

I. IDENTIFYING INFORMATION

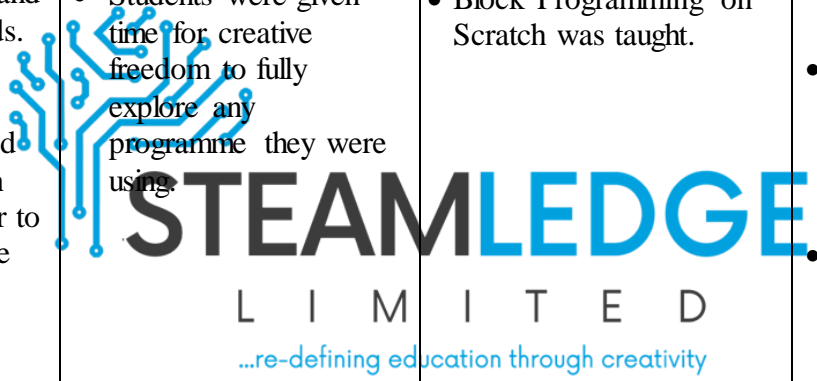
Project Title:	STEAMLEDGE COMMUNITY PILOT PROGRAM 1
Type of Project:	Education
Project Proponent/s:	Steamledge Limited
Project Beneficiaries:	Pupils
Location of Beneficiaries:	Race Course Model Primary School.
Number of Participant Students	21

II. EXECUTIVE SUMMARY

- ✓ Steamledge Community's main goal being actioned here is the creative computing outreach programme to less privileged schools for the nurturing and development of IT skills on selected students.
- ✓ The primary objective was to bridge the gap in gender and stratum of social class to provide early access to quality IT education for future development of students with a particular emphasis on STEM fields.
- ✓ 21 students were selected almost equally divided between boys and girls.
- ✓ Students were found to lack the very basics of knowledge on how to use computers and hence, the programme had to start from the basics.
- ✓ The computers in the lab were donated and yet remained unused for over a year due to an undeveloped school curriculum and lack of qualified teachers.
- ✓ Students were taught the uses of individual components of a computer as well as word processing skills for the beginning of the programme.
- ✓ The programme later shifted to teaching block programming which was the originally intended focus point.

III. ACCOMPLISHMENT OF OBJECTIVES

OBJECTIVES	STRATEGIES	ACTIVITIES	RESULTS
<p>The following are the training objectives of the Steamledge Community pilot program.</p> <ul style="list-style-type: none"> • Provide early access to quality IT education to less privileged schools. • Provide a platform to nurture young and promising minds. • Particular emphasis placed on the inclusion of girls in order to encourage more of their participation in STEM fields. • Widen the scope of exposure to STEM education to underprivileged students. 	<p>The strategies that helped in the accomplishment of the objectives are as follows.</p> <ul style="list-style-type: none"> • Healthy Thrust Leader to student ratio. • Project based learning heavily employed to ensure rapid development of computer skills. • Students were given time for creative freedom to fully explore any programme they were using. 	<p>The specific activities in each objective are:</p> <ul style="list-style-type: none"> • Basic knowledge on how to use a computer was taught. • Word processing and typing were taught. • Picture editing through Microsoft Paint was taught. • Block Programming on Scratch was taught. 	<p>The objectives were attained.</p> <p>The following are the accomplishments:</p> <ul style="list-style-type: none"> • Participant students showed a phenomenal level of growth and understood all being taught very quickly. • The computer lab which was previously redundant is now fully in use. • Students now had the requisite computer skill to independently learn. • With this early exposure to coding, students are already thinking of active ways to apply what they've learnt. One particular student even tried to design a structure using Scratch backdrop editor, while others were busy building their own programmes.



IV. MAJOR PROBLEMS ENCOUNTERED.

- Electricity was a major problem. The school provided a generator that was often insufficiently fueled. Also, the wiring in the lab was very faulty with a lot of power fluctuations rendering many computers temporarily inoperable.
- The school IT instructors did not express any enthusiasm at learning the skills being taught by the outreach programme. Hence, putting the continuity and sustainability of the programme in the school in doubt.

V. RECOMMENDATIONS

- Curriculum content and one on one training should be provided to the school IT instructors to ensure sustainability even in Steamledge Community's absence.
- Steamledge Community should follow up on schools a few months after the programme to make sure things are going as they should.
- The brightest students should be selected to be given additional training at Steamledge for a limited duration. They could serve as living testimonies to Steamledge Community's effectiveness at making a difference.
- A project should be pitched to participant students at the end of each outreach. The best proposed idea would be nurtured and funded by Steamledge Community. The project will not just necessarily be on coding alone, but also on using science and technology to improve the world around them. This would be meant to encourage creative thinking and problem solving on their part and also to show that Steamledge Community is indeed making a positive and visible impact.

...re-defining education through creativity

VI. THE COMPLETION

After the programme's completion, the school's management inspected the students and also inspected their projects. Pictures were taken and an acknowledgement form was signed and stamped by the school management.

VII. ANNEXES

Activity pictures.



