

bully </stop>

A series of youth **hackathons** dedicated to putting an end to cyberbullying.

PROGRAM GOALS:

1. Create awareness around bullying and cyberbullying.
2. Engage youth in a discussion on the most relevant issues surrounding bullying and social technology.
3. Develop a unique and innovative digital solution to help combat cyberbullying.

PROGRAM DETAILS:

Bully</stop> challenges participants to brainstorm the issues surrounding cyberbullying, explore different perspectives and design technology based solutions.

The program is designed for youth aged 12 – 18 who share an interest in digital technology, app design, social justice, anti-bullying, and safe schools.

Youth participants will learn about cyberbullying and social media, as well as computer programming/design in collaborative, discussion based educational sessions

Grouped into teams, youth will design solutions to cyberbullying and its effects in the form of apps.

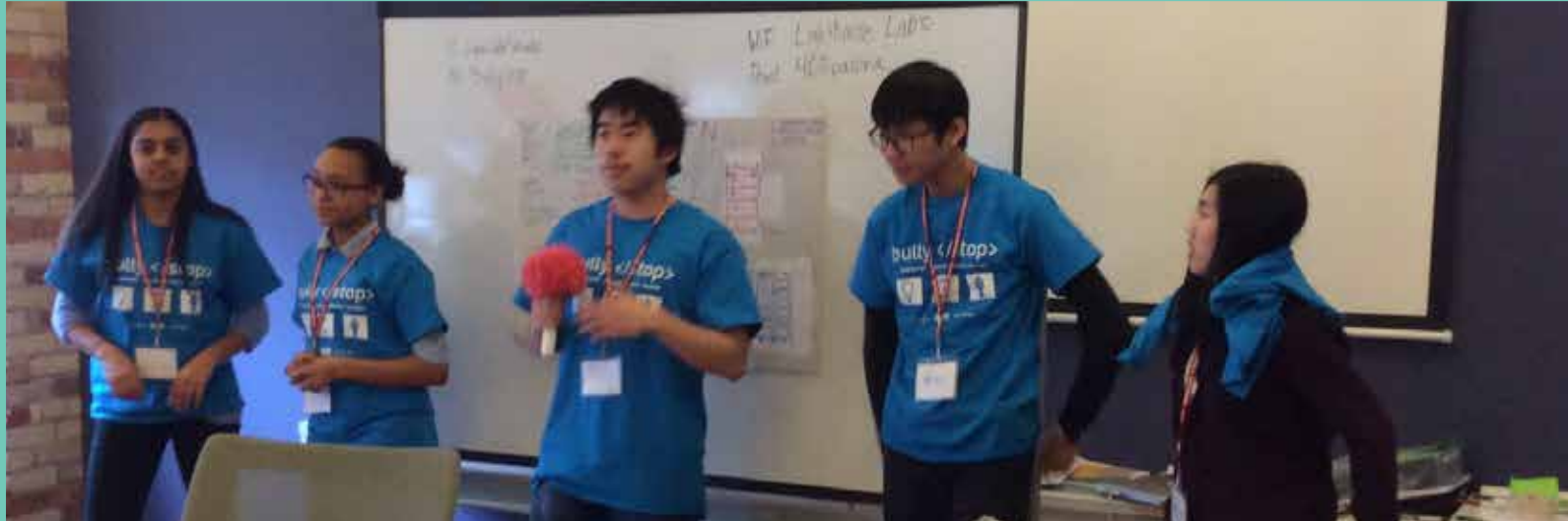
Teams will present their ideas at the end of the day through sketches, wireframes or prototypes and the winning team will be voted on.



Terence & Svea
McKillen Foundation

The Canadian
Safe School
NETWORK

The Safe Schools Hackathon program uses a ground up approach to learn about social media and cyberbullying directly from those who know it best; students.



During the 2015-2016 school year CSSN brought the hackathon program to Vancouver, Calgary and Toronto. In each of these cities, we engaged students in a discussion about cyberbullying, encouraging them to share their own insights based on what they've witnessed or experienced online. At the end of each session students presented thought-provoking wireframes and storyboards for smart phone apps that could help to eliminate cyberbullying.

Based on the initial success of this program, CSSN is proud to be partnering with the RCMP to host a series of bully </stop> hackathons across the country in the 2016-2017 school year. Students will work alongside safe school experts to discuss issues with social media and then brainstorm, sketch, and design app solutions that can help eliminate cyberbullying.

