

# AUGUST CLEAR COHORT LEARNER GUIDE.

## **Welcome to the Power Learn Project!**

This rulebook outlines your responsibilities and expectations as a PLP learner. Adherence to these guidelines will ensure a successful learning experience.

### **Selection Criteria:**

To be considered for the cohort, applicants must meet the following requirements:

**Device Access:** Own or regularly access a computer or similar device.

**Internet Connectivity:** Reliable internet connection allowing for at least 3-4 hours of online activity per session.

**Computer Literacy:** Completing our computer literacy assessment with a minimum score of 50%.

Congratulations to everyone since you meet this criteria.

## **Program Structure**

**Duration:** 16 weeks.

The Software Development course is structured around a foundational module that provides programming basics, followed by five core modules. These core modules touch on specific areas of software development: Web Development covers frontend and backend technologies; Dart focuses on

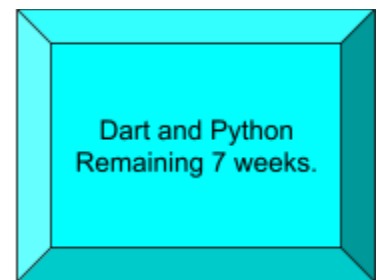
the Dart language and its applications; Python explores programming, data structures, and their use in data analysis; Database introduces database design and management; and Entrepreneurship provides an overview of business and software product development.

### **Segments:**

Weeks 1: Software Engineering Basics

Weeks 2–9: Web Development, Database, Entrepreneurship

Weeks 10–15: Python and Dart



### **Learning Outcomes:**

Module	Outcome	Session timelines
Software Development Foundation.	By the end of the learning journey, learners should be able to create a GitHub account, set up	August 19th to 23 August.

	development environments, master prompt engineering, and excel in technical writing.	
Web development	By the end of the learning journey, learners should be proficient in using HTML, CSS, and JavaScript. In addition, they should be able to complete an instructor-led web-based project that they were being trained on during the training sessions.	August 26th to October 11th
Database	By the end of the learning journey, learners should be able to develop back-end solutions using SQL, PHP, and MySQL and complete two database projects within the training sessions.	August 26th to October 11th
Entrepreneurship	By the conclusion of the learning journey, the learners will have the capability to produce impactful CVs, craft	August 26th to October 11th

	persuasive pitch decks, and attain adeptness in content development, skills that they will utilize to advocate for their software-developed solutions.	
Dart	By the end of the learning journey, learners will acquire knowledge of Dart and Flutter and will have finished one Flutter project.	October 14th to November 29th
Python.	By the end of the learning journey, learners can Master Python and Django and complete one Python project.	October 14th to November 29th
Pitching session	This will be a time to upskill learners on their presentation skills.	December 2nd to 6th.

### **Class Schedules.**

Classes are scheduled daily: 10:00 AM – 12:00 PM, 2:00 PM – 4:00 PM, and 7:00 PM – 8:00 PM. Learners can select a class that fits their schedule. The learner experience department has dedicated stand-up sessions on Tuesdays and Thursdays to gather feedback and address learner needs. These sessions focus on the previous week's content, identifying areas where learners face challenges and require further clarification.

<b>Week Breakdown</b>	<b>Day</b>	<b>Session Timing</b>	<b>Modules To work on</b>
Foundation (One week)	Monday – Friday, week 1	(10:00 am –12:00 pm EAT time) (2:00 pm – 4:00 pm EAT time) (6:30 pm – 8:00 pm EAT time)	Software Engineering
Full stack  (Week 2 to week 8)	Monday	(10:00 am –12:00 pm EAT time) (2:00 pm – 4:00 pm EAT time) (6:30 pm – 8:00 pm EAT time)	Web development
	Wednesday	(10:00 am –12:00 pm EAT time) (2:00 pm – 4:00 pm EAT time) (6:30 pm – 8:00 pm EAT time)	Database

	Friday	(10:00 am -12:00 pm EAT time) (2:00 pm - 4:00 pm EAT time) (6:30 pm - 8:00 pm EAT time)	Entrepreneurship
	Tuesday and Thursday	(10:00 am -12:00 pm EAT time) (2:00 pm - 4:00 pm EAT time) (6:30 pm - 8:00 pm EAT time)	Standups
	Saturday	(10:00 am - 12:00 pm)	Gaming Session
Specialization  (Week 9 to week 15)	Monday	(10:00 am -12:00 pm EAT time) (2:00 pm - 4:00 pm EAT time) (6:30 pm - 8:00 pm EAT time)	Dart
	Wednesday	(10:00 am -12:00 pm EAT time) (2:00 pm - 4:00 pm EAT time) (6:30 pm - 8:00 pm EAT time)	Python
	Tuesday, Thursday, and Friday.	(10:00 am -12:00 pm EAT time) (2:00 pm - 4:00 pm EAT time) (6:30 pm - 8:00 pm EAT time)	Standups
	Saturday	(10:00 am - 12:00 pm)	Gaming Session

To enhance learning and networking, the program will feature four monthly masterclasses led by industry experts, four intensive monthly hackathons and bootcamps to foster practical skill application through collaborative project development and mentorship, and four monthly town hall sessions for feedback, updates, and networking opportunities.

Name of Event	Event Description	Number of times it happens in a cohort.	Timeline and event title.	
Master Class	<i>Consist of expert-led sessions on a specific topic (finance, coding, etc.) with in-depth knowledge sharing and Q&amp;A.</i>	Once a month		
			24rd August 2024	Git and Github training.(Salathiel Wekesa)
			19th September 2024.	Achieving Mastery as a Web Developer (Benaiah Wepundi)
			October 12th Specialization Event	Transitioning to Python Programming and Dart with Flutter



			<table><tr><td></td><td>(Allan &amp; Evans)</td></tr><tr><td>November 21st</td><td>Venture Building and Startups (James Mugambi)</td></tr></table>		(Allan & Evans)	November 21st	Venture Building and Startups (James Mugambi)				
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Town Hall	Open forum for information sharing, feedback gathering, and addressing learner concerns.	Once a Month	<table><tr><td>August 27th 2024</td><td>TownHall Session(Rate software engineering content)</td></tr><tr><td>September 24th</td><td>TownHall Session (Frontend and Backend module)</td></tr><tr><td>October 29th 2024</td><td>TownHall Session (Specialization)</td></tr><tr><td>November 26th 2024</td><td>TownHall Session (Entrepreneurship and Venture Building)</td></tr></table>	August 27th 2024	TownHall Session(Rate software engineering content)	September 24th	TownHall Session (Frontend and Backend module)	October 29th 2024	TownHall Session (Specialization)	November 26th 2024	TownHall Session (Entrepreneurship and Venture Building)
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Bootcamp and Hackathon.	<i>An intensive training program followed by a competition to apply learned skills.</i>	Once a month			
			9th-14th September.	Live project building.	Certificates sent by 19th
			7th-12th October.	Specialization Hackathon.	Certificates Sent by Oct 12th.
			11th -16th November	Algorithm based hackathon.	Certificates sent by Nov 21st.
			December 2nd to 9th	PowerHacks	Certificates sent by Dec 11th
Weekend Challenge .	<i>Fun, non-technical activity (Kahoot game) to keep learners engaged and revisiting key concepts.</i>	Once a month			
			31st -August -2024		
			28th-September		
			26th-October.		
			30th -November.		



Guest Lectures	<i>Sessions led by industry professionals to offer specialized knowledge on specific modules.</i>	Once a week		
			Instructor based.	
			Instructor based.	
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			Instructor based.	
Code and Coffee Events	<i>This is a one-on-one interaction between the university learners and the Power Learn Project to build on community.</i>	Monthly Physical.		
			6th September at KCA	Building a payment gateway using web technologies
			4th October at JKUAT	Deploying django applications using replit.
			1st November at Zetech	Handling user management in flutter
			6th December at KCA	Flood prediction system in Python

## Evaluation and Improvement

### Learner Engagement and Progress

**1.Attendance and Participation:** Learners will receive warnings after three consecutive days of absence from classes and the Learning Management System (LMS). Subsequent non-compliance will trigger a follow-up to understand the issue. Persistent inactivity after two warnings may lead to program deferment.

**2. Program Progression:** Learners must complete the Foundation Week, demonstrating proficiency in GitHub account creation, environment setup, and prompt engineering. The Fullstack Development Week requires the completion of two projects: one class-based and one hackathon-based. Specialization in Web Development, Database, Dart, or Python is mandatory.

### Assessment and Certification

**Assignments and Quizzes:** Learners must achieve 70% pass rate on practical GitHub assignments and multiple-choice quizzes on the LMS.

***Class Attendance:*** *You are expected to attend 70% of live classes.*

***Deferrals:*** *You may defer after every four-week segment, but this could impact future scholarship eligibility.*

***Active Participation:*** *Engage in class discussions, ask questions, and contribute to group projects.*

**Project Completion:** Successful submission of a well-structured, hosted full-stack project is essential.

**Participation:** Attendance of at least three masterclasses, three boot camps or hackathons, and two town hall sessions is required.

**Pitch Deck:** A compelling pitch deck outlining the full-stack project must be submitted.

## **Learning Structure**

**Live Classes:** Attend scheduled live classes for interactive learning.

**Recorded Content:** Access video recordings and resources after each class.

**Assignments:** Complete weekly assignments to reinforce learning.

**Practice Problems:** Utilize GitHub-based practice problems for skill development.

**Projects:** Work on two major projects to apply learned concepts.

## **Getting Help**

**Telegram Channel:** Utilize the course Telegram channel for questions and discussions.

**Consultation Hours:** Attend office hours with instructors for personalized assistance.

**Effective Questioning:** Ask specific, well-structured questions for efficient support.

**Peer Support:** Collaborate with classmates for mutual learning and problem-solving.

## **Academic Integrity**

**Honest Work:** Complete all assignments independently, unless explicitly authorized to collaborate.

**Proper Citation:** Cite all external sources used in your work.

**Avoid Plagiarism:** Submit original work and avoid copying content from others.

### **Post-Program Support**

Upon completing the 16-week program, the learners will be transitioned to our talent department. Here, they will undergo a comprehensive technical assessment to evaluate their skills and identify areas for improvement. This assessment will inform our talent placement strategy and enable us to provide tailored upskilling recommendations to accelerate their job search and increase their employability.

### **Conclusion**

*Power learn Project* aims to empower young individuals with in-demand digital skills and an entrepreneurial mindset. The program seeks to create a pipeline of skilled talent for the technology industry by providing a comprehensive curriculum, dedicated support, and engaging activities.