

2018/2019 was a pivotal year for the Pinnguaq Association as our growth matured from startup to having started up and moving forward. We completed a number of major projects and were a part of a massive Smart Cities project with the Embrace Life Council, Nunavut Association of Municipalities and Qaujigiartiit Health Research Centre which was made a finalist.

Most importantly we began a process of crystallization of our mission statement and goals of the organization, as explained through the Pinnguaq Lifecycle. A Pinnguaq Brand Consultation was hosted in December 2018 to help define the company, the goals of it and purpose for the first time in our history. The full details are below;

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The Pinnguaq Lifecycle

In 2018/2019 we fully fleshed out and defined the Pinnguaq Lifecycle, a key building block of our programming moving forward.



Over the last six years, we gratefully have had the opportunity to introduce Pinnguaq Association as an integral part of the entire learning *Life Cycle*. Through promoting STEAM (Science, Technology, Engineering, Arts, Math) education and teaching kids to code, we have been able to support and contribute to the development of a student's learning journey. The future of the workforce is tech, so we strive to provide the opportunities and resources to help students each step of the way. We can take you from your first coding lesson to your first release of a digital project within the confines of our program and resource supports. We use our *Life Cycle* model to support the six-core phases of a student's learning journey...

Education: We can teach you your first coding lesson, train teachers and develop curriculum on digital skills. This has been our strength since our first "[Code Club](#)" in early 2014 and remains a key priority of our work.

Resources: Through programs like the [Makerspace](#), [Computers for Success](#) and the newly launch [Pinnguaq Learning Space](#) we aim to provide the resources to create access to the digital tools needed to take advantage of all the benefits technology has to offer.

Mentorship: Pinnguaq is committed to providing meaningful mentorship opportunities through the programmes we administer in order to support an individual’s learning journey. This includes the [Digital Skills 4 Youth Program](#), our [Twitch](#) streaming, as well as supporting communities to increase their own capacity in local digital programming.

Employment: Pinnguaq acts as a delivery organization for internship programs, designed to help recent post-secondary graduates gain meaningful work experience and the digital skills needed for the jobs of today and tomorrow. In addition, we support and create employment opportunities in the communities we serve.

Production: Pinnguaq aims to provide a space for production that takes ideas from planning to fruition. We have done that to [localize](#) existing games into Inuktitut, to create original [apps](#) and [websites](#) based on our ideas, or those of others. Helping someone go from their first tech lesson to their first release is something we’re proud to have recently accomplished with Talia Metuq, an original student from the 2013 Code Club in Pangnirtung, a long time employee and this month celebrating the release of her first game *Inuit Uppirijatuqangit*.

Advocacy: Perhaps the most important phases of our Life Cycle is the advocacy work we do to create and promote access to digital technology. We support a north > south knowledge transfer, development of local digital resources and a unique but equal role for rural communities at the tech table.

With that in mind we recrafted our mission statement to read:

Pinnguaq Association, a not-for-profit organization, incorporates STEAM into unique learning applications that promote storytelling, health, wellness and growth with rural and remote communities. At its core, Pinnguaq embraces diversity and creates opportunities in order to empower all people.

And that’s what it’s all about. Six years from now I’d anticipate we will have evolved and grown to the next stage of our work and it will be these six points and this mission statement that will guide us to that point.

Projects

Uqalimaarluk

In partnership with the Nunavut Literacy Council the Pinnguaq Association produced, “Uqalimaarluk” in 2017/2018. It was



released in February 2018 as detailed in last years report. In October 2018 the Pinnguaq Association and the Nunavut Literacy Council began work on adding an additional 10 books, porting the App to Android and to all phones on both iOS and Android. The finished App was released February 2019 and now contains 13 fully voiced books, complete with original art and is available on all platforms.

[Details and Download Links are here](#)

Katinganiq Makerspace Network

In June 11 2018 after close to a year of work we found out that the Katinganiq Project was finalists for the \$10 Million Dollar Smart Cities grand prize. A collaboration between the Nunavut Association of Municipalities (NAM), the Pinnguaq Association, the Embrace Life Council and Qaujigiartiit Health Research Centre has resulted in a project, representing all 25 communities of Nunavut, being selected as a finalist in the Smart Cities Challenge \$10 million prize.

The project, currently titled “Community, Connectivity and Digital Access for Suicide Prevention in Nunavut” was developed by the four organizations between January and April 2018. Its goal is to implement protective and preventive measures to reduce the risk of suicide in Nunavut.

Full details on the project are included in the attached brief which outlines the key initiatives, the next steps and the background of the project. Full details on the Smart Cities Challenge can be found at <https://impact.canada.ca/en/challenges/smart-cities>. The four organizations will now receive a contribution of \$250,000 to create their final application for one of two \$10 million grand prizes. A full list of the finalists is available here: <http://www.infrastructure.gc.ca/cities-villes/finalists-finalistes-eng.html>

iSparx

In 2018 we were invited to join a major initiative being hosted by York University called ‘iSparx’. The idea was to create a game with Nunavummiut that would address health and wellness through a technique called ‘Cognitive Behavioural Therapy’. Before we were brought in the game was tested across a number of Nunavut communities and the response was great. This is a game that was originally developed in New Zealand for Maori youth. We are now working to bring it to Nunavut.

iSparx is a new project that Pinnguaq is facilitating in 6 Nunavut communities. The iSparx project will be led by Chelsea Singoorie, supporting York in the development process, reskinning and localizing the entire game as an Inuit version with both new and Inuktitut language support. The iSparx project is designed to have community youth design and then

test an Inuit computer game that supports mental health. Youth who sign up to participate will be supported by project facilitators, elders, and other community members, and receive a lot of valuable training in making video games in Inuit cultural knowledge. They will also receive education in mental health principles and leadership, and participate in a youth retreat.

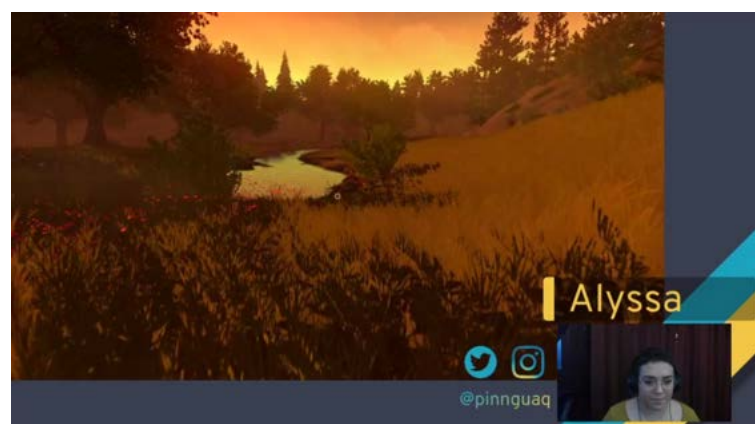


Computers for Schools/Success Canada

The full report on the successes of the CFS program as administered through the Pinnguaq Association can be read

Streaming/Twitch

As Pinnguaq grows and matures, we're fine-tuning our mission statement and defining our role. We're excited to share updates around that soon but two of the major pieces of our mission are mentorship and advocacy. We hope Twitch can play a small role in that.



Twitch offers us a chance to put underrepresented faces and voices on a platform where they normally aren't heard and to normalize these faces and

names as gamers, creators and nerds. As this venture grows you'll be able to see people playing games, speaking languages other than English, talking about experiences related to their communities and showcasing some of the best games on the planet.

Part of our mission with this company has always been to show underrepresented kids that they have a place in this world, and this is a small part of that massive endeavour.

K-12 Digital Skill Building

- **Nanili**

One of the easiest and most entertaining ways to learn about programming is through gameplay itself. By bringing play into the learning process, students find fun in the learning process and education can filter in through the games we create. Programming is all about enabling users and giving them a sense of control over the technology they are playing with. We are proposing the creation of a learning tool, in the form of a game, that provides that same sense of control, but in a play environment.

This game will teach the basics of coding and is a vital tool for the te(a)ch curriculum. We are seeking funding to bring in the necessary contractors to help finalize art and story development in a way that creates a unique 'Northern' focused game, while passing on the fundamental building blocks of programming.

The game was brought to near finish and additional funding has been secured in 2019/2020 to see the game to completion.

The deliverable of this request will be the completed te(a)ch game made available, for free, to all Nunavummiut and interested people through the te(a)ch website and through the delivery of te(a)ch program in every community.

The outcome will be a game integrated into the te(a)ch curriculum that serves as a fun introduction to computation thinking, ultimately serving as a gateway into the larger te(a)ch curriculum.

- **Modules**

CanCode supported Pinnguaq in creating 100 modules of unique, one of a kind curriculum that is now being hosted at the [Pinnguaq Learn Space](#). This online space will continue to provide resources for those interested in developing their digital skills, we hope the

resources here will only continue to grow as we can showcase what youth create with these resources.

We brought on 20 full-time staff across Canada and another 15 contractors to deliver our programming, develop modules and provide their unique take on what we do.

In February 2019 we partnered with Qaujigiartiit, Canada Learning Code and Acquimarvik in Rankin Inlet to develop one of a kind series of curriculum. [The full report is detailed here.](#)



The Teams in Arviat with Acquimarvik, QHRC and CLC.

● Delivery of Programs

In 2018/2019 we delivered programming to 2020 total students (K-12) through the CanCode program. This means over the life of the CanCode 2 year project we delivered programming to 2097 students. 54% of those we provided programming to identify as female. 90% identify as Indigenous. This was done in 15 communities in Nunavut and 7 communities throughout [Mushkegowuk Aski](#).

We also delivered training to 699 teachers, for a total of 714 teachers trained throughout the life of the CanCode grant.

In total we performed delivery at the following locations throughout the life of the CanCode grant. All but three of these were done during the 2018/2019 fiscal year.

- Rankin Inlet, Nunavut
- Arctic Bay, Nunavut
- Pangnirtung, Nunavut x 2
- Baker Lake, Nunavut
- Iqaluit: Nunavut Arts and Crafts Festival



- Pond Inlet, Nunavut
- Cape Dorset, Nunavut
- Northern Youth Abroad Training (Ottawa)
- Minecraft Camp (Iqaluit, Nunavut)
- Iqaluit Makerspace (Daily Programming since September 2018)
- Taykwa Tagamou, Ontario
- Kaschechewan, Ontario
- Moose Factory, Ontario
- Chapeau Cree FN, Ontario
- Lindsay, Ontario
- Curve Lake First Nation, Ontario
- Cambridge Bay, Nunavut x 2
- Fort Albany, Ontario
- Arviat, Nunavut x 2
- Iqaluit Teacher Training (Iqaluit, Nunavut)
- Attawapiskat, Ontario
- Missanabie, Ontario

Full reflections were [documented through this blog post](#) written in late March/early April 2019.

Nunavut

te(a)ch began as Code Club, a community-supported initiative born in Pangnirtung. We have since built strong connections and visited multiple communities across Nunavut.



Ontario

te(a)ch was first introduced in Ontario when the Mushkegowuk Council approached us to run the program in their communities. This was a welcome invitation for us and we continue to partner with other communities to bring tech education further across the province.



Iqaluit Makerspace

We did not start 2018/2019 expecting to open a Makerspace but it quickly became apparent it was the missing piece to the work we do. Sustainability became the key to our success and in August 2018 when a building became available we jumped at the opportunity. As a success, this was beyond anything we expected. The space is located at 754 in Iqaluit and is open daily with free programming for youth and growing with each day. [We captured the opening in this update.](#)

The success of the Iqaluit Makerspace led to planning on future spaces for permanent programming across the territory. We were able to develop early stage plans with Pangnirtung, Arviat and Cambridge Bay Nunavut and begin to shape our curriculum and programming for the territory. At the same time we began major planning as well for spaces in Curve Lake First Nations, and Lindsay, Ontario

We were able to secure an even better spot in February 2019 and moved to [1412 Sikituuq Drive, as documented here.](#)

Events Hosted at the Iqaluit Makerspace in 2018/2019

- Canada Learning Code Workshop
- Nunavummi Makinnnasauqtiit Society Workshop
- Code Club Global Competition: As detailed [in this pdf](#) the youth of the Makerspace used CFS computers to participate in the global contest to describe their community. Olivia Garbig of Iqaluit ultimately created [this project](#) which we had planned to submit to the Code Club global competition. Unfortunately we ran out of time, which is a shame because I was later told by Code Club Canada we would have been the only Canadian submission and guaranteed a trip for Olivia to London, England.
- Animation Exploration, in which we used the CFS computers, Scratch and Graphics Gale to explore the creation of animation.
- Partnerships with Canada Learning Code and Google saw major events run at the space during early November and December.
- Computer Science Education Week was held in the first week of December and the Makerspace ran constant programming to bring youth into computer science throughout the week.



- Build a VR Computer. While not using CFS computers directly, Ryan Oliver purchased and trained Makerspace staff on building and refurbishing computers in a 3 day program in mid November in which we built two VR computers for the Makerspace. Ryan used this process to explain computer components and the building of computers with an eye on what it might take to train staff on a refurbishment program within the space. Three Makerspace staff attended, as did 3 youth who regularly attend the Makerspace.

Some of the programming that occurred in Q4 included:

- VR Programming for Highschool students
- Art Weeks
- Tech Weeks
- Anti-bullying workshops
- Robotics Workshops
- Tech Camp with digital art components

The Iqaluit Makerspace was also used as a model to promote the idea of Makerspaces to other Nunavut communities. Community representatives from Arviat, Pangnirtung and Cambridge Bay have been given tours and with CanCode 2 we are working to build support in those communities for our programming.



Computers for Success Nunavut

CFS in 2018/2019 was a key part of the success of our programming. In Q1 57 computers were distributed to Nunavummiut. In Q2 we provided 284 computers, 112 in Q3 and 90 in Q4.

The year saw us begin with a focus on building a relationship with the Nunavut Arctic College, then pivot to a new sustainability plan. It also saw support of delivery of the te(a)ch program in all of the communities listed above.

Employment Services

Digital Skills For Youth Program

Program Delivery

The DS4Y program aims to help recent underemployed post-secondary graduates enhance and develop digital and soft skills through work and training through valuable work experience that will successfully facilitate their transition into the Workplace.

These internships will connect underemployed recent post-secondary graduates with small businesses and not-for-profit organizations where they will be able to use the skills acquired during their studies and apply them in a professional setting.

In 2018/2019 the Pinnguaq Association delivered \$70,575.01 in internships across organizations in Nunavut, Yukon and Chapleau. The interns were placed in digital skills based positions with the following companies;

Wahkohtowin Development Chapleau ON	Youth of Today Society Whitehorse YT
Arctic Children and Youth Foundation Iqaluit, NU	Inhabit Education Iqaluit NU

Advocacy

The biggest challenge of the program in 2018/2019 was the contribution agreement and funding from the federal government was released to us in Q3 of 2018/2019, limiting our ability to promote the program. It was also a brand new program for both us and the Government and much work had to be done to refine it and learn the intent of its delivery.

In January 2019 we worked with the Federal government to change the guidelines for the program around post secondary requirements. We helped make adjustments to the program which allowed full consideration given to less western forms of post secondary education and the ability to support non-post secondary graduates. Our letter read;

We believe the DS4Y program is an incredible opportunity to close the gap between Indigenous communities and the opportunities increasingly available in digital skills programs. Often the people who need this sort of programming the most are the ones who have had the fewest opportunities in life and are structurally unable to consider attending post secondary at this point. We know that with the IHOs we are assembling we can help support the budding Northern tech industry and ensure it is filled with students from the North who can best tell their stories and support their communities. The way the program is set up now we fear the only people who will be able to take advantage of it are non-Indigenous people who recently moved North. We'd prefer to support the underserved population who haven't had the advantages of the southern Canadian education system and services.

We are seeking permission for the Northern territories to be exempt from the requirement for Post-Secondary education. With our group of IHOs that have expressed interest we are positive we can fill these spaces and offer unique opportunities to Northern and Indigenous youth who are experiencing a different version of the Canadian experience than this program was designed for. With your permission, we know we can provide vital digital skills to those youth and build tech opportunities that truly represent and benefit the North.

This permission was granted and the program changed moving forward.

Employment

2018/2019 was a year of massive growth for the organization. We celebrated major hiring announcements in [May 2018](#) and [February 2019](#).

On December 31st 2018 we had 20 full time staff. 9 who identify as Indigenous, 11 who identify as female.

At March 31 2019 we have 24 full time staff members. 11 who identify as Indigenous. 13 who identify as female.

Company Staff Meeting

This year involved the massive migration of staff to the Lindsay, Ontario area for our first annual staff conference and workshop. These sessions included conversation on the brand of the organization and helped set a direction for the coming 5 years. This is the first vital step in moving forward with a strong Strategic Plan.

[Pinnguaq Branding Sessions Notes](#)

Training: Education:

Our staff were provided with important training in 2018/2019 including ASSIST, First Aid and cultural training through Enweying: Indigenous Foundations in Health and Education through Trent University.

We also developed a full “Education Leave” policy with an aim to create an atmosphere where our staff are encouraged and supported to continually grow and learn new skill-sets to achieve their professional career goals and dreams.