

WomenTechMakers Team

Task ROUND

WomenTechMakers_AditiSingh

→ Main tasks :

- **Emerging tech challenge**

► **Challenge:** One of the biggest challenge for women in tech is “**Lack of Representation**”

According to reports, women hold only 26.7%tech related jobs ,25% of leadership positions in tech .The tech industry suffers from significant lack of representation of women, making it daunting challenge for women to find role models .Absence of visible examples of women in these roles can cause women to doubt their abilities and feel they do not fit it.

► **Initiative:** I think to overcome this challenge **Mentorship Programs** will play a crucial role.

Establishing structured mentorship programs pairing female students with experienced professionals and women leaders will boost support and guidance which help women to overcome **imposter syndrome** ,opening doors to new opportunities ,creating role models and increases visibility in career paths .

From creative perspective , We can launch something like **#WTM Inspiring Journeys** highlighting the achievements and compelling journeys of women developers providing role models , inspiring women and reducing their fear (inspired by WTM story map)

- **Innovative Event Formats for WTM**

► **Fireside Chit-Chat +Tech Games Evening**

A community building event for confidence, connection and collaboration .

Event concept-A relaxed ,cozy fireside-style conversation where seniors share their real journeys ,struggles, doubts, funny mistakes followed by lighthearted tech themed games .

How it Helps :

- During Chit chat seniors openly share moments they failed, doubts they had , what went wrong etc reducing fear and comparison in juniors .
- A safe space for questions will be created ,breaking hesitation of juniors and reducing self doubt .

- Collaborative Games Break Social walls and excite students

Games like :

Debugging Relay race ,Memes challenge ,Escape room : Tech Edition ,Tech pictionary

- A sense of belonging fights imposter syndrome more than anything else

Warm conversations + shared laughter + teamwork creates a great feeling .

➤No Code Hackathon

Event concept : The No-code Hackathon is a beginner- friendly Innovation challenge where participants use visual, drag and drop ,and no code platforms (such as Canva ,Figma, Bubble etc) to build functional prototypes -without coding .

How it helps :

- Beginners often avoid hackathons due to belief : “**I do not know how to code .I do not belong here ”. A no code format breaks this barrier .**This instantly reduces self doubt.
- No code tools allow participants to create apps,websites,dashboards etc in just few hours .Seeing their idea turn into something excites them “**Wow ,I Built this !”**
- Building real projects in fun ,low pressure environment change their mindset from **tech is scary to tech is fun and I can do this .**
- These both events help in **breaking stereotypes**, (ensuring diversity in both competitions) seeing women in lead roles, designers, presenters will change mindset .

- **Beginner-Friendly 4-Week “Intro to Tech ” Bootcamp Curriculum**

Week 1-Building foundation+ Confidence Booster

Theme-“Laying the Groundwork”

⇒Goals

- Learning how technology works around us
- Learning basics of websites, internet and coding logic
- Help reducing imposter syndrome

⇒Topics

- What is Technology? (illustrating with real life examples)
- How websites work behind the scenes(front-end and back-end in simple language)
- Introduction to HTML(creating first simple webpage)
- Introduction to problem-solving and logic building(fun games and puzzles)

⇒Activities and hands-on

- Building “My First Webpage”
- Fun Games: Tech pictionary, Guess by memes Tech Bingo

⇒How we make 1 Week welcoming

- Assigning a senior+ junior mix (beginner+ slightly experienced)
- Keeping “small win goals”(like writing one HTML tag)
- Keeping everything very simple and easy to understand

Week 2-Web Basics and building creativity

Theme-“Curate your web identity”

⇒Goals

- Learn enough HTML+CSS to able to design a simple webpage
- Showing coding can be fun ,artistic and not scary
- Generating confidence through creativity

⇒Topics

- Full HTML structure(links, images ,tags)
- CSS basics(background, font ,layout)
- Introduction to different coding platforms(VS code ,Replit)

⇒Activities and Hands on

- Creating a personal portfolio page
- Dividing into small groups-making it beautiful together
- Students can chose their own themes and design what they wish

⇒How we make 2 week Welcoming

- Making -your-own color palette ,using colorful templates so students feels creative
- Creating things in group and celebrating small progress
- Providing cheat sheets so nobody feels any difficult

Week 3 -JavaScript Basics +Mini projects

Theme -“Make it more lively”

⇒Goals

- Introducing JavaScript (the reason behind website being interactive)
- Able to write small JS scripts
- Boosting more and more confidence

⇒Topics

- What is JavaScript ?

- Operators ,Variables, buttons
- Adding JS to the webpage

⇒Activities

- Creating a fun JS feature -changing dark /light mode ,simple calculator etc
- Dividing into teams and giving mini projects (such as personal portfolio, feedback form , mini games)

⇒How we make 3 week welcoming

- Pairing seniors +juniors together so everyone progress together
- Open Question asking sessions
- Volunteer+ Mentors assigned to each group to help especially beginners

Week 4-Present your First Tech project

Theme-“ Time to own the stage ”

⇒Goals

- Building and completing a small working project
- Giving stage to students and presenting the project confidently
- Celebrate the milestone and completely removes imposter syndrome

⇒Activities

- Finishing a team project
- Using all the tools (HTML+ CSS+ JavaScript)
- Preparing a 2 min presentation on : What we built, What we learn , How helpful project is

⇒Finale

- Giving prizes for -Most creative project ,Best Teamwork ,Beginner's breakthrough Award
- Giving Participation Certificate to everyone

⇒How we make 4 week Welcoming

- Focusing on effort -no comparison
- A great Camp for community building
- Everyone gets a spotlight moment .

• Video Reflection

➤The Speaker by the statement means that “**Technology is less of a device that student posses but more of an environment they inhabit**” means that Technology is not just phones ,laptops ,robots, gadgets or apps ,it is no longer an isolated item or a devices we hold in our hands but it is the world we (students) are living -systems, networks ,social behaviour etc .We

do not simply use it but living inside it .Today it is influencing everything (how we (students) communicate ,learn etc) .The speaker is referring this generation as digital natives

➤The best example to illustrates this idea which i think everyone of us can connect is **GOOGLE (famous search engine)**

Life without google is almost unthinkable during this era of technology :

- Google classroom ,Google Docs, Google slides ,Google forms ,Google cloud services ,These are the tools without which we cannot imagine our assignments ,our study plans etc
- Google maps which helps us with directions and places
- Google assistant or Gemini AI helps in studies ,handling tasks ,providing information .

So Google is not just a device we use but environment which we live ,shaping how society moves ,works and make decisions .

→Technical tasks :

A. GitHub repo link - [GitHub - aditi25bce10868-blip/WTM-GitChallenge-AditiSingh](#)

