

BeKIND2EACHOther

Slogan: Be the voice, end the silence.



Intro

- I'm Arehone, passionate about blending design and storytelling to inspire kindness and stop bullying.

- Mission Statement

My mission is to harness creativity, design, and technology to build safe, inclusive spaces where every student feels valued. Through storytelling, visual campaigns, and innovative digital tools, I strive to raise awareness, inspire kindness, and empower communities to stand tall, speak kind, and stop bullying.

Creativity Pitch

- Bullying in schools has been a serious problem for many years, and I know how deeply it can affect students. It doesn't just hurt their feelings—it can damage their academic performance, harm their mental health, and even lead to physical pain caused by peers. Even though I am only 15 years old, I believe my creativity and skills can make a real difference in solving this issue.
- I start with empathy. I understand how others feel, and I can create safe spaces where students are free to share their experiences without fear of being judged. This matters because when people feel heard, they also feel supported.
- I also have leadership skills. I can guide a team and use that ability to develop anti-bullying activities that promote a positive and respectful school environment. By leading with kindness, I can encourage others to stand together against bullying.
- Creativity is another strength I bring. I can design posters, infographics, and other visual materials that raise awareness about bullying and spread messages of kindness. These visuals can inspire students to think differently and act with compassion.
- Communication is one of my strongest tools. I can connect with students directly, making sure they are informed and involved in prevention efforts. By talking openly, I can help build a culture where bullying is not ignored but challenged.
- Finally, I value inclusivity. I want to make sure that every student, no matter their language background, has access to resources and support. Bullying often targets differences, so I believe inclusivity is the key to building unity.
- Altogether, my creativity pitch is about using empathy, leadership, design, communication, and inclusivity to fight bullying. My goal is to inspire kindness, empower students, and create schools where everyone feels safe, respected, and valued.

Design Challenge

- My website is all about raising awareness of school bullying and promoting kindness. I built it to be a safe, inclusive space where students can learn, share, and feel supported. On the site, I explain the impact bullying has on academic performance, mental health, and relationships, and I highlight positive solutions.
- I use my creativity to design posters, motivational quotes, and modern visuals that encourage respect and empathy. I also showcase activities, resources, and campaigns that help students stand together against bullying. Every section of the site reflects my mission: to inspire kindness, empower young people, and make schools safer for everyone.

Technical Test

- In my technical test, I explored the different languages and tools that power modern digital projects.
- For **web design**, I use HTML to build the structure of a site, CSS to style it with colors, fonts, and layouts, and JavaScript to make it interactive with animations and form validation. For backend development, I rely on Python with frameworks like Django and Flask to handle server logic and database connections. I test and run these smoothly on modern browsers like Chrome, Firefox, and Edge.
- For **app design**, I focus on platform-specific languages. On iOS, I use Swift in Apple's Xcode, while on Android I work with Java and Kotlin in Android Studio. Kotlin is especially powerful for modern features, while Java remains strong for large-scale systems.
- For **text formatting**, I use HTML for web content, Markdown for documentation and blogs (especially on GitHub), LaTeX for academic writing and equations, and XML for structured data representation. Each language has its best platform, from browsers to code editors to TeX editors.
- For **database creation**, I rely on SQL as the universal language for managing structured data in systems like MySQL, PostgreSQL, and Oracle. I also use Python with libraries like SQLAlchemy for automation, Java for enterprise systems, and C# with Microsoft SQL Server in the .NET ecosystem. These databases run best on RDBMS platforms and cloud services like AWS, Google Cloud, and Azure.
- Altogether, my technical test shows how I combine creativity with technical knowledge—using the right languages and platforms to design websites, build apps, format content, and manage databases. It proves that I can connect design and coding to create projects that are both functional and impactful.

Reflection

- Throughout this project, I faced setbacks like failed uploads, lack of coding experience, and even being flagged for AI usage. At first, these challenges were frustrating, but they taught me valuable lessons. I learned the importance of patience and clear communication when technical issues arise, and I discovered how resourcefulness and independence can help me meet deadlines under pressure.
- I also realized that shortcuts aren't enough—I need to build strong foundational skills in coding and design to grow with integrity and confidence. Documenting my journey helped me see how much I've evolved: I turned mistakes into lessons, setbacks into opportunities, and each challenge into proof of my resilience.
- In the end, I'm proud that I didn't give up. My reflection shows that persistence, honesty, and a commitment to learning are the keys to creating meaningful, impactful work.

Final Branding

BeKIND is no more than a name-It's a movement to end bullying.

**Kindness is strength.
Bullying is weakness
pretending to be power.**



**Be kind, for
everyone you meet
is fighting a battle
you know nothing
about.**

GitHub Showcase

- I documented my anti-bullying project clearly, with organized folders and readable code.
 - I used GitHub to share my website files, poster designs, and technical test results.
 - My README files explain each step—from creativity pitch to final branding—with honesty and detail.
 - I learned how to present my work professionally and make it accessible to others.
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- https://github.com/Arehone-12/Are_SchoolBullying_Final_Project/blob/main/README.md

Gratitude

Thank you for taking the time to explore my journey. This project has been more than just a showcase of creativity and technical skills—it has been a reflection of resilience, growth, and the power of kindness. Along the way, I faced challenges like technical setbacks, coding struggles, and even doubts, but each obstacle taught me patience, resourcefulness, and the importance of staying true to my vision.

I am proud of how far I've come, and I am excited about where this journey will lead next. Together, we can build schools and communities where kindness is stronger than cruelty, and every student feels safe, valued, and empowered.

Contacts:

Email: arehonenefale2010@gmail.com

Phone: 0792148786

GitHub: https://github.com/Arhone-12/Are_SchoolBullying_Final_Project/blob/main/README.md