DIGITAL FIT-ME SPARKING TECH CURIOSITY, INNOVATING EDUCATION.

PROBLEM STATEMENT

The role of digital upskilling and training in the creation of employment opportunities.

Using the Nigerian Secondary School educational sector as a focal point for breaking down barriers to entry by enhancing digital literacy.

ABSTRACT

In today's world, it is impossible to discuss employment and livelihood without considering digital literacy. This is where digital skills development and training come into play. Let's take Nigeria, a country in West Africa, as a case study. Many work sectors have embraced the idea of digital literacy and have invested time and money in adequately training their staffs to enhance their digital skills.

However, this does not solve the problem of the lack of digital literacy on a large scale. To address this issue, it is vital to focus on enhancing the digital fluency of children at the secondary level of education, which is at the grassroots of education. The digital gaps in the Nigerian Secondary School Sector is one that can be fixed by quality investment in their digital fluency.

IDEATION



Digital Fit-Me is aligned with the United Nations Sustainable Development Goals, specifically Goal 4, which focuses on quality education, Goal 8, which emphasizes decent work and economic growth, and Goal 10, which aims to reduce inequalities. Our program aims to provide secondary school students in Nigeria with computer skills that will help them receive a better education. This will make their learning more engaging and relevant to their future. The program not only helps students secure good jobs, but it also enables them to create employment opportunities, contributing to the country's economic growth.

SOLUTION

Build a simplified technology learning program for these kids where any digital literacy gap can ultimately be fixed so as to create opportunities of a lifelong solution to digital upskilling. Studies have shown that 32% of kids at ages 8-10, which is the age bracket of kids in Nigerian Secondary Schools, are capable of divergent thinking. means, when technological/digital fluency meets such mindset there will be limitless creation of innovations and solutions to world problems, even unemployment.

BENEFITS

- 1. Improved Education
- 2. Job Readiness & Economic Growth
- 3. Reduced Inequalities
- 4. Technological Literacy
- 5. Innovation & Problem Solving
- 6. Empowerment & Confidence
- 7. Contributes to Sustainable Development Goals.

Overall, Digital Fit-Me catalyzes personal growth, societal advancement, and creates a more inclusive and technologically proficient generation.

OVERVIEW

The Digital Fit-Me program would provide access to courses tailored to each student's level of digital fluency. By doing this, students' imaginations and creativity can be properly infused to create boundless opportunities in the future of employment development. It is important to consider the role of digital literacy in achieving the Sustainable Development Goals (SDGs) to emphasize its significance. This program aims to develop computer literacy, basic coding and programming skills, knowledge of digital arts, online and live sessions, and internet safety. It also includes brainstorming and practical exercises to provide an opportunity for participants to apply their knowledge and creativity to build an innovative project.

TARGET AUDIENCE

- Nigerian Secondary School Kids
- Nigerian Secondary School Tutors

USER PERSONA



Nkiruka Ogechi is a Nigerian Junior Secondary School students. She attends a local private school.

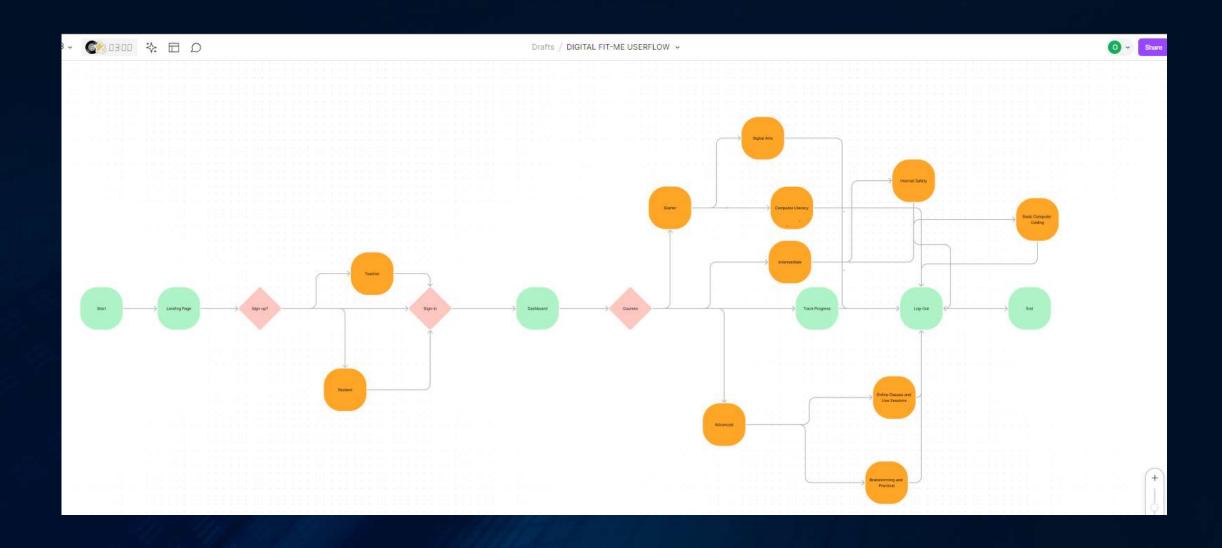
HOBBIES

- Reading
- Math
- Biology
- English

INTEREST

Desires to own a start-up and make employment opportunities available to many Nigerians.

USERFLOW



TEAM MEMBERS

NKEIRU LOIS SORONNADI OGECHI UBA

THANKYOU