Project Closing
BUILD MY CLASSROOM

UN SDG Goal:
No Poverty
Quality Education

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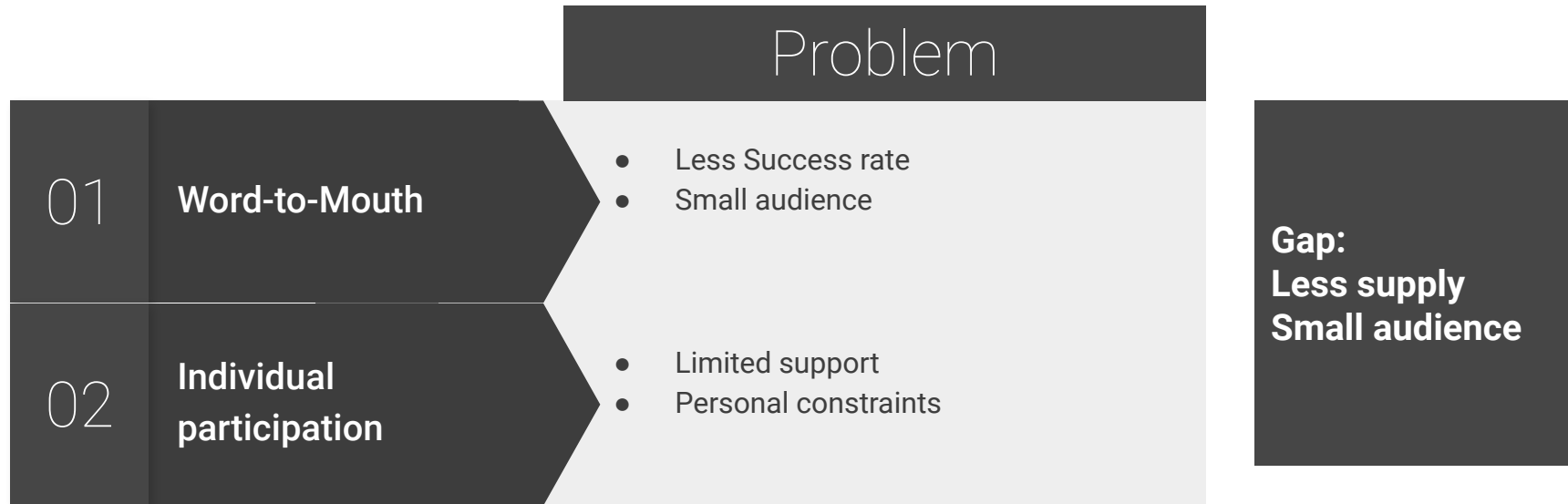
1 NO POVERTY

4 QUALITY EDUCATION

Business case: Why,How, What

- Not all the students have same lifestyle.
- kids go to school on an empty stomach.
- Diversity of students background might set back some student for:
  - Required tools such as school supplies.
  - Not able to participate in activities.

- School faces constraints with budget.
- Student aren't set up for success
  - Affect kids academically, professionally, health, and mentally.

Current State and Inventory

Self-Designing state - Require support and platform to grow

Problem

01 Word-to-Mouth
- Less Success rate
- Small audience

02 Individual participation
- Limited support
- Personal constraints

Gap:
Less supply
Small audience

Proposed Solution: Web-Based Platform

A Digital habitat for teachers to request useful items for young students. Items relating to school base activities, student help.

- Requesting items:
    - Related to students/kids
    - Classroom
    - Activities need

Advantages:

Reach a wider audience

Supply chain getting bigger (more items can be requested)

Implementation

Do not meet tencinal requirements

Able to provide a nicer backend for users.
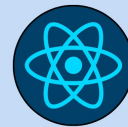
Code Structure:

For scaling

Well documented code for error handling
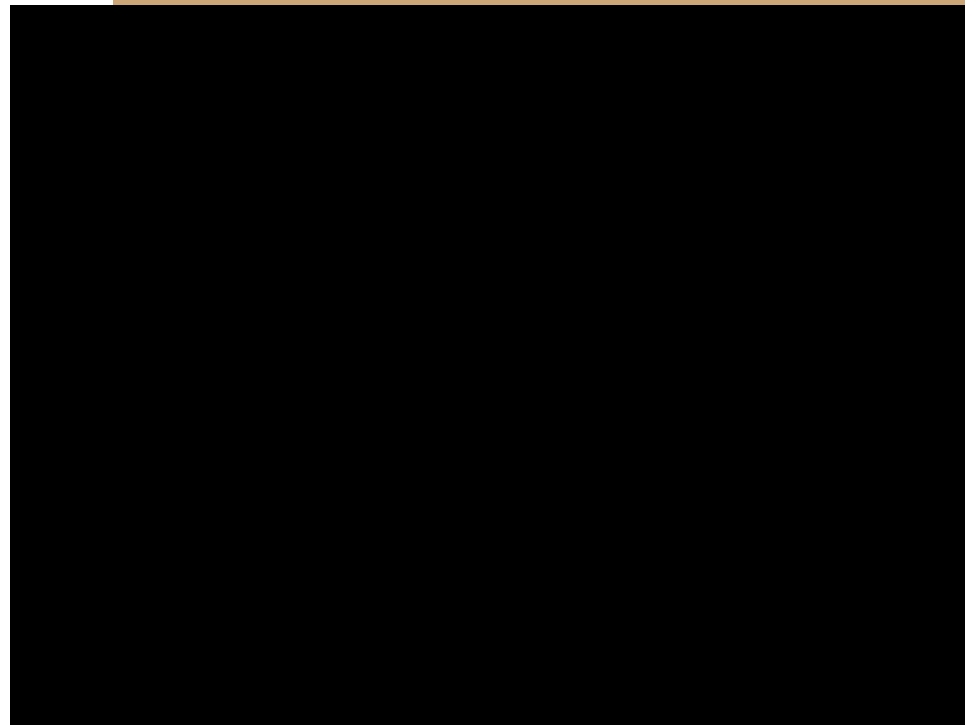
DEMO

Reflection

- I feel I was successful with the proposed solution aligned with the sgs goals
- Proud of the Workable platform
- Adapt to changes

Future Work

- A Dashboard: showing the data related to activities going on in the community. Which aims to spin off different projects.

- Forms for celebrating and giving thanks to the suppliers.

Thank You

Questions