



Techinc PROJECT REPORT

SUBMITTED TO:
WEMA BANK



Tech4U PROJECT REPORT

by



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PROJECT DESCRIPTION

In today's digital age, basic technology skills are essential for personal and professional development. However, there is a huge gender gap in the tech space and many young girls in rural communities lack access to these skills due to limited resources and educational opportunities. This gap not only hinders their future employment prospects but also limits their ability to participate fully in the digital economy. There were many interventions by the state government and organizations like the AGILE projects, NCC's School ICT Interventions and many more. However, the ICT facilities provided through these interventions are under-utilized and the potentials the students (girls) would have attain through the utilization of these facilities are yet to be. TechHer project aimed to address this gap by providing young girls with training in essential tech skills, including Microsoft Office suites, basic AI Skills (Prompt Writing), Graphic Design, Data Entry and Basic Data Annotation, Online and internet safety etc. This initiative has empowered them with the knowledge and confidence needed to thrive in the modern world.



PROJECT GOALS

- Equip young girls with essential tech skills: Train 60 school girls on the use of essential tech skills, including Microsoft Office suites, basic AI Skills (Prompt Writing), Graphic Design, Data Entry and Basic Data Annotation, Online and internet safety etc.
- Enhance digital literacy: Improve the overall digital literacy of participants, enabling them to leverage technology for educational and personal development.
- Promote gender equality in tech: Encourage more young girls to pursue interests and careers in technology, addressing gender disparities in the tech field.
- Train the Trainer session: Train teachers to sustain and expand the program in the future.

PROJECT ACHIEVED OUTCOMES

- Equipped 60 teenage girls with essential tech skills, including proficiency in Microsoft Office suites, basic AI Skills (Prompt Writing), Graphic Design, Data Entry and Basic Data Annotation, Online and internet safety etc.
- Improved digital literacy among participants, enabling them to use technology effectively for educational and personal growth.
- Increased confidence and interest in technology among young girls, fostering aspirations for future careers in the tech field.
- 3 school teachers trained to continue and expand the program beyond the initial project period.
- Broader community awareness and support for girls digital literacy and gender equality in technology.



PROJECT'S OVERVIEW

Traning Duration: 1 month (Twice per Week)

Monitoring, Evaluation and Mentorship Duration: 1 month (Hybrid Session)

Location (1): Maimuna Gwarzo Government girls Secondary, Kaduna South Kaduna State.

Location (2): Government Girls Secondary School U/Muazu (Day Bola) T/Wada Kaduna South Kaduna State.

Project Methodology:

Trained 70 young girls (30 from each school) with basic tech skills and promote digital literacy.

Train the Trainer Session: Trained 10 (5 per school) teachers for sustainability and project continuation.

Week 1: Sensitization and Introduction

1. Introduce project objectives and expectations
2. Conduct icebreaker sessions
3. Basic computer knowledge and internet safety

Week 2: Microsoft Office Suites and Emailing

1. Hands-on training on Word, Excel, and PowerPoint
2. Practice exercises and group projects
3. Mentorship sessions

Week 3: Basic Design Applications

1. Introduction to Graphic Design and Softwares used for Graphic Designing
2. Hands-on training on graphic design using CoredDraw software
3. Practice exercises and group projects

Week 4: AI ESSENTIALS\Online and Internet Safety, Digital Ethics

1. AI Prompting
2. Using AI to generate Images, Videos
3. Story Writing Using AI
4. Online safety and digital ethics

WEEK FIVE - SEVEN

Review and Practice

WEEK EIGHT

Evaluation (Tests / Assessments)

Certification

Additional Activities

1. Mentorship sessions
2. Interactive games and quizzes
3. Group projects and presentations

Project Team

Project Lead, 2 Trainers, Project Coordinators, Mentors

Monitoring and Evaluation

1. Participant attendance and engagement (daily)
2. Pre- and post-training assessments (Week 1 and Week 4)
3. Feedback surveys (Week 4)
4. Certificate
5. Mentorship and Re-evaluation (Hybrid Session)

Sustainability Plan

1. Train local teachers to continue the program
2. Establish TechHer alumni network
3. Mentorship

Risks and Mitigation Strategies

1. Participant dropout: Regular monitoring and support
2. Technical issues: Ensured equipment backup and IT support
3. Time constraints: Prioritize essential topics

Assumptions and Dependencies

1. Availability of necessary equipment and resources

Both schools had equipped ICT Facilities

2. Support from school administrators and teachers

The School Administrators and Teachers were supportive.

3. Participants' basic computer knowledge and access to computers.

Additional Observations Made:

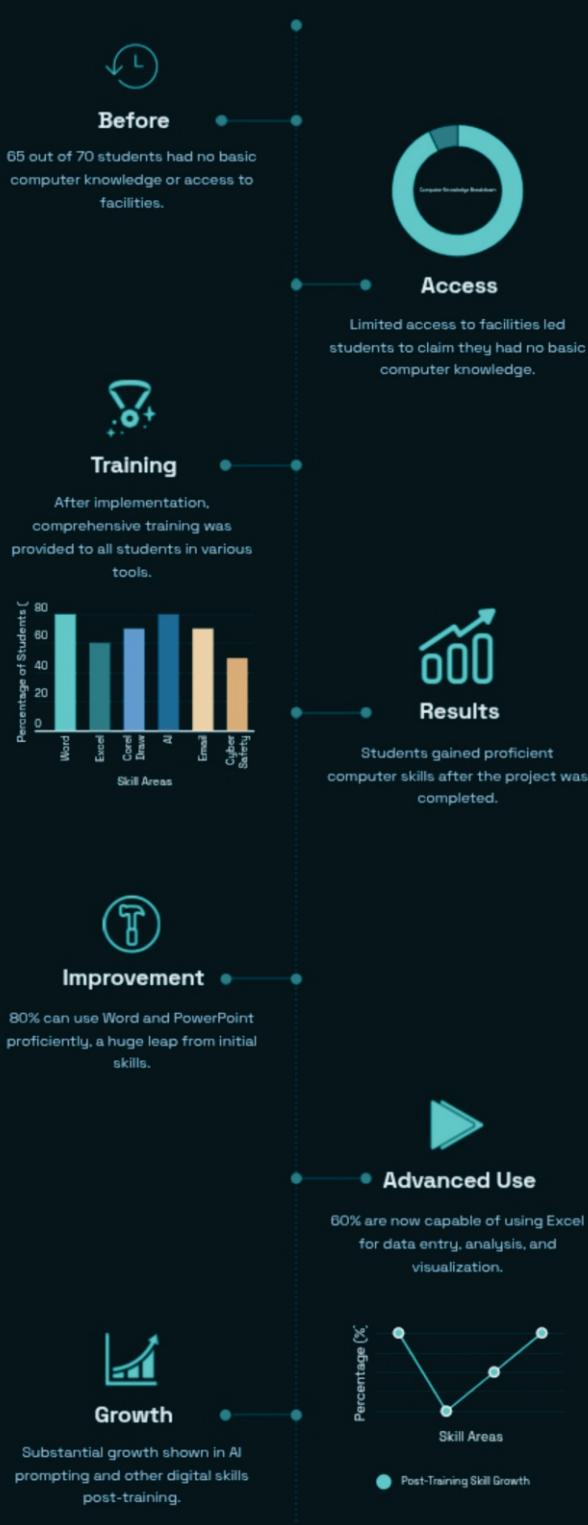
Not all the students had basic computer knowledge only and students claimed not to have access to the facilities in the school. Only 5/70 had basic knowledge of computer and could only use Microsoft office suites barely. All the students do not know about Artificial Intelligence, Graphic Designing, AI Prompting and Data Entry. Teachers said they are only denied access when its not the right time to use the facility (i.e Lessons Periods)

ACHIEVEMENTS

- **All the participants now have computer skills**
- **80 % of the can use Microsoft Office Word and Powerpoint Proficiently**
- **60% can use Excel for Data Entry, Basic Analysis and Data Visualization**
- **70% can use Corel Draw to do graphic Designs**
- **80% can Prompt AI to Generate Images, Stories and Research.**
- **70% can create email account, send and read mails.**
- **50% have knowledge on Cyber Safety and how to stay safe on the Internet**

Digital Skills

Training Project Impact Overview











TechHer Project

A Comprehensive Overview



Overview

This infographic highlights the TechHer Project, focusing on empowering girls through technology education.



Stats

The project trained a total of 70 girls across 2 schools with 10 teachers involved.



Training

Training consisted of a one-month program followed by a month of mentorship for all participants.



Timeline

The training and mentorship program spanned a total of eight weeks with structured activities.



Skills

Participants gained various skills, most notably in Microsoft Office and graphic design tools.



Methodology

The project used interactive training methods including games, quizzes, and teamwork exercises.



Monitoring

A continuous evaluation process was in place to ensure the productivity and engagement of participants.



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Conclusion

The TechHer Project successfully trained 70 girls, equipping them with vital technological skills and support during and after training.







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