



Best Buy's Geek Squad Academy uses Kano to engage teens with digital literacy as part of camp and club programs.



William Woodworth, from Best Buy's Community Relations team, talks about his experience with Kano. He manages Best Buy's Geek Squad Academy program, which provides technology education experiences to low-opportunity students at over 30 two-day camps across the country. These events focus on igniting a passion for future college interests and careers in new technology fields, and we help students explore 3D Design, programming, digital music creation, video editing and production, and more.

Since our first experience with the Kano kits, we've been fascinated by their ability to help students assemble a device that can help them learn while they play. We recently used the Kano kit at our 10th anniversary Geek Squad Academy in Minneapolis, where 300 students made their own computer. This tangible, hands-on experience is unique, and likely the first time that these students had created their own device.

We're looking forward to continued projects with Kano, and have a few upcoming opportunities in the

plans currently.

For us, Kano has been an easy way to provide students with a making experience that continues the learning after the session ends. The guided content helps students learn through their choice of methods, with Minecraft and game design as only a few of the options.

The coolest moment with students happened recently. At our 10th anniversary Geek Squad Academy event, we helped 300 students build their own computer. This put the power of programming into their hands, and they had a fantastic time exploring on their own, building in Minecraft and designing. They shared and competed to make the most amazing creations.

This is what learning in the future looks like - students being self-motivated to learn the important concepts that will help lay the foundation for their future college and careers, all influenced by new changes in technology.