



PINNGUAQ

Annual Report

April 1st 2019- March 31st 2020

Prepared by Pinnguaq
www.pinnguaq.com



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Introduction

2019-2020 was a year that saw the Pinnguaq Association continue its growth as a leading provider of STEAM education across Nunavut and the rest of Canada. The year started with us moving to a new location for the Iqaluit Makerspace and saw us not only open another Makerspace in Lindsay, Ontario but be a part of the Smart Cities Challenge winning team. It ended in a Pandemic and worldwide lockdowns, seeing us pivot heavily from our model of delivery to meet this challenge head on.

This report covers the year that was 2019-2020 with all of its twists and turns. We are proud to have released two original games during this year. Inuit Uppirijatuqangit is the brainchild of a former student, now employee, Talia Metuq. Nanili is a team effort to bring our own coding tools that are relevant to the communities we serve. We partnered with the Nunavut Literacy Council to release Aaqqiksugaq and continue support for Uqqalimarluuk, and saw updated versions of iSparx (with York University) and Health NU (with Qaujigiartiit Health Research Centre) released.

Our delivery remains the heart and soul of what we do and we grew our team to meet that challenge. With the support of the department of Innovation, Science and Economic Development (ISED) we delivered hundreds of programs, thousands of hours. In total we worked with 3172 students and provided training to 565 teachers.

As I write this we are in the first month of lockdown in a global pandemic. Our Makerspaces are closed and our teams are pivoting to online delivery and learning. We do not know what 2020-2021 will bring, but this report details how we tackled 2019 and the early parts of 2020 and the pride the 44 staff we employed this year have in our work.

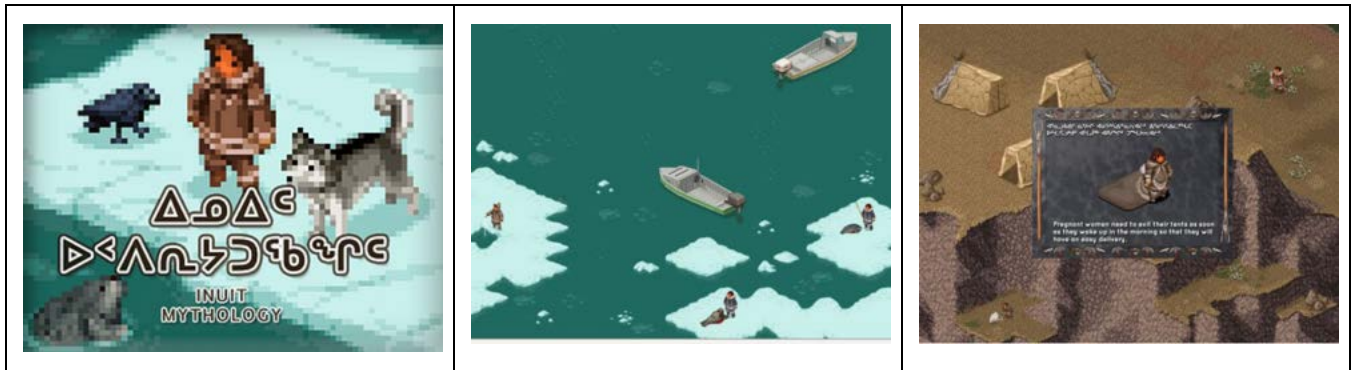
Projects

Inuit Uppirijatuqangit

Released: May 10 2019

Download on: [Itch.io](https://itch.io)

Inuit Uppirijatuqangit was fully released in May 10 2019. The concept of the game was created and written by Pinnguaq's own, Talia Metuq. Talia wanted to develop a game that invited users to learn the traditional stories of Inuit culture while creating a mode of preservation. Talia's journey is a special one to us. Talia started off as one of our first 'Code Club' students. She went from attending Code Club to the Vancouver College of Art and Design in BC and has now been with Pinnguaq for 3 years developing curriculum and contributes to all major Pinnguaq projects. She is the inspiration behind Pinnguaq's mission- her journey embodies the ideology behind Pinnguaq's Life Cycle (Education, Resources, Mentorship, Employment, Production & Advocacy).



Aaqqiksugaq

Developed in Partnership with the Nunavut Literacy Council, Aaqqiksugaq was released in 2019. Learn new words in Inuktitut syllabics and roman orthography through a jigsaw puzzle game! This educational application, created for children in Nunavut, promotes learning through 45 unique jigsaw puzzles, showcasing some of the art and culture inherent to Nunavut. Each puzzle features a word composed of a character from the Inuktitut syllabary. Complete all puzzles to learn the entire syllabary character set!

Features

- 45 different puzzles sorted by increasing difficulty. Watch as children are rewarded for completing more and more difficult levels.
- Three assists per puzzle, allowing younger children to complete even the most difficult levels by auto-fitting up to three puzzle pieces.
- Astounding animations of the puzzles upon completion to breathe life into the artwork and capture the essence of the word.
- Audio playback of each word to allow children to correlate the visual component of the word with its sound.
- Intuitive controls with an emphasis on simplicity so that young children can navigate the app.



iSparx

iSparx and Pinnguaq partnered in a major consultation on April 12th in Iqaluit which saw youth from all around Nunavut join to provide feedback on the game. Pinnguaq also ran sessions on 3D modeling and development with the youth.

“Making iSparx Fly in Nunavut” is a youth-led project to design and test an Inuit computer game that builds resilience and promotes mental health. The support of the CFSN program also ensures our designers and testers across Nunavut have regular access to the game to provide input and help redesign this unique experience for Nunavummiut.



Health NU (French)

In September 2019, the App Health NU was updated and re-released with a French mode for french services workers coming into the territory.

Health NU is a [mobile app](#) created by Pinnguaq in partnership with Qaujigiartiit Health Research Centre. The goal of the app is to amplify the voices of Nunavummiut to welcome and orient new members of the health care workforce. This was an important step for this App and it's continued growth and use.

By March 2020 the App had been downloaded over 1100 times.





Smart Cities



For the Government of Canada’s 2019 Smart Cities Challenge, Pinnguaq partnered with a group of Nunavut-based organizations to submit a proposal on behalf of the 25 municipalities in Nunavut. Their objective, as outlined in the government’s challenge statement, was to address how communities could implement protective and preventative measures to reduce the risk of suicide in Nunavut—which is 10 times the national average. Specifically, the challenge required applicants to propose a plan to “increase the amount and accessibility of peer support networks, educational resources and creative outlets that promote positive mental health to all Nunavummiut.”

The resulting proposal—Katinnganiq: Community, Connectivity and Digital Access for Life Promotion in Nunavut—was ultimately awarded one of the challenge’s C\$10 million prizes on May 14th 2019, and has now been formalized as a Nunavut-based not-for-profit organization called the Katinnganiq Makerspace Network (KMN). KMN’s mission is to implement and administer the project: a multi-faceted effort to create a network of both digital and physical community hubs (makerspaces) in up to 25 communities in Nunavut, offering opportunities for youth to connect and share knowledge, learn skills through culturally sustaining activities, and to express themselves through creative outlets as pathways to mental wellness.

In part, the project has been designed to refocus the narrative on positive foundations in Nunavut communities—mental wellness and “life promotion”—through the creation of spaces where learning is achieved through exploration, collaboration and creative play. Over the past few decades, makerspaces have grown from a niche movement into a vibrant, widespread culture, often characterized by its combination of digital fabrication, open hardware, software hacking and traditional crafts, built on an ethos of innovation, openness and skill sharing.¹ Makerspaces in Nunavut offer gathering places for people of all ages and backgrounds to come together to share, learn, create, experiment, play and have fun. They offer a safe, communal space to bring youth and Elders together to exchange



Education Development

Arviat Sessions- February 2019

With partners in Canada Learning Code and Qaujigiartiit Health Research, we teaming up with Aqqiumavvik of Arviat to run a full week consultation on what a unique “Made in Nunavut” computer science curriculum might look like. Our team spent the first day engaged in Inuit Qaujimajatuqangit and consulting with elders as to their experiences with technology. The next day our team worked on the land with the [Young Hunters of Arviat](#) to see the [Smart Ice](#) program in action and learn how technology is changing this traditional practice. The day after our team will visit [Kiluk](#), the Hunters and Trappers Organization and many more community members to see how technology is used day to day to improve the lives of community members. From there, our team, along with the people of Arviat we’ve worked with all week, developed methodology and philosophy that leads to a better type of technology curriculum design for Nunavut communities.

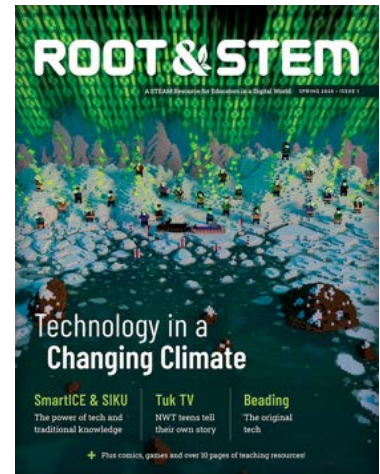


The team meeting with Shirley and Joe to discuss IQ principles.

Joe Karetak works for Department of Education Nunavut as Team Lead Heritage and Culture, and Shirley Tagalik is a 30+ year veteran of curriculum development in both NWT and Nunavut, now working with Aqqiumavvik Society.

ROOT & STEM

Development began in 2019 on Root & Stem. Root & STEM is a free print and online STEAM (Science, Technology, Engineering, Art, Math) resource to support K-12 educators in teaching digital skills. Each issue features articles, activities, and lesson plans with a specific focus on STEAM education through creativity. Root & STEM provides a holistic approach to education, merging heart and head while pushing the boundaries for how Canada thinks about science, technology, engineering, arts, and math. Our goal is to provide a platform for more diverse STEAM stories and resources to be shared, with the hope that educators will see the unique needs of their communities and classrooms reflected.



Lesson Translation

In 2019/2020 Pinnguaq undertook a massive effort to translate as many of the existing 100+ modules as we had produced into Inuktitut and French, to make them available to a wider audience.

In total;

- 85 Modules were Translated into Inuktitut using 6 different translators
- 97 Modules were translated into French using 8 different translators

K-12 Delivery

March 2020 ended in a global lockdown and pandemic that promises to radically shape the work we do. The Pinnguaq Association received major support from two major funders in 2019/2020 for delivery of K-12 programming through CanCode and CanNor. Delivery was run in Nunavut, Nunavik and land included in Treaty 20 in Ontario. Additionally we partnered on the Ontario Trillium Fund grant to deliver a unique series of programming in Curve Lake First Nation. We saw the opening of the Lindsay Makerspace in October 2019 and the continued delivery of programming at the new and improved Iqaluit Makerspace at 1412 Sikituuq Dr.

CanCode funding was not received until halfway through the fiscal year, which stunted the major push, but continued partnerships in Nunavut and Ontario allowed programming to continue.


This allowed us to support delivery to a total of **3172 students and trained 565 Teachers**. Highlights included;



Q1 and Q2 (2019/2020)

Summer Camps (Iqaluit)

- July 1st-5th 2019- Introduction to Coding Camp - 20 Students @ 5 Days Total, average 8 Hours a Day.
- July 15th-19 2019- Introduction to Coding Camp - 20 Students @ 5 Days Total, average 8 Hours a Day.
- July 22nd-26th 2019- Make a Game Coding Camp- 20 Students @ 5 Days Total, average 8 Hours a Day
- August 12th-16th 2019- Digital Art and Coding Camp- 20 Students @ 5 Days Total, average 8 Hours a Day
- August 19-23 2019- Digital Art and Coding Camp- 20 Students @ 5 Days Total, average 8 Hours a Day



We hosted a number of unique coding lessons and training for students and teachers across Nunavut and Ontario in Q2 of 2019/2020. They include;

Summer Camps (Lindsay)

- July 22nd-26th 2019- Introduction to Coding Camp- 22 Students @ 5 Days Total, average 8 Hours a Day
- August 19th-23rd 2019- Minecraft and Coding Camp- 20 Students @ 5 Days Total, average 8 Hours a Day

Summer Camps (Curve Lake)

- August 19th-23rd and August 26th-30th: A two week camp focused on digital storytelling, digital art and coding. 28 students total for 10 days, averaging 8 hours a day.

Sept 17th -19th 2019 The Nunavut Trade Show (Iqaluit)

- In which unique, one off programs were held on “Open to the Public” day. With over 200 school students entering the Arctic Winter Games Complex we hosted engagements with a counted 62 of them around introducing coding concepts and helping them build their first robot.
- We also hosted specific teacher training events and provided curriculum to teachers, hitting a total of 22 teachers across two different events connected to the trade show.

Sept 30th 2019 Middle School Partnership (Aqsarniit Middle School- Iqaluit)

- On the last day of Q2 2019/2020 we began a long term relationship with Aqsarniit Middle School in Iqaluit. We brought together 12 youth from Grade 7 and 8 to learn the basics of digital art and interactive art through coding. In Q3 this has led to a major gallery showcase for those youth. More details next report!



Kawartha Lakes Library Partnerships

In advance of the creation of the Lindsay Makerspace we worked out of the Kawartha Lakes public library and hosted a variety of events across Ontario. These include;

- August 12th 2019: Coding Workshop in Bobcaygeon, Ontario. Estimate 28 participants over a 4 hour event.
- August 13th 2019: Coding Workshop in Kinmount, Ontario. Estimate 18 participants over a 4 hour event.
- August 14th 2019: Coding Workshop in Kirkfield, Ontario. Estimate 14 participants over a 4 hour event.
- August 15th 2019: Coding Workshop in Omemee, Ontario. Estimate 26 participants over a 4 hour event.
- August 16th 2019: Coding Workshop in Woodville, Ontario. Estimate 15 participants over a 4 hour event.

July 3rd and 4th we also hosted an educators training session to ensure the lessons we taught in those communities were kept in those communities. In advance of us arriving in each community we hosted 22 librarians, educators and library technicians over a two day session that taught the basics of coding, how to use our curriculum and where they could access it.



When we returned to the communities in August those teachers involved in the training provided support to our delivery.

Baker Lake NTEP Delivery

- On September 17th 2019 we delivered a one hour curriculum introduction and training to 5 students of the Nunavut Teachers Education Program in Baker Lake.

Educator Training (Ontario and Nunavut)

- June 27th and 28th (Iqaluit) and September 24-26th (Lindsay) we hosted a large series of workshop around coding delivery for educators. These were delivered to a total 19 people (11 in Iqaluit, 8 in Lindsay) who deliver, or will now deliver coding education in those two jurisdictions.

Other Sessions;

- July 31 2019 - Digital Instructor Training: Curve Lake First Nation. Training the educators in Curve Lake in preparation for the major camps we ran in August. 7 total learners in a 3 hour session.

- August 1 2019- Prime Ministers Youth Council in Iqaluit. With 33 future leaders in Iqaluit the first week of August, Amoudla Kootoo and Ryan Oliver ran sessions with all participants on technology, entrepreneurship, coding and more.
- September 27th 2019- We ran a PA Day Session at the Nogojiwanog Native Friendship Centre in Peterborough, Ontario. 8 youth attended.
- July 13th 2019- We hosted a “Code the Rainbow” event at Kawartha Lakes Pride, working with 23 kids on this unique, one of a kind curriculum.
- September 18-21 2019, we hosted 4 days of events at the Lindsay Central Exhibition (LEX) serving 110 youth in sixteen unique sessions that ranged from 30 minutes to 1.5 hours. Everything from coding, arduino, binary code and robots was featured.

Q3 (2019/2020)

We accomplished a lot in Q3 2019/2020 we delivered programming in:

- [Rankin Inlet](#)
- Baker Lake
- Pond Inlet
- Resolute Bay
- [Grise Fiord](#)

We were able to seize the interest from communities and find efficiencies in flight paths that allowed us to often visit two communities on the same trip. In Q3 alone we were able to reach 5 different communities in Nunavut, and outside of our Iqaluit Makerspace we reached a total of 309 student participants and 38 teachers. We also delivered coding sessions in two communities in Nunavik:

- [Kuujuuaq](#)
- [Kangiqsualujjuaq](#)

Through our working relationship with the Kativik Regional Government we were able to build relationships in these two communities. From these two visits we reached 128 student participants and 10 teachers.

- Daily programming has occurred in the Makerspaces in Iqaluit and Lindsay, serving hundreds of people in both communities and allowing for unique programming for these communities.
- Lindsay ran 5 unique weekly programs, in addition to a series of drop in programs that resulted in 442 students experiencing over 1000 hours of unique programming.
- Iqaluit ran 14 unique weekly programs, every day in addition to a series of unique and drop in programs on weekends and during the day. This directly resulted in around 611 students receiving close to 1500 hours of unique programming.

- Curve Lake is scheduled to open June 2020 on a full time basis and this quarter involved raising more money, developing community buy-in and training staff. The progress on this space has been incredible and continues to grow towards a major opening in the Curve Lake Cultural Centre.
- Pangnirtung, Nunavut's makerspace is all ready to go, we are simply waiting for the approval of the District Education Authority (DEA). They have not met since September 2019 due to issues getting quorum, but we are ready to go there with staff in place that run occasional programming when it is possible.

Q4 (2019/2020)

We had a busy 2019/2020 Q4 surpassing our goals in terms of student numbers, despite some cancellations due to COVID-19.

Programming was delivered in:

[Pond Inlet](#)

[Baker Lake](#)

Igloolik

[Resolute Bay](#)

With plans for a second trip to Grise Fiord although this was cancelled mid trip due to Covid-19

Regular programming was also run at the Iqaluit Makerspace.

We are finding great success in being able to deliver in two successive communities as flight efficiencies make the logistics much simpler and cost effective. Q4 saw us reach 4 different communities, one more than outlined in the CA and totalled numbers of 233 student participants and 35 teachers.

The Iqaluit Makerspace ran 11 programs reaching 381 participants including educators. The Lindsay Makerspace ran 14 programs reaching 389 participants including educators. This included a unique [beading workshop](#) run by our staff member, Courtney Milne.

Adult Digital Skills Delivery

Employment Initiatives

Digital Skills For Youth


The DS4Y program aims to help recent, underemployed post-secondary graduates enhance and develop digital and soft skills 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 2019/2020 the Pinnguaq Association delivered \$375,040.08 in internships across 16 organizations in Nunavut, Yukon, Ontario and BC. The interns were placed in digital skills based positions with the following companies;

Aakuluk Music Iqaluit, NU	Alianait Iqaluit, NU	Nunabox Iqaluit, NU	Arctic Fresh Ottawa, ON & Igloolik, NU
BRCC Iqaluit, NU	Boys & Girls Clubs of Kawartha Lakes Lindsay, ON	Taqquut Iqaluit, NU	Smart ICE St. John's, NFLD & Nunavut
Qaggiavuut! Iqaluit, NU	Aakuluk Daycare Iqaluit, NU	Inspire Nunavut Iqaluit, NU	Many Hats Coquitlam, BC
Wahkohtowin Chapleau, ON	Hitmakerz Iqaluit, NU	Small Economy Works Ottawa, ON & Iqaluit, NU	Youth of Today Whitehorse, YT

Computers for Success Nunavut

2019/2020 was a unique year, clouded by Covid-19 as this report is being assembled. It was the beginning of a successful refurbishment program in the territory, more delivery across more communities than previously and the first steps in what will be a five year Smart Cities Challenge project.

The importance of the CFS program in Nunavut cannot be overstated. Nunavummiut has the biggest challenges associated with connectivity and digital skills training, and these computers continue to allow us to expand our offerings and affect those most vulnerable.



Highlights this year include;

Work With 3rd Party Organizations in Iqaluit, Nunavut

In 2019/2020 we expanded our reach with other orgs more than we ever have in the past. After running a digital skills program at the Makerspace in Iqaluit early in the year, we realized our biggest impact is going to be when we *go to where people are* as opposed to asking them to come to us. This year we ran unique programs in Iqaluit with;

- Nunavut Literacy Council
- Agvvik Nunavut (Women's Shelter)
- Aqsarniit Middle School
- The Men's Shelter

And more. By bringing computers to our clients we are better able to serve the community and pass on the vital digital skills with the tools to back them up.

Refurbishment in 2019/2020

Refurbishment was a huge part of what we did in 2019/2020 and successfully running a pilot program with the support of Shared Services and Parks Canada allowed us to refurbish a total of 36 computers in Iqaluit, along with a variety of monitors, printers and other tech tools that became a part of the Makerspace.

Total Numbers for 2019/2020

Q1: 10 Computers
Q2: 85 Computers
Q3: 163 Computers
Q4: 110 Computers

Total numbers for 2019/2020:

- 36 Computers Refurbished
- 368 Computers Distributed.



Employment

By December 31st 2019 we had employed 44 people throughout the year. At December 31st 2019 we had a total of 36 employees, 32 of whom were full time staff. 55% of our employees in 2019 identified as female. 39% of our employees identified as Indigenous. We had staff spread across Canada including Pangnirtung, Iqaluit in Nunavut. Lindsay, Fenelon Falls, Omemee, Ottawa and London in Ontario, and more.

We provided \$1,262,979.28 in employment income in 2019 to all staff, full and part time.

December Employee Meetings

As always we brought all of our staff to the Lindsay area for an in person series of meetings that took vital steps towards the development of our first Strategic Plan. Sessions run included;

- Divisional highlights of the year
- Looking at what Pinnguaq could look like five years in the future through the writing of “Letters home”.
- Analysis of our North Star, HR Priorities, Advocacy priorities and more.

The sessions ended with a massive, all family celebration that really emphasized how large our team has become. Gifts for the staff this year included branded hats made by Pangnirtung’s Uqqurmiut Studio, wild rice provided by Curve Lake First Nation and a copy of “Cottagers and Indians” by Drew Hayden Taylor.



Education Leave

As any committed organization does, we 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. With that in mind, we introduced an [Educational Leave Policy](#).

Our Office Administrator, Hailey Bennett and the Iqaluit Makerspace's "Techy Intern", Mac Pavia went off to college in September 2019! During their employment, these employees' roles within the company have grown tremendously since first being hired. Alongside their natural talents and drive, we were able to provide them with the opportunities and resources to grow their professional and digital skills; working side-by-side with industry professionals and mentors. Now we're supporting them to attend post-secondary courses so they can further their education, to expand and build their credentials.

Hailey Bennett:

(Full education leave - 50% of salary paid and full tuition costs covered)

"Over the last two years, I've been given an amazing opportunity to work alongside everyone at Pinnguaq. I started off as a social media intern, who was only supposed to be hired for about 3 months or so, and from there have built my way up. I have provided support for my colleagues, spent countless hours testing apps and games to make sure they were good to be put out into the world, helped with tech camps and over the last year or so I have taken on the general duties of an Office Administrator. Halfway through last year, Ryan had brought up the idea of me going to school to further my education and career within the company, and with that, I decided it was time to go to school. While at Pinnguaq I had the opportunity to be exposed to how the web works through WordPress, Squarespace, and Pinnguaq's proprietary learning space which inspired me to go to school for something to do with web design. When deciding what program I potentially wanted to do, I was torn between something to do with the graphic design half, and the web design half. Through further research, I found the [Interactive Media Design](#) program at Durham College, which incorporates both graphic and web design. I hope to come back with a better understanding of how web design and coding work to be able to collaborate with the web team, as well as have a little bit more of an understanding for graphic design and everything that goes into both. I also hope to potentially be a mentor to other colleagues after some time too."

Mac Pavia

Provision of scholarship (\$2000)

I will be taking [Graphic Design](#) at the Mohawk Fennell Campus in Hamilton, Ontario. One of the main reasons I decided to take graphic design was because of my time spent growing up in my family's sign shop. When I lived in Alberta, I was online schooled for 3 years, during this time I was able to make signage and help out with the family business. I got to see my mom use the design process from start to finish with customers. When I moved to Iqaluit, I started to toy around with Adobe Photoshop and from there I taught myself to create photo composites (combining two images into one). It was one night after I had spent three hours working on an image that my mom suggested that I should become a graphic designer- I thought about it and agreed. As for future plans (and this is very far into the future) I want to open my own sign shop. I hope that through my studies I will be able to produce better photo composites and learn more about the process of graphic design. I hope to follow in my mom's footsteps and get the opportunity to learn more about the creative design process that companies will use when marketing products.

Training:

Delivery Team Training:

Six new delivery team staff were brought on to the team in August 2020 and brought to the Lindsay office for a week of training. This was focused both on our travel delivery team, as well as our staff for the new Makerspace in Lindsay and new staff for Pangnirtung and Iqaluit.



Podcast Training

As the Pinnguaq digital media planning grows we partnered with the Peterborough Podcasting Network to provide training to our staff on the preparing of digital audio and video recording. These lessons were turned into lessons we provided both in Curve Lake during the summer as well as available permanently on the website. This level of digital skills training was an important next step for the growth of our staff.



Rights of The Child Training

Run in our Iqaluit Makerspace we held “Rights of the Child” training with the Government of Nunavut and our 2019 summer camp staff and board members.

