One Laptop per Child

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Outline

- Our mission
- How would one design a laptop for children?
- How will children use the laptop for learning?

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Our premise: Children lack opportunity, not capability

High-quality education for all is essential to provide a fair, equitable, economically and viable society; access to laptops on a sufficient scale provides real benefits for learning.

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How would one design a laptop for children?

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A child's laptop is:

- Safe and robust;
- Light to carry; vibrant to look at;
- Used outdoors (ready to go where they are);
- Low power;
- Helps them communicate and interact;
- Encourages them to express themselves;
- Lets them engage in open-ended discovery;
- And of course... inexpensive!

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Software features

- Web browser/server
- Word processing
- eBook reader
- Chat
- VOIP
- Email
- Journal
- Wiki
- Graphics
- Logo
- Etoys (Smalltalk)
- Multimedia play/record/stream
- Music synthesis/playback
- Games

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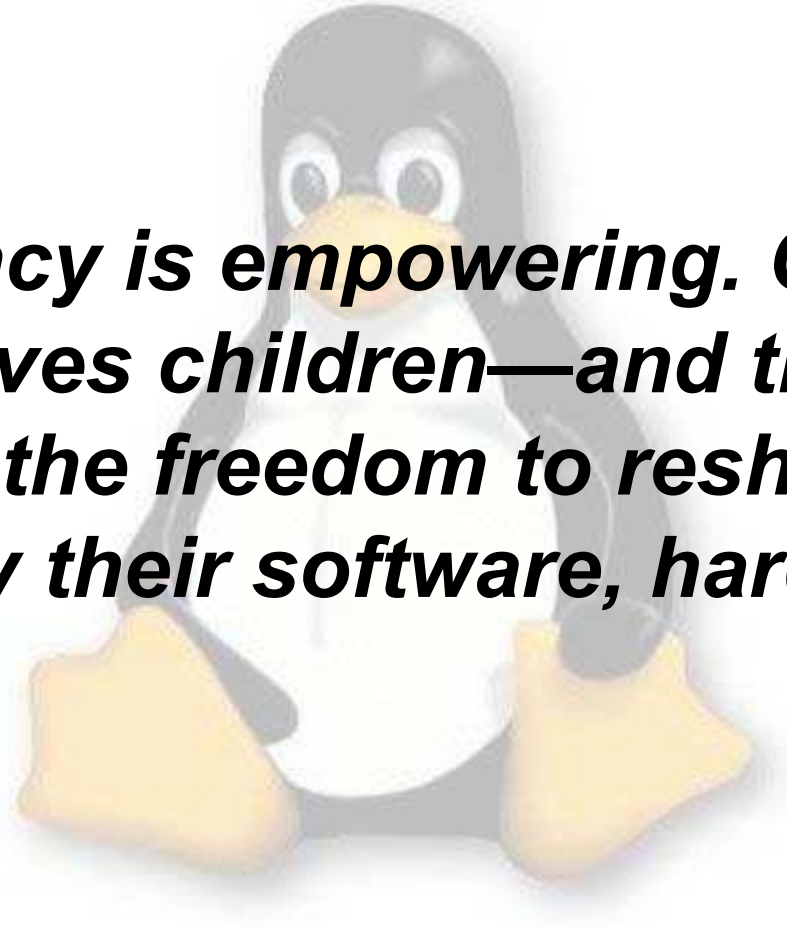
Appropriate to appropriate



Transparency is empowering. Open-source software gives children—and their teachers— the freedom to reshape, reinvent, and reapply their software, hardware, and content.

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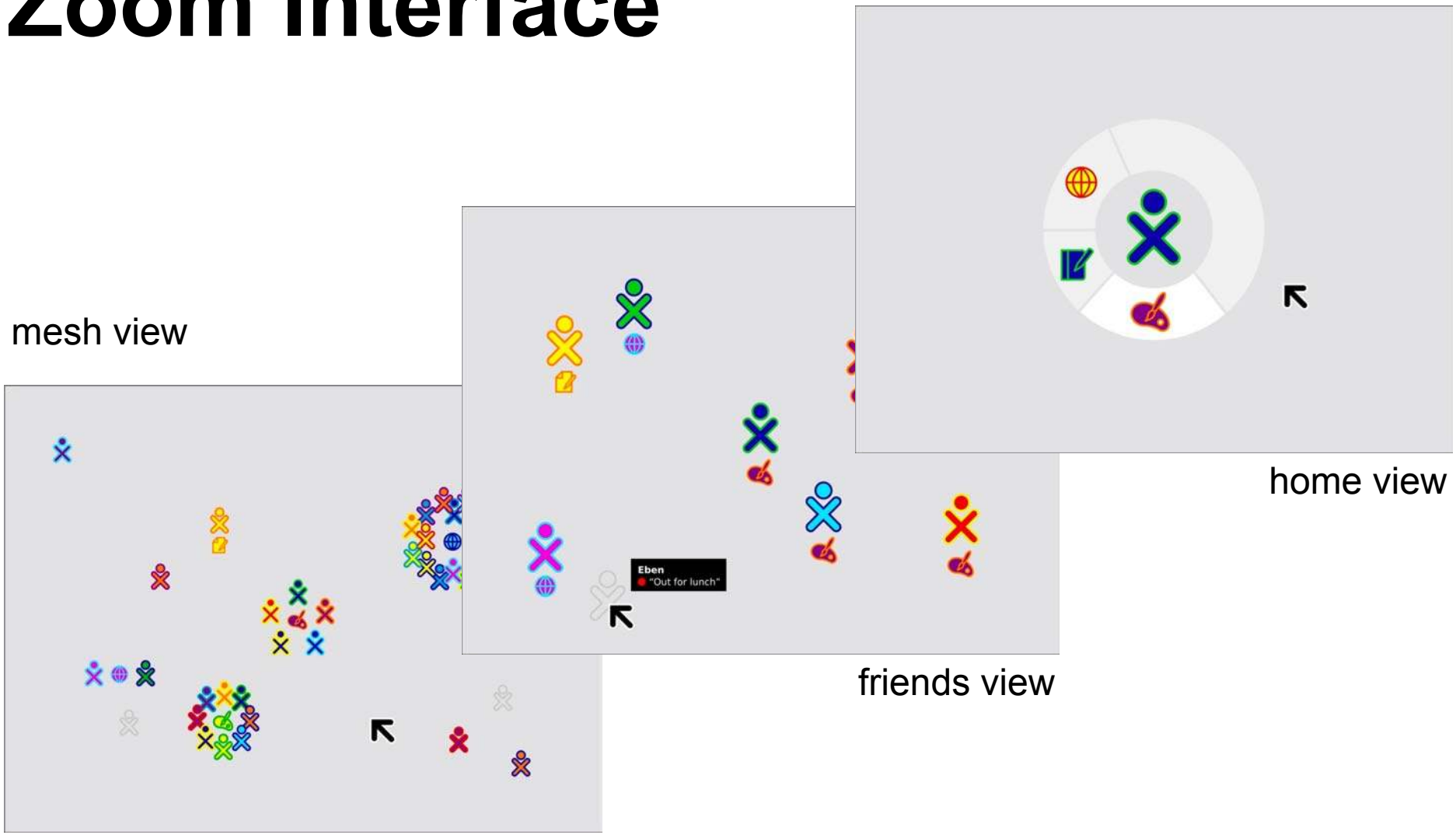
Zoom Interface



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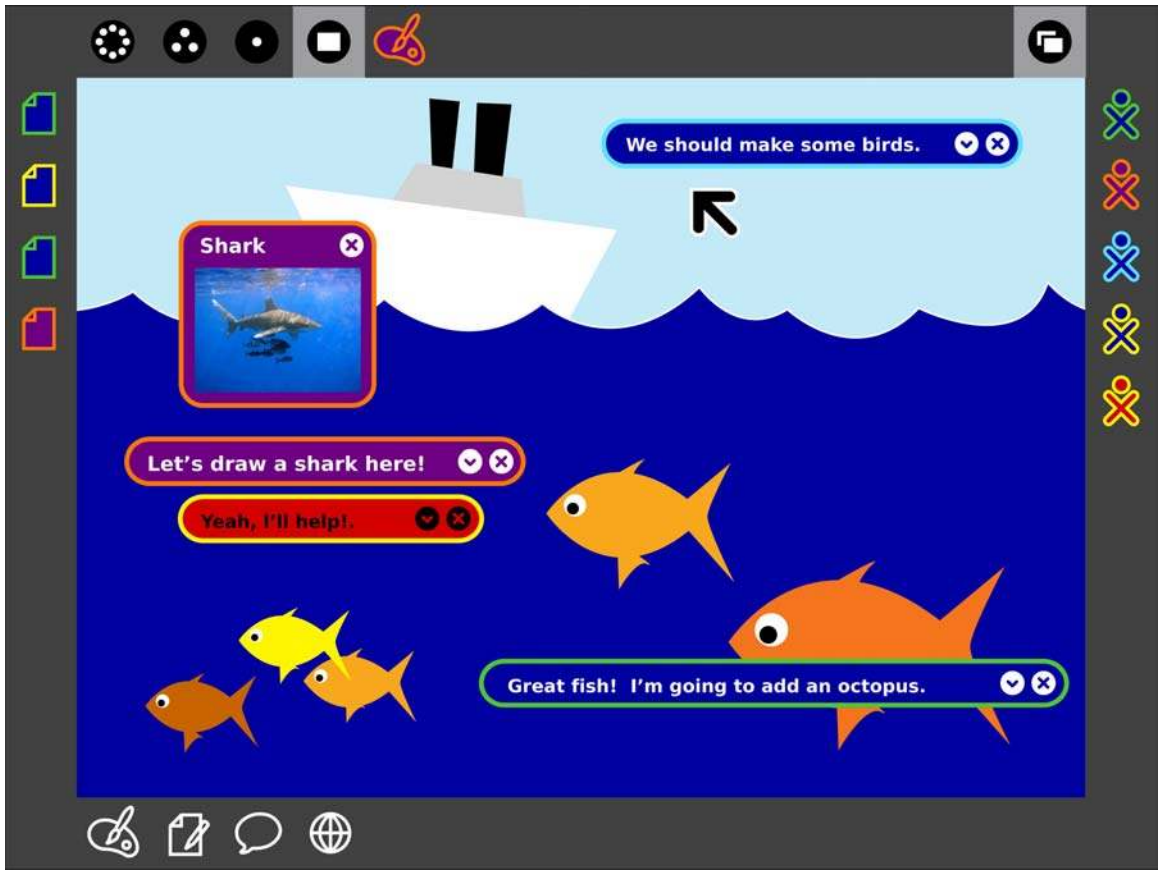
Collaborative Interface



We leverage the mesh network to enable collaborative learning—the presence of children and teachers as collaborators and critiques is always present in the interface.

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Security

- open design
- low-risk tinkering
- protection for the uninformed user
- secure BIOS
- protection against irreversible damage
- strong authentication between users
- “scrutinizable” software

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How will children use the laptop for learning?

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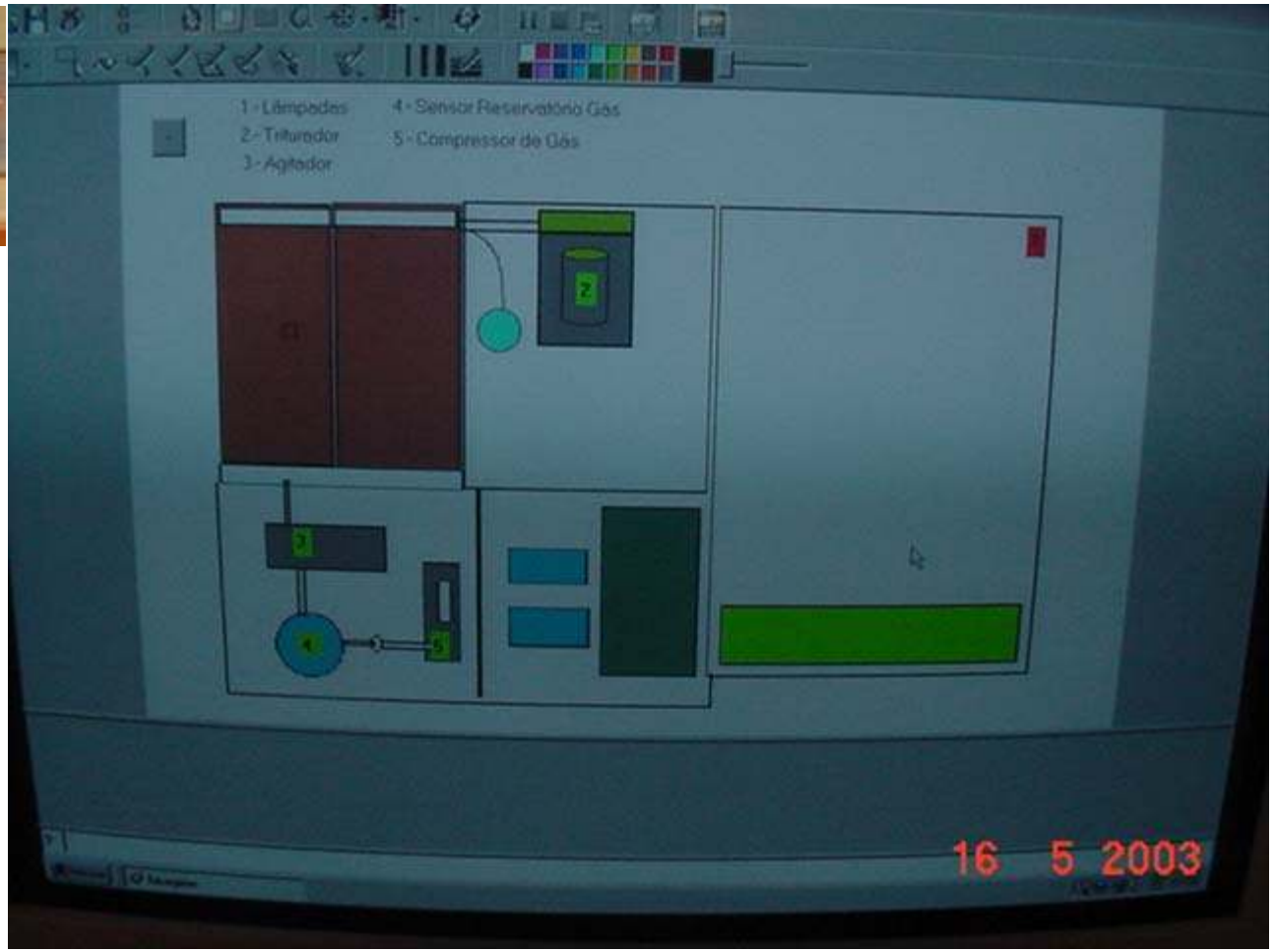

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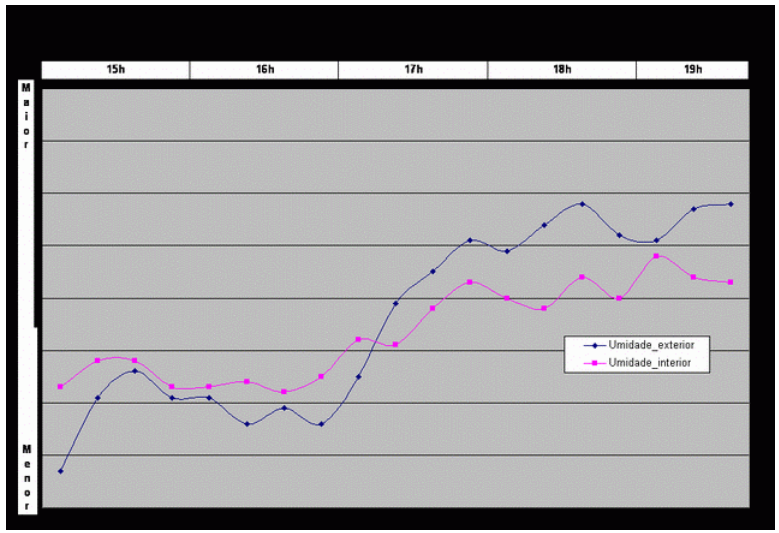

ONE LAPTOP PER CHILD

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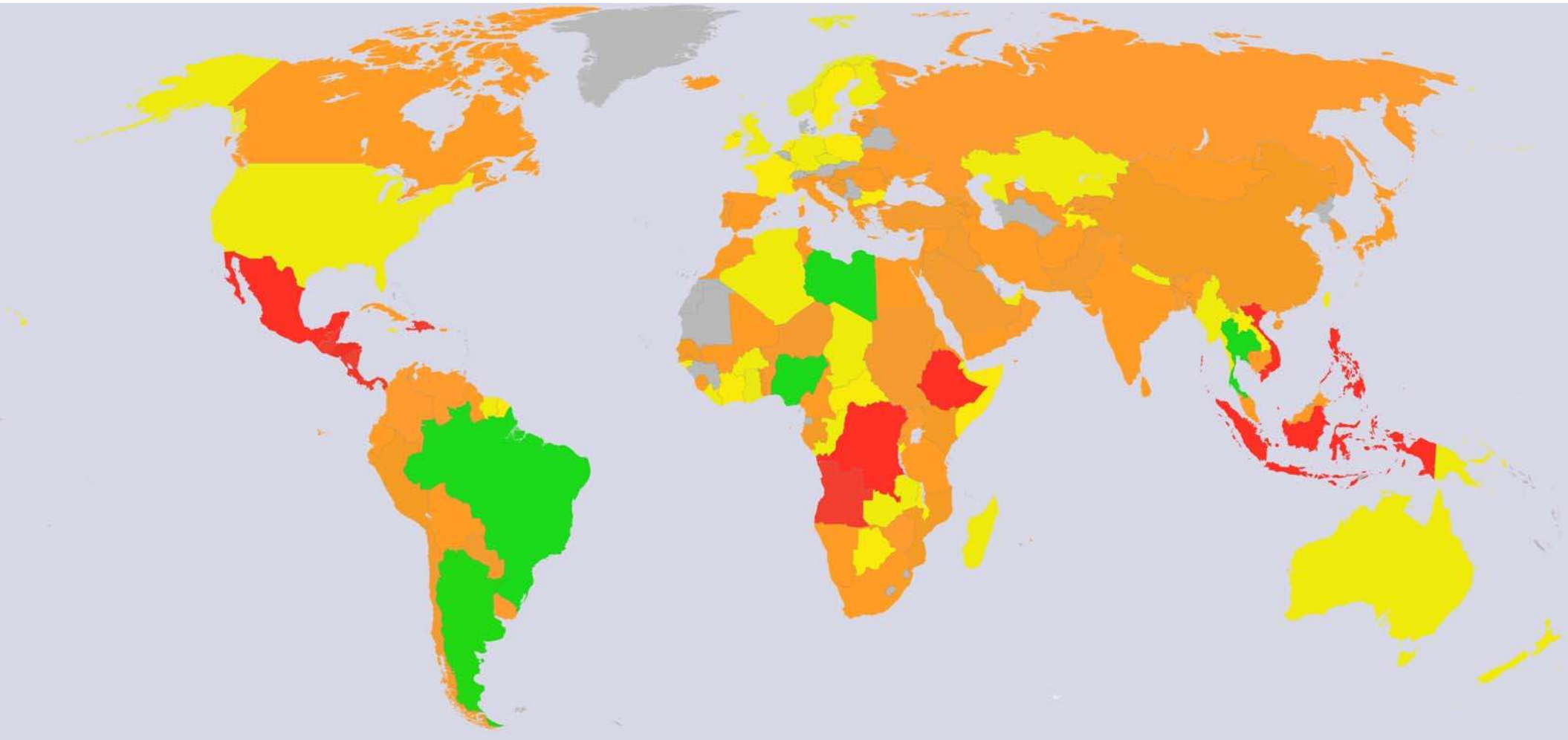
Where?



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Roll out

- B1: November 2006 (1000 machines)
- B2: December 2006 (500 machines)
- B3: January 2007 (3500 machines)
- C: March/April 2007
- Mass production (June/July 2007)
- 1-million units/month by the end of 2007

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