





"Geo-Nautas" online youth program

Module one flying test experiment



Graduation of the first team of Geonautas (August 28th)

OVERVIEW	
Flying Labs	Panama Flying Labs
Location	Panama
Date	From August 10th to August 25th, 2020





Length (number of days)	15 days
Sector program (optional)	YouthRobotics
Format	Online
Co-organizer if applicable	UTP, Esri (they provided the platform)
SDGs	GOAL 4: Quality Education GOAL 8: Decent Work and Economic Growth

Scope & Outcomes	
Type of training	Youth/STEM training
Goal of the training	 Create drone awareness Train and empower youth and the workforce of the future Teach the main concepts of UAV in a funny and responsible way Main concepts of the GIS
Expected outcome for participants	 The participants were expected to learn the following: 1) Use of drones in medicine to reach areas of difficult access 2) Basic skills to pilot drones 3) Possible engineering careers
Confirmed outcome after training	 At the end of the training, participants were able to: Identify the principal use of drones as a tool in their future careers Understand the main concept of geographic system information Create maps Understand main concepts of principles of flight, four forces
Eventual next steps	Plan to organize another round of online courses and look for sponsors and donors to enable more youth to join the program.



PARTICIPANTS		
Profiles and number of participants	13 School children (age range between 12 and 16 years old)	
Gender ratio	15% female 85% male	
Who paid for the training?	The training had four modules. The two first modules are free of charge. The two last modules were paid by the participants.	
Participant fee rate (if applicable)	USD30 per participant	
Scholarships offered?	Yes. 1 participant was offered a scholarship for the second half of the training.	

CONTENT	
Training components	 Module 1: Drones and stems. Module 2: Geospatial science. Module 3A: The science of the UAV and the manual flight Module 4: Scratch and automatization
Training resources used	 Software: Tello Edu, Kahoot Hardware: Tello Resources: Modul 1 Modul 2
Approaches and methods used	We created a specific training curriculum for the participants of this training. Each module was related to the next one, leading to various topics and fun activities to keep the audience engaged throughout the whole training. We organized different experiments, hands-on activities, including the use of drones and programming exercises at the end. Each participant was involved in an individual practical session.