

Company Profile



HYPATIA
EDUCATIONAL SERVICES

Hypatia for Educational Services

Company Information and Contact Details

- Business Name: Hypatia for Educational Services
- Email: m.rizk@hypatians.com
- Total Number of Employees: 7

Leadership/Management Team

- Dr. Mohammed Rizkallah, PhD – CEO
- Mr. Ezzat El Rashidy – Chairman
- Mr. Hassan Moussa – CFO

Who We Are

We are a group of young professionals, researchers, academics, and visionaries who want to change the status quo in Egypt. With our skills and diverse backgrounds, we believe we have the capabilities to create an impact in the sector of education. Our professional experiences and educational specializations enable us to offer progressive educational solutions and interventions.

Our Vision

The educational situation in Egypt has become critical. Due to our various backgrounds in developmental and economical fields, we believe that it is

our duty and responsibility to provide for our country by reforming and changing the status quo. Our vision is to change the modern concept of education, where it becomes a guide for personal development, reflection, and lifelong independent learning

Mission

To create educational platforms for learners, whether physical or virtual, that offer a safe space for exploration and discovery. We aim to offer a learner-centered education model that propagates throughout Egypt and the MENA region to create real change.

Pedagogy

Our pedagogy is learner-centered, inclusive, and multi-cultural. Hypatia's educational philosophy draws from pioneers of **progressive education** such as Dewey, Thorndike, and Freire. This will help the learners develop **21st**

Century skills

- *Ways of thinking*: Creativity, critical thinking, problem-solving, and decision-making.
- *Ways of working*: Communication and collaboration.
- *Tools for working*: Information and communications technology (ICT) and information literacy.

- *Life skills:* Citizenship, life and career, personal and social responsibility.

How to Get There

STEAM EDUCATION

STEAM stands for **science, technology, engineering, arts, and mathematics**, and it promotes the idea of the **interdisciplinary nature** of education. In such a nature, subjects are not taught in vacuum, and are not treated as silos. Subjects become the life of the learner, and the learners can relate everyday experiences with academic content. To do so, we need to introduce **project-based learning** environments where books are not used, but rather real-life problems that learners need to solve.

Skills Oriented Learning

Skills-based learning offers the learners the opportunity to access, process, and express their knowledge through using 21st century skills. It fosters their thinking, creativity, relationships with others and with their community. It is based on hands-on, real-life scenarios where the learner will use and foster skills like problem solving, analytical and communication skills.

Project Based Learning

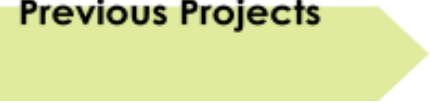
Instead of giving the learners the facts, they are allowed to interact with the world and come up with their own understanding through collaborative work that promotes self-confidence and a sense of responsibility. The learning process is all based on hands-on activities that allow the learners to observe, explore, and build knowledge.

Learning by doing allows for deeper understanding of concepts. Relevance of the projects to the culture and lives of the learners makes it purposeful. The projects promote critical thinking and creativity and the learners are assessed on their ability to use their understanding and skills to solve real problems. Projects also allow meaningful learning and connecting new learning to learners' past experiences and prior knowledge. And since learners show independence in their own learning, they develop many forms of communication and presentation skills along the way.

Inquiry Based Learning

This type of learning starts by posing a question or a problem, instead of just presenting facts and raw information. Learning is aimed at answering the question at hand. The aim is to develop thinking skills through scientific inquiry, which needs to be developed prior to being exposed to higher levels of inquiry.

Previous Projects



We have solid experiences in reforming, transforming, and operating schools and other learning spaces. Projects we worked on to date:

Green Community School (GCS)

GCS is a small private, national school in Kerdasa, Giza, Egypt. GCS operated for a year before we took over and did not succeed as projected by owners. Our role there was to rebuild capacity, develop the teachers and the staff professionally, recruit teachers, and handle day-to-day operations. We were

able to increase the school capacity by 20%. Moreover, we were able to professionally develop the teachers, and ensure that best practices were utilized in the school. We did so with a very limited budget, but we were successful to build a strong professional community within the school. We worked for eight months before we left as the school was sold to other investors.

Suez Petrochemicals Vocational and Industrial School

This is a public vocational industrial school in Suez City, Egypt. The school is funded by Misr El Kheir and Exxon Mobil. The school wanted to implement STEM Education to provide its students with the necessary learning environments to foster the students' innovation and participation in the scientific research spheres. Before we worked there, the school suffered from mismanagement of resources and human capital. Equity and participation were not ensured in the school, and the academic levels were below par. Our responsibilities there included capacity building, professional development, creating learning environments for the students, observe and assess teachers, overlook students' projects, and develop students' proficiency in English and Engineering. Currently, the school is ranked among the top public schools in Egypt, and the best vocational school in all of Egypt.

Mavericks International School

Mavericks International School outsourced the development of curricula to Hypatia for Educational Services. Our responsibilities included developing

curricula, recruiting teachers, conducting workshops for parents and school administration, writing policies for the blended experience, assisting in developing online learning platforms, assessing applicant students, as well as consulting in building the school's learning infrastructure.

STEAM Masters

STEAM Masters is an afterschool program for students where they can relate academic content to real life. The program is still in the development and piloting phase, and we have had very positive feedback from participants in various places.

AgoRa

(Project in progress)

AgoRa is an alternative delivery method that simplifies the curriculum and standards into fun engaging activities, so we aspire to create the first educational mobile application that incorporates everyday objects with learning activities. The application will utilize the latest technology, such as Augmented Reality, Computer Vision, and Artificial Intelligence to apply sciences (i.e., Math, Physics, Chemistry, Biology, History, and Social Sciences) on daily life objects to provide an interactive immersive experience. It will be designed and developed by a group of educators, software engineers, and other individuals who have different backgrounds and extensive experiences in their respective disciplines. The educational content in the application will

be specifically tailored to make the learner experience as interactive and personalized as possible.

Team

Mohammed Rizkallah holds a PhD in STEM Education from the University of Minnesota. His MA was in International and Comparative Education from the American University in Cairo and his BSc was in Physics from the American University in Cairo. He has been involved in numerous projects in Egypt, spanning from teaching every single grade from K-12, teaching university undergraduates and graduates, teaching teachers, teaching principals, all the way to leading schools and writing policies with NGOs and the public sector. He has been invited to a lot of meetings with important institutions such as UNESCO, UNICEF, and the World Bank. Currently, he is working on a platform to introduce education 3.0 where technology is being introduced to efficiently enhance education. Since the use of technology has become a necessity it only makes perfect sense that the next shift in education is towards utilizing technology in a more learner-centered approach. On weekends, he works with the biggest NGO in Egypt, Misr El Kheir, to develop sustainable professional development and curriculum development projects, plans, and processes for vocational high schools outside of Cairo. Moreover, he is involved, as an instructor and a consultant, in the Education First initiative to train over 10,000 teachers and principals of public schools in Egypt.

Alaa Ahmed Hassan, a 27 year old female, graduated with Bachelor of Science degree in Biology, with a minor in Chemistry from The American University of Cairo, and went on to widen her knowledge in a different field. She took a professional Educator Diploma in STEAM education in June 2015 from AUC, and is currently pursuing her master's degree in International & Comparative Education with Concentration in International Education Development & Policy. She has worked as a teacher in Mavericks hub from 2016-2018. Currently, she is working as the Educational Content Officer at AgoRa. She's responsible for the development of the academic content for the AgoRa App, and is extremely excited as she has a chance to work on something new and explore the field of educational technology. Working on a portable educational platform stems from her belief that education should not be confined to a place. The field of educational technology is gaining more attention now as technology is advancing in ways that could help improve education, and she's interested in learning all the new tools and ways in order to create more opportunities for learning. Her goal is to develop educational content related to everyday objects that would help inspire others to learn while having fun. Working with a team of highly motivated and creative people keeps her inspired, as well as having people from different backgrounds, which aids in creating new learning experiences. As she used to prepare specific content for a specific and familiar audience back at Maverick, she finds that AgoRa is much different in the sense that the audience is anonymous, wide, and diverse, requiring her to develop a better

understanding of technology to make the most of it and be able to reach a wider audience. Her hopes for the future is to acquire as much knowledge and skill to be efficient in the process of education. She strongly believes that education is not restricted to place or time and that any experience can be educational. One of her key goals is to help individuals learn how to learn by giving them the necessary tools, which is where Alaa, and her team come in.

Hossam Serag, 27 year old, graduated with a B.Sc. in physics, Materials Science from Ain Shams University. He's currently in the process of gaining a Professional Educator Diploma, STEM Education in The American University in Cairo. He's passionate about communicating science to people, hiking, night sky observation, tennis, DIYs, create dynamic machines, and philosophy. Hossam has substantial experience and accomplishments in the field of education. He started his career as a teacher and then co-founded science crafts in 2014, a professional edutainment company in Egypt that specializes in science communication for k-12. As the research and development manager, he created and designed tens of unique hands-on educational projects and science content for K-12. He had a passion for technology and education and integrating the two was his goal. After 4 years of creating hands on projects in science crafts, working on AgoRa with an enthusiastic team is a real chance for him to take a step further in his journey, and to work on a new challenging educational project using a promising technology like augmented reality. Learning math from everyday objects through augmented reality is one of his main responsibilities, by converting theoretical

math into interesting highly engaging AR experiences. The fact that AgoRa is a one of a kind educational app that not many people have delved into is what keeps him motivated and interested, as well as being a part of such a tremendous project that adds such value to the educational field. He hopes to build a highly interactive mobile application using AR where sciences and math are related to everyday objects. He's extremely excited to be a part of a good team that collectively want to make a difference in the education field. Hossam goes by this philosophy, "Tell me I will forget, show me I may remember, involve me I will understand."

Hoor Alawady, a 25 years old female, gained her Bachelor's Degree in political science from AUC, specializing in political economy and international relations, and minored in Art and History. Hoor is an advocate for art, loves dancing, and meeting new people. She's currently working on expanding her expertise and doing her master's in International and Comparative Education in AUC. Previously, she has worked as a kindergarten teacher for two years in Mavericks International Schools, and as of now, she is an Academic Content Officer in Agora, a project by Hypatia Educational Services. After making this job switch, she found herself more engaged in this type of learning as it allows her to explore education from a different aspect that is both fun and relevant. What makes Agora a great learning experience, in her opinion, is the fact that learners have the choice in what to explore and when. Her personal role in Agora is creating content for social studies learning experiences that are relevant to the everyday life of learners,

focusing on big themes such as culture, society, and economics. The most inspiring part of her job is the fact that it allows her to be creative and develop her skills, she aims to acquire even more skills in the technical, social, and cognitive sense. What Hoor values in a company is working with a good spirited team, as it helps with your overall mood resulting in increased levels of productivity. She hopes to make education more accessible and relevant for people through Agora, as she already strongly believes and predicts that it will change the way people learn for future generations. This conviction is what motivates her to produce more and work harder. She expects to continue creating content in the future, however on a deeper and specific level, and work on different projects that might arise in the company, as she is up for any job that comes her way. Education plays a huge role in her life, as she believes that with education people are able to influence lives, and that's how a change to the better can occur.

Dima Sorri, a 29-year-old female, graduated with a degree in clinical pharmacy from the University of Jordan. After working for 5 years in the healthcare sector to develop solutions that create better experiences in the health care system, she shifted career to education. Two years ago, she decided to take a leap into the educational field as she found herself constantly interested in helping other people (colleagues, hospital patients, friends and even family) in adopting a new approach to understand how our bodies function and how we can take care of our health, how to mix the understanding of biology and chemistry and physics to adopt a more holistic

approach in building a lifestyle that helps sustain our health and our environment. Rising from that interest, she realized that the younger the minds are the better it will be to open their eyes to a new way of education that links everything they need to learn to their lives and the interactions they go through. Currently, she is an Academic Content Officer at AgoRa a project by Hypatia Educational Services. She is responsible for building up the science content in a way that is interactive, gamified, fun and realistic. She is inspired by the brilliant people that she works with, their enthusiasm and passion to create a better future for the new generation mesmerizes her. Dima is looking forward to gaining new knowledge and skills in the educational field. Dima's role is creating a better tool to help students link the subjects they learn in textbooks to real life and make learning relevant. In the near future, she sees herself reaching out to different schools, institutes, organizations, and even individual teachers sharing with them AgoRa's platform and experiences to build a better educational experience for the new generations. Her personal motto is "We do not need to draw a circle in a textbook to teach students how to calculate the area of a circle, if only they look beyond the textbooks they will find many circles." And for new members, Dima believes that their passion must be endless and motivation limitless.

Mohamed Eid is a 23 year old geek. While it is really cool that he played in the Ministry of Sound in London as a DJ, he taught himself all programming languages and anything that has to do with state-of-the-art technology. Eid graduated with a double degree from Keele University in England, where he

studied Physics and Music Technology. His DJ name is Physix, so it all fits. He is the leader of a tech team of five developers in Hypatia's Agora, and he proved his worth despite his young age. He codes, manages the tech projects, animates, and augments reality. In his free time, he plays around with cryptocurrency and makes a lot of money out of it. When he doesn't code, he creates sounds and music, and does so in a very creative manner. His communication skills and willingness to explore new ideas without fear of failure makes him outstanding, and he will rule the world one day!