



TEACHERS' RESOURCES

RECOMMENDED FOR

Upper primary
(ages 9–11)

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KEY CURRICULUM AREAS

- **Learning areas:** English, Technologies
- **General capabilities:** Literacy, Information and Communication Technology (ICT), Critical and Creative Thinking, Personal and Social Capability

REASONS FOR STUDYING THIS BOOK

- Reading and learning about the tech industry
- Reading a book set in a school environment
- Understanding the importance of friendship and teamwork
- Discussing new experiences and challenges
- Understanding common pre-teen issues
- For enjoyment

THEMES

- Technology and business
- Changing friendships and teamwork

PREPARED BY

Penguin Random House Australia and Girl Geek Academy

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Girl Geeks: The Hackathon

Alex Miles

in partnership with
the Girl Geek Academy

PLOT SUMMARY

Get your geek on with this girl gang as they design, make, game, hack, code and more! Developed in partnership with Girl Geek Academy.

Hamsa's teacher has announced that their class will be doing their very own hackathon.

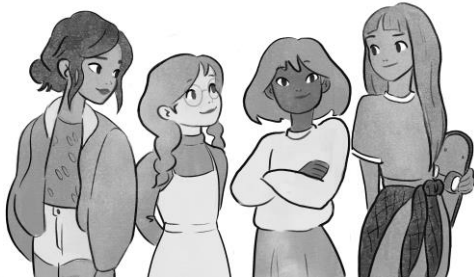
A hack-a-what? thinks Hamsa. She doesn't know anything about tech or coding!

Can Hamsa and her team come up with the goods or will things fall apart as she plays it too cool for school?

Don't miss *Girl Geeks 2: Game On* – out now – with the third and fourth books in the Girl Geeks series coming October 2019.

ABOUT THE AUTHOR

Since publishing her first play at age seventeen, Melbourne-based writer Alex Miles has worked across theatre, television and advertising. She wrote under the penname H.I. Larry for eight books in the Zac Power series, imparted wedding wisdom with the book *Sixty Secrets for a Happy Bride*, excited readers across the country with her children's series Starring Olive Black, and was a contributing author in *Letters to my Teenage Self* and *Total Quack Up!* With two young boys, Freddy and George (who weren't named after the Weasley twins), Alex juggles her time between motherhood, writing and presenting in schools.



ABOUT THE GIRL GEEK ACADEMY

Girl Geek Academy is an Australian-based global movement teaching one million women to learn technology by 2025!

Launched in 2014 by Sarah Moran, Lisy Kane, Tammy Butow, Amanda Watts and April Staines, the Girl Geek Academy co-founders are skilled digital professionals who want to increase the number of women with successful STEM careers.

They run programs for girls, parents, teachers, corporate and community with the aim of seeing an increase of women in tech, women in games, women who make, female designers and female founders.

Their initiatives include coding and hackathons, 3D printing and wearables, game development, design, entrepreneurship and start-ups.

Sarah Moran, Girl Geek Academy CEO, was the *Australian Women's Weekly* Woman of the Future for 2018.

Sarah, Lisy, Tammy, Amanda and April are women who wanted something like Girl Geek Academy to exist, so they built it. And they – along with the geeks at Penguin Random House Australia – would like you to join them! Check them out at girlgeekacademy.com

PRE-READING QUESTIONS

1. The girls at the Girl Geek Academy are on a mission to encourage women to learn technology, create startups and build more of the internet. Discuss as a class how you use technology in your everyday life.
2. As a class discuss what you think a 'startup' is.
3. What do you think a hackathon is?

DISCUSSION TOPICS

Technology and STEM

Technology and STEM is at the heart of *Girl Geeks: The Hackathon*. Hamsa had never really been interested in tech, but then when she gets put into the same Hackathon group as Niki, Maggie and Eve, she realises she actually really enjoys the project. And even though she isn't a computer-whizz like Niki, Hamsa uses her creativity and imagination to help the group with their ideas.

Questions

1. Why do you think it is important for everyone to learn about technology (ICT)?
2. How many people in your class have their own laptop?

Activities

1. Create a 'TECH' mind map – using the word 'technology' at the centre, add any other words, names or phrases that relate to technology around it. For example you could put the names of famous people in tech, skills related to computers, what technology means to you etc.

Friendship

Friendship plays an important role in the Girl Geeks books. At the beginning of book 1 we see that Hamsa is in a very different friendship group and she would do anything to impress them. When she is taken away from her friends and put into a different group, she thinks it's the worst thing ever!

It is only when Hamsa starts spending time with Niki, Maggie and Eve, that she realises her other friends might not be the great friends she thought they were.

Questions

1. What qualities do you think make a good friend?

Activities

1. Using the word 'friendship' make an acrostic where each letter describes a quality you think is important for a friend. For example, 'F' could stand for 'fun'



Teamwork

The topic of teamwork can be linked to that of friendship. Hamsa, Niki, Maggie and Eve realise they need to work together in order for their Hackathon team to have a chance at creating a viable startup. In turn, this leads to their friendship developing.

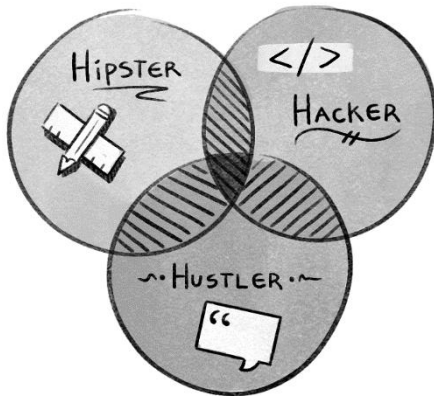
A key section of the story where they all establish their roles in the group is when they are deciding who should be the hustler, hacker and hipster.

Although it takes some adjustments for the girls to feel comfortable in their roles, their personalities shine through when they work together and use their strengths to help their team.

Questions

1. What do you think might have happened to Hamsa's hackathon team if they hadn't worked together?
2. Why do you think it was important for Hamsa's team that they each had different skills and strengths?

Activities



1. In chapter 3 Ms Atlas draws a Venn Diagram showing how the roles of the **hustler**, **hacker** and **hipster** overlap. Explain the different skills the hustler, hacker and hipster have.
2. If you were put in a team to work on a hackathon project would you be a hustler, hacker or hipster? Explain why.

ACTIVITY: WHAT'S YOUR STARTUP?

Hacking is *creative problem solving* and now it's your turn to get hacking and think of a startup you'd like to create.

BRAINSTORM

What's a problem you would like to solve? Who are you solving this problem for? How many people have that problem? Will people love it?

ELEVATOR PITCH

You've got your idea. Now as a group you need to write a one-sentence elevator pitch for your startup. A really easy format for this can be:

We help [customer] to achieve/fix [problem] by [solution].

For example – Uber helps individuals to get to their next destination using an on-demand ridesharing app.

WHAT'S YOUR MVP?

Establish what the 'MVP' or minimum viable product is. What is the smallest thing you can build that delivers on the core of your idea?

For example are you making a website with a free template?



BUILD YOUR BRAND

A business logo or an app icon is sometimes more recognisable than a business name. In the story, Eve designs the app icon for their startup *Feels Like Home*.



Design a simple eye-catching logo/icon for your startup in the box below.

FURTHER READING FROM PENGUIN RANDOM HOUSE AUSTRALIA

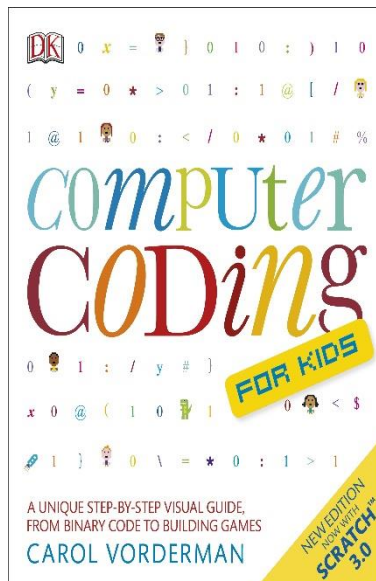


Girl Geeks 2: Game On
by Alex Miles

Skateboarding and video games are the best things in the world according to Niki.

So when the biggest esports tournament announces they will hold a junior comp in her town, Niki is the first to enter.

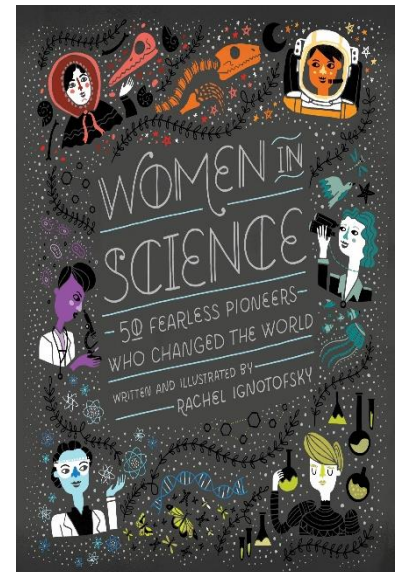
It's not an easy road and Niki is thrown a challenge, but with her girl gang by her side – it's game on!



Computer Coding for Kids
by DK

Kids can take their first steps towards becoming expert computer programmers with this fully-updated guide to coding for beginners.

They'll master Scratch 3.0, the brand-new version of the world's most popular coding language for beginners. This will let them discover what makes a computer work while learning how to build their own computer programs and games.



Women in Science
by Rachel Ignotofsky

Women in Science highlights notable women's contributions to various scientific fields and inspires readers both young and old. A fascinating collection full of striking, singular art, the book features 50 profiles and illustrated portraits of women in STEM from the ancient to the modern world, and also contains infographics about interesting and relevant topics such as lab equipment and rates of women currently working in STEM fields.

ORDER FORM

TITLE	AUTHOR	ISBN	SCHOOL YEAR	RRP	QTY	TOTAL
Girl Geeks 1: The Hackathon	Alex Miles	9780143795056	3-6	\$14.99		
Girl Geeks 2: Game On	Alex Miles	9780143795063	3-6	\$14.99		
Girl Geeks 3 (Coming October 2019)	Alex Miles	9780143795070	3-6	\$14.99		
Girl Geeks 4 (Coming October 2019)	Alex Miles	9780143795087	3-6	\$14.99		
Computer Coding for Kids (Coming August 2019)	DK	9780241317730	3-6	\$24.99		
Women in Science	Rachel Ignatofsky	9781607749769	3-6	\$27.99		
TOTAL						

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