

Phase	Description	Rationale
<b>Setup</b>	The physical environment is set up to enable the rest of the workshop. The facilitator makes refreshments available to the participants, distributes materials, and helps ensure the equipment is working	Debugging issues such as wi-fi connectivity in this phase avoids interfering with the workshop activities. Meanwhile participants begin to talk casually over refreshments
<b>Introduction</b>	The facilitator briefly explains the workshop model to ground the families.	This sets the scene and helps focus the participants on the process as well as the content
<b>Icebreaker</b>	All participants take part in an 'unplugged' icebreaker activity specific to the creative activity planned for the session. These activities are physical (participants stand up and move around) and both inter- and intra-family in nature.	This phase introduces the creative task and allows families to be more at-ease with each other, thus facilitating peer assistance during the next phase.
<b>Create</b>	A creative technical challenge is given, forming the main part of the workshop. The challenges combine coding and 'making' activities and are designed to encourage family members to take on different roles during the completion of the challenge.	Families are encouraged to collaborate both within and between family groups, and to take on varying roles as they work on the challenges.
<b>Share</b>	Families share their creations in a structured way (a tournament or showcase)	Bringing the families together at the end gives a sense of achievement and fulfilment
<b>Reflect</b>	All participants sit in a circle and share what they have enjoyed and learned, encouraging discussion of future plans. Participants are provided with OurKidsCode Cards and materials for another of the workshops to complete at home.	Improves the learning by offering an opportunity to say out loud what was learnt and evaluate strengths and weaknesses. Setting agenda for further work and making commitment for future engagement is a part of this phase.