<HACKASAURUS>

Helping youth hack and remix the web

Hackasaurus makes it easy for youth to uncover and mess around with the building blocks that make up the web -- empowering them to move from digital consumers to active producers, and see the web as a space they can shape, remix and make better.

Through a set of hacktastic super-tools...

Hackasaurus tools help you start hacking in minutes. Designed around Mizuko Ito's concepts of "hanging out, messing around and geeking out," our open source tools include:

- **X-Ray Goggles**: *See what the web is made of*. Expose the basic components that make up web pages, simply by mousing over them. Like seeing into the Matrix.
- **The MixMaster**: *Mix and match content from across the web*. Swap tags and objects on web pages, as easily as magnetic poetry on a fridge door.
- **HTML Bootcamp**: *Mess around with code*. See how changes in code alter web pages. Understand how computers interpret the words you input.
- **HTMLpad**: *Make a web page in seconds*. Edit and publish in real time.
- **Plus more tools in development.**

...and at "hack jam" events around the world.

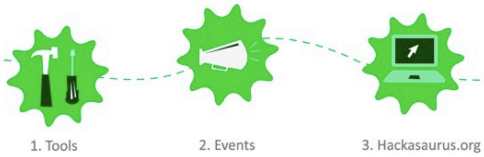
Hack jams make hacking and digital literacy accessible, social and fun. In partnership with libraries, learning centers and youth media centers, learners take part in a flexible DIY curriculum of hands-on projects and online "missions." Building off pilot events run by the Learning Network in New York and Chicago, the upcoming **Hackasaurus Event Kit** will make it easy for anyone, anywhere to organize their own jam.

Turning the web into a remixable learning environment.

Instead of using "kid-ified" sandboxes or artifical languages, Hackasaurus lets youth hack using familiar web pages and real HTML. This allows them to remix the spaces they already hang out in, and turns the web itself into a giant learning environment. Learners come away with fundamentals like HTML and CSS skills, web browser and add-on basics, prototyping and iterative design, and understanding the web's conceptual building blocks.

Gaining hacker habits and life skills.

Beyond technical knowledge, Hackasaurus helps develop "hacker habits" -- the combination of technical and social skills youth need to become active co-creators, shape their environments, and take charge of their own learning.



Hackasaurus helps youth hack -- *through a set of super-tools, "hack jam" events, and at* ***hackasaurus.org****.*

Learners come away with hands-on HTML, design and computer science skills*. Through DIY "missions" that turn familiar web sites into remixable learning environments.*

Hackasaurus is looking for partners like you *to collaborate, host events, and co-develop tools and curriculum.*

Get involved

- Become a Hackasaurus partner
- Attend or host a hack jam event
- Help develop Hackasaurus tools, resouces and curriculum

www.**hackasaurus.org**

mozilla Drumbeat

NEW YOUTH CITY learning network

Developed in partnership with Mozilla and the New Youth City Learning Network

At Hackasaurus Jam, Mozilla Encourages Young Programmers to Change the Web

Filed in: Libraries, Media Literacy, Participatory Learning
By Matt Haber

Teens use paper prototyping and Web X-Ray Goggles designed to introduce them to HTML tags -- the most basic components of website programming -- during a Hackasaurus jam at Grand Concourse Library in the Bronx. Photo via NYCLN.

2.17.11 | ...Welcome to a Hackasaurus Jam, a gathering of educators and technologists out to show kids how to interact with the web in a new way—namely by developing skills that might change the way they view information and giving them a new creative tool for expression.

Hackasaurus— the name was chosen by a group of kids in Chicago—was created to introduce kids to coding in way that takes advantage of young people's instinct to take things apart and put them back together. By introducing kids to HTML tags—the most basic components of website programming—the Hackasaurus team hopes to spark interest in technology creation, turning kids from passive media consumers into engaged developers.

By learning to use these digital tools, both in and out of the classroom, kids can begin to reshape their media landscape, making it less top-down and more personalized.

"Our message is that the web is Lego, something we can all shape around us," says Mark Surman, executive director of the Mozilla Foundation, a partner on the Hackasaurus project. "With a very tiny amount of programming skills, you can change it."

Hackasaurus was born in the summer of 2010 at Mozilla's Drumbeat Festival, a gathering of technology and culture innovators held that year in Barcelona. The idea was to create a tool set and curriculum to open up the web so that young people can see how it works and build web pages themselves.

"My generation, we built ham radios," says Jack Martin, a Hackasaurus curriculum developer from the New York Public Library. "Now kids can take apart a website."

One of the tools Mozilla has developed to enable this is the Web X-Ray Goggles, a plug-in that exposes the code behind a given website's slick exterior.

"It's kind of like a web inspector," says the NYCL's Jessica Klein, the creative lead on the project. "It lets you look at the different kinds of elements that are on a web page and see what the code is behind that."

Martin compares the Web X-Ray Goggles to the Visible Man, the ubiquitous classroom teaching tool that reveals the size and placement of human organs through the transparent outer layer of a 3-D model.

Back at the Hackasaurus Jam on 67th Street, Klein asked the kids to name a website they visit often. After some conferring, the kids suggest Ninjakiwi.com, a site for free casual gaming. Using the Web X-Ray Goggles, the guts beneath Ninja Kiwi's shiny surface are revealed....

Read the entire post at http://mzl.la/hJsojr