**Unique group name**:

**Group: 1**

**Project Topic Name/Title**: STEAM ACADEMY

**SDG Goal**: Our project is built around the Sustainable Development Goal 4 and 5, which is: Quality Education and Gender Equality.

* Our goal is to ensure that all kids between the ages of 5 and 17 have access to free education by 2030.
* One of our objectives is to provide equal access to affordable tech training, such as web design, robotics, etc to eliminate gender inequality in the tech sector so as to achieve quality STEAM education.
* We aim to promote inclusive quality education and ensure continuous learning opportunities for all gender.

**Description**:

Every child has a right to quality education however there are still children in Africa that do not have access to education at all. With the continuous evolution in technology and innovation, it is not just enough to have a basic education, everyone needs to have a working knowledge in technology in order to succeed and thrive in today’s world. We plan to:

* Create an NGO learning platform that allows students of ages 5-17 register and take online classes in basic and tech education from any location in the world.
* Design a section that carries information on education and technology that can inspire students
* Design a section for teachers to register and be verified.
* Design the teachers section to give them access to a working curriculum so they can teach students in rural areas without access to computers.

**Why was it chosen**:  The backbone of every country is the youth and only education can give the youth a platform to effect positive change. We hope to use this platform to help Africa increase its potentials for excellence as quality education is the foundation for success.