



MIT Hacking Challenge 2017-18

15th September 2017

This year at BSB Sanlitun as part of our MIT collaboration, the children will be involved in hacking challenges. At MIT they are trying to solve the world's biggest problems. Hacking is a concept that encourages students to be innovative and think creatively to problem solve. A hacker's main goal is to creatively change the function of an object.

At BSB Sanlitun we encourage our children to Be Ambitious. There is no limit to what our children can achieve. Hacking at BSB Sanlitun is an opportunity for children to demonstrate their ability to Be Ambitious, to innovate and think creatively in a fun way.

Each term as part of their homework, children will have the opportunity to take part in a school wide hacking competition. The children will be asked to hack an everyday object to change its function into something useful. For example, in Term 1 the children are being asked to hack a plastic water bottle. Children have been asked the question "How might we re-use a plastic water bottle to make something useful?"

We want hacking to become a tradition that will be embedded into our MIT/STEAM culture at BSB Sanlitun. We hope to see creativity, innovation and fun infused through these hacking challenges. This year we would like to take the children on a great adventure of discovery and problem solving, that will prepare them for their futures.

We look forward to celebrating and sharing with you the children's hacking achievements throughout the school year.

Miss Farquharson & Mrs Hall
MIT steam team