute to your community**

Cf. scientific method

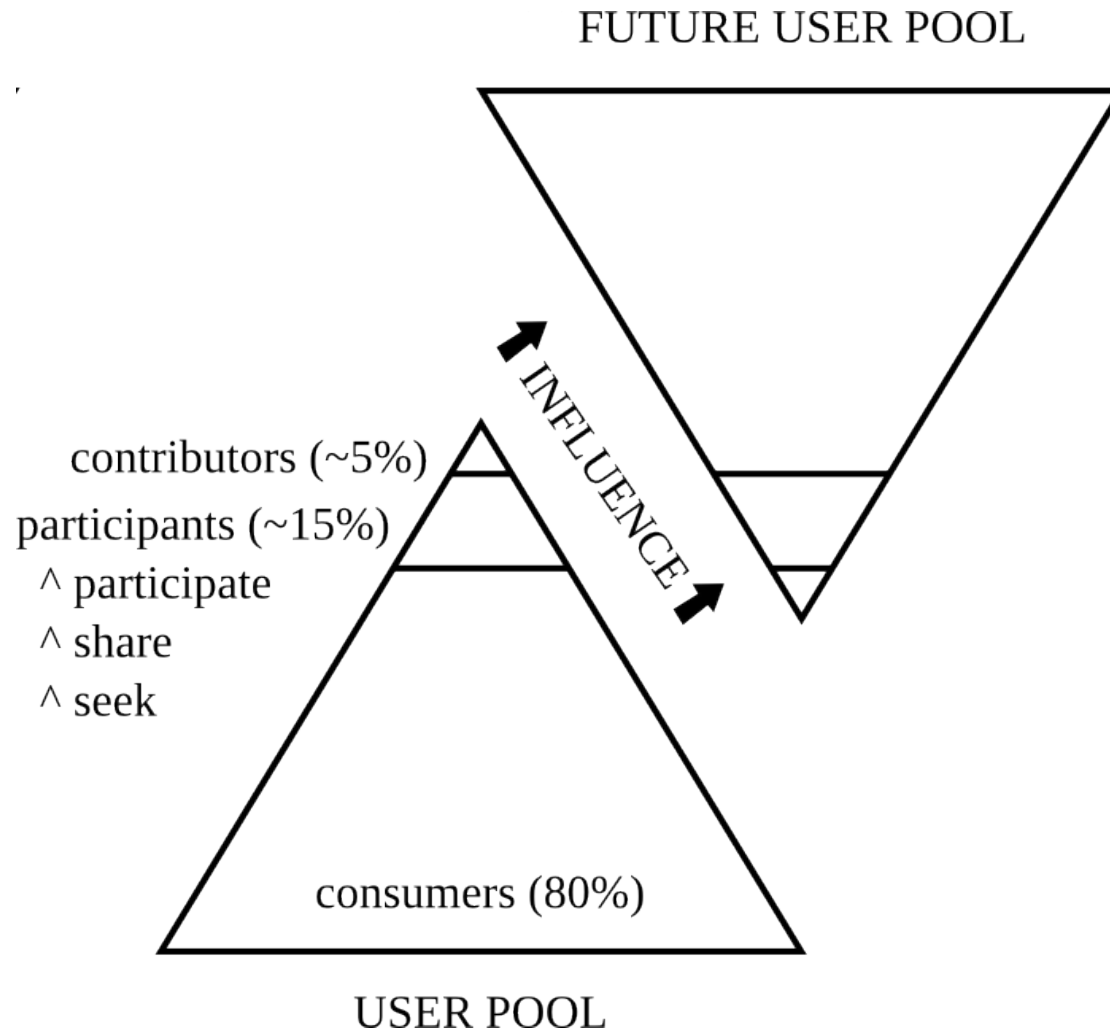
Free culture is about sharing and social media – the remix

Free culture is defining the business and social environment

Community pyramid of participation



Community pyramid of participation



Open source participation in the classroom

1. Start using no-cost, high-value alternatives to proprietary software and content
2. Get involved using and contributing to open curricula
3. Find a way to participate – hint: follow your passions
4. Channel classwork in to participation

Participation empowers students to make a difference, learn, and be part of a global community

This is where the two-way street begins

Examples and ideas

Wikipedia article enhancement

Wikipedia article series enhancements

Wikipedia sense of ownership

Translate to simple.wikipedia.org

Work in a niche, focused wiki (e.g. OpenWetWare.org)

Use open source tools, report back to maker (Tux4kids, etc.)

Sugar 4th grade maths (develop, test, iterate)

Google Highly Open Participation (GHOP)

Resources

<http://teachingopensource.org>

<http://schooleforge.net> ... <http://wiki.bssd.org> ... <http://oercommons.org> ... etc.

... be careful of “free” educator resources that do not provide essential freedoms

http://sugarlabs.org/go/Sugar_on_a_Stick

https://fedoraproject.org/wiki/Open_source_participation_for_K-12_classes

<https://fedorahosted.org/k12linux/>

<http://fedoraproject.org/wiki/User:Quaid> (me)

Questions?