



PUNTO CREA

UNA COMUNIDAD PARA
JÓVENES
· CREADORES ·

FROM HOME

We prepare for Balam 2020, the national robotics challenge

Lockdown for Covid-19 has changed everybody's lifestyle.
Punto Crea is also adapting.



Punto Crea was born knowing we would use internet to expand learning among youth. From the outset we established puntocrea.org, our online portal with learning challenges, assessment resources and information about our methods for participating youth, volunteer tutors and our facilitators.

But the lockdown forced us to adopt an online lifestyle in a much more radical way. We first thought of our online portal as a means to support learning and face-to-face meetings. But now learning and meetings must also happen online. **Virtual Punto Crea** is now more than an option: it is an unavoidable need!

Fortunately, young people are always ready to try something new and explore creative connections. This is what Punto Crea is about. *Balam 2020*, the Guatemalan national robotics challenge offers us an opportunity to deploy virtual Punto Crea. Nine youth—including 2 volunteer tutors—in Totonicapán and San Rafael Pie de la Cuesta municipalities are preparing to take part in the challenge.

Although these days they cannot meet face-to-face, they have learnt that it is possible to work as a virtual Punto Crea. Cécily, Jessica, Sandra, Claudia, Daniel, Robinson, Jonatahn, and their tutors Widmar y Victoriano these days have plunged into learning electronics, programming and digital fabrication. Meanwhile we are still seeking funds to ensure they can take part in the challenge: we must procure robots, pay registrations and cover travel, room and board expenses to take them to Guatemala City when the meeting is finally held.

Our donors' response so far has been spectacular. Thanks to 21 contributors we have reached 77% of our goal. But we must still cover the difference. Please visit our fundraising page on [GlobalGiving](#) to make a donation or commit to a monthly subscription.

Balam 2020 is organized by Galileo University. It includes 3 phases:
In **Aprende** (Learn) participants master the basic electronics, programming and digital fabrication skills needed to take part in the challenge.
In **Crea** (Create) they become familiar with the technology used and assemble their robot in 3-member teams.
Finally, in **Compite** (Compete) they apply what they have learned and go for the prize by operating their robots successfully!



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