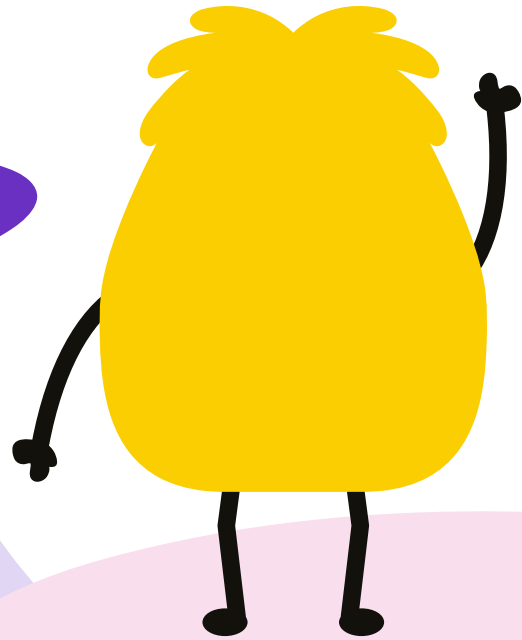
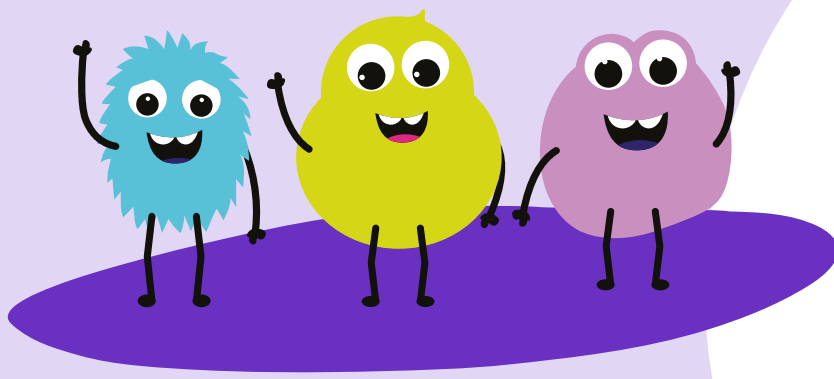


Diversity & Inclusion

activity pack



Diversity & Inclusion

We're all different. We all have our own unique stories. But we all want to feel like we belong to a community.

Diversity is like a colourful painting, where each colour is represented by someone from a different race, culture, religion, ability level or gender. Individually lovely, but collectively they come together to create something even more special.

Embracing diversity means understanding that no two people are the same. It means appreciating the unique qualities, experiences, backgrounds, beliefs and perspectives that we all have. That's the beauty of diversity – it's about celebrating our differences, and it's what makes our classrooms and workplaces so brilliant. If we were all the same, the world would be a pretty boring place!

When it comes to a company like BT, our customers come from all over the world, with people from all races, cultures, religions, abilities, genders and viewpoints. We therefore need an equally diverse range of employees, otherwise our products and services won't meet the needs of our customers.

But what about inclusion?

Inclusion is like opening the doors wide and inviting everyone to your party. It's about making sure that everyone feels welcome, respected and valued, no matter who they are or where they come from. In an inclusive community, nobody feels left out.

By having an inclusive environment, be that in the classroom, workplace or at home, we make sure that everyone's voice is heard, and everyone's experiences are acknowledged. This encourages a sense of belonging amongst everyone who makes up that class, business, football team or any other form of community.

We all have a responsibility in building a culture of diversity and inclusion. We have the chance to learn from one another, share our unique stories, and create a supportive space where everyone feels they belong.

Let's celebrate our differences and build a world where everyone feels valued and included!



Teacher Links

- Understand how technology is used for health and inclusion <https://tinyurl.com/yfcxvnm7>
- Accessible Adventures in Coding - learn about the importance of accessibility in the technology we use <https://tinyurl.com/4srw78ah>
- Culturally relevant pedagogy for computing education <https://tinyurl.com/599nvhw5>
- Women in STEM Posters <https://tinyurl.com/4xs73ynt>



Find Out More

- Hello World – Download your free issue all about Inclusion & Diversity <https://tinyurl.com/ynzd4rn5>
- Exploring how culture and computing intersect <https://tinyurl.com/2wtr8a74>
- Computing for everyone - take time to understand the issues around diversity in computing <https://tinyurl.com/rhs23pk6>
- The best computer science and innovation arise when the best people of whatever gender, culture, sexuality, ethnicity and background work together <https://tinyurl.com/277vapbw>
- LGBTQ+ People in STEM <https://tinyurl.com/2s47fnaa>

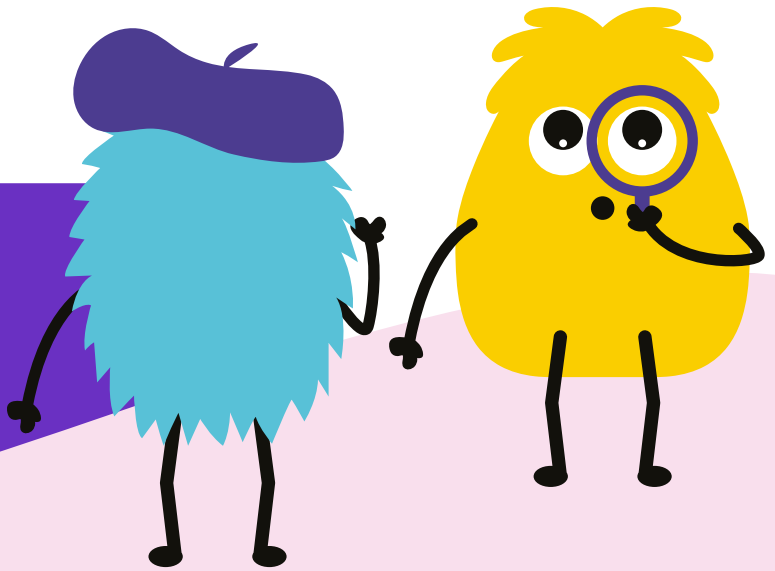
We'd love to see pictures of you all getting involved with the activities. Email these to us at computerscience@bt.com telling us which school you're from.

Activity 1

Guess Who?

This is an activity you're going to do with the entire class. You may have played the popular board game version before?

The purpose of this game is for you to all learn a little more about the other people in your class. It may help to start new conversations, form new friendships, or help people to feel more included within the group.



- b. If everyone puts their hand(s) down, you can start that round again and ask a different question once those people who were left have put their hands back up.



Kit List

Paper

Pens or Pencils



Instructions

- 1 You all need to think of one interesting fact about yourself that you think other people may not know about you.

It could be your favourite sport, a cool experience you've had, something about your family, a favourite holiday destination or the thing you'd most like to do in your life.

- 2 Write this down on a piece of paper and write your name alongside it.
- 3 Hand this piece of paper into your teacher.
- 4 Your teacher needs to select two people from the class who will play the role of the **Guessers**. The **Guessers** will be asking the questions.

- 5 Your teacher now needs to choose one of these pieces of paper at random, but they can't show this to the rest of the class (the bit of paper selected can't be from either of the two people playing the role of **Guessers**).

- 6 Everyone who is playing (that isn't a **Guesser**) should stand up or start with their hands up in the air.

- 7 The aim of the game is for the **Guessers** to ask questions which will narrow it down to find out who the fact belongs to in the class.

- a. If the question doesn't apply to your fact, you should sit back down again or lower your hand(s).

Guesser 1 asks the first question, then **Guesser 2** will ask the second question, then back to **Guesser 1**, **Guesser 2** and so on until you're left with the last person who is standing or has their hand(s) up. The interesting fact must therefore belong to them!

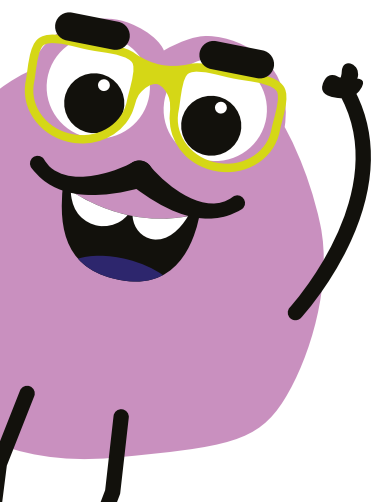
You should only ask questions that result in a 'Yes' or 'No' answer. Try asking questions like these, hopefully these give you an idea of what you could start to ask to narrow it down.

- "Is this fact about your family?"
- "Is this fact about your hobbies?"
- "Is this fact about sport?"

- 8 Whoever narrows it down to find the person that the fact belongs to wins the game.

- 9 That person then becomes one of the **Guessers** for the next round and you can play again and again (with the same interesting facts, or new ones), learning more and more about each other in the class.

After the game(s) have finished, maybe you could spark up a conversation with someone you haven't spoken to in a while about their interesting fact. Life is all about learning and keeping an open mind to everyone's interests, beliefs, and values.

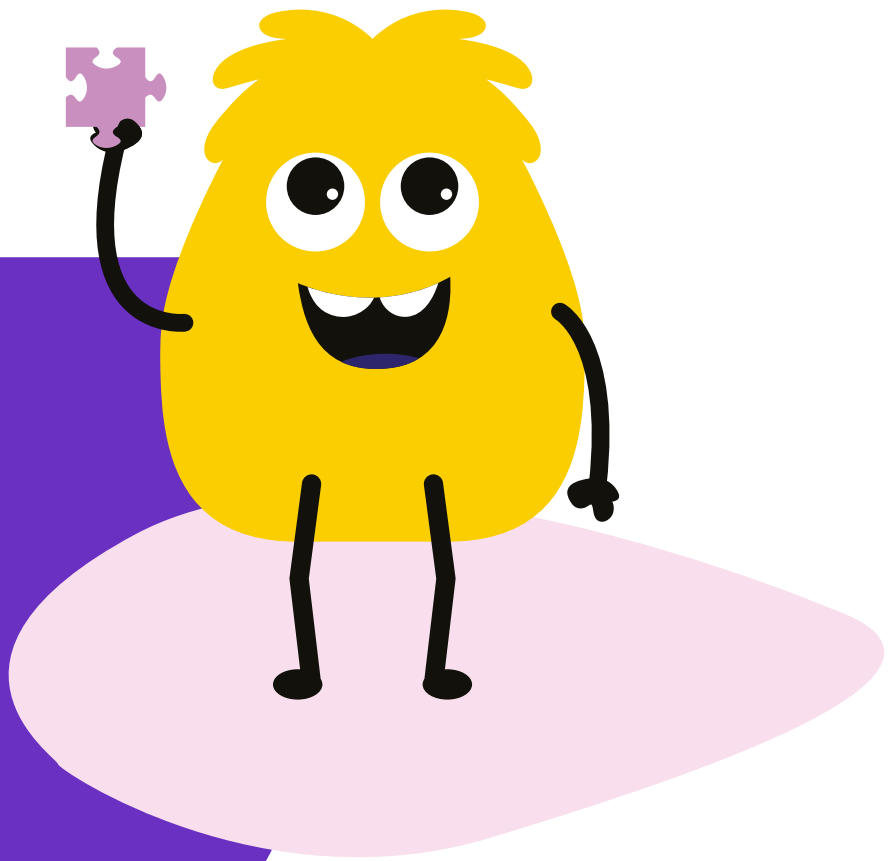


Activity 2

The People Project

This next activity is more of a solo task, although you will need to initially pair up.

It is a research project aimed at finding out even more about your other classmates. The Guess Who game in Activity 1 was a start, but this activity is about going deeper and finding out even more about everyone in the class.



Kit List

Paper or a Computer

Coloured Pens or Pencils (if using paper)



Instructions

- 1 Your teacher should get you to partner up with someone else in your class.
- 2 In your pairs, sit down for a period of time and ask each other lots and lots of questions.

Find out things like their birth date, where they were born, names of family members, their favourite hobbies outside of school, any religion or faith they have, their beliefs on topics they are passionate about.

Ask all of these questions and more to try and find out as much information about your partner as possible.
- 3 Now it's time to write up your findings. Create a detailed report about your partner to showcase all of the information you've learned about them.

This could be in the form of a written essay, some PowerPoint slides on a computer, some pictures that you draw or any other creative method you can think of.

- 4 You should then present this back to your partner to make sure that what you've recorded is accurate. You should also make sure that they're happy with what you've included in your findings.

- 5 One by one, you should present what you have found out about your partner to the rest of the class.

The idea of this exercise is that you will learn lots of new, interesting information about your classmates, and learn to accept people for their similarities and differences.

By doing this and keeping an open mind to everything you learn, you'll make your classroom a supportive space where everyone feels that they belong. Therefore creating a more inclusive environment!

