REVOLUTION OF THE SCHOOL SYSTEM

Introduction

Even through the realization that not all students in school are academically gifted, still the school system fails to revolutionize to cater for these students. Some students are forced to go through the academic pathway not because they want to but because that is the only pathway availed to them. These students suffer major psychological, emotional and even financial stress. This is because as they grow up and their academic life ends, they are left out there to fend for themselves whilst their counterparts continue to get more opportunities. The cause of the great unemployment feasting on the youth should be greatly attributed to this. The school system is judging fishes on the basis of how fast they can climb a tree, which altogether is unfair and primitive. Children turn into adults thinking they are useless and that the good life is only reserved for those who excel academically. Wouldn’t it be ideal now to ensure that everyone is judged on what they know best?

This proposal aims at finding the best solution to the problem of high youth unemployment from the root level and current level simultaneously; it will also gauge this solution.

Problem Statement

According to the ministry of basic education (Botswana), only 53% of students are admitted to tertiary institutions yearly. This means that 47% of students who do not meet the cut-off points allocated by the government are left without any education or jobs. However, these students are only set aside on the basis of their poor academic performances. Their future is dictated to them based on one variable, which is education. Many of these students, however, are very talented in different disciplines such as art and sport. In reality, once they are cut off from school they get limited or no opportunities of getting their talents seen by the world and actually getting to make money off of them. This has created a niche in that all economic opportunities; income generation through playing sport and doing arts, coaching and mentoring are not exploited hence adding to the already daunting issue of youth unemployment. Upon growing up, these students add on to the already existing cases of high unemployment because now they will be out of school and will have no qualification to find suitable, good paying jobs. As more years go by, the number of the unemployed youth increases significantly. Only the academically gifted student can then look forward to a better future, something which is slowly changing globally. Although other students are lucky enough to go on with sport/art and athletics, some fail to explore that route fully because they do not really know what extracurricular activity to pursue. Some of these students are usually drained because they cannot make it in the academic field hence they give up on sports too because they have been told they have an uncertain future.

Solution statement

In view of all the issues surrounding unemployment amongst the youth we propose a predictive model which aims at assessing students’ performances through extracurricular activities and through the use of artificial intelligence so as to be able to suggest what discipline to fully engage in. This model seeks to ensure that the entire student’s focus is on one discipline so that they can develop their skill further. It is through this model that people such as assessors, coaches, mentors will be hired in order to fully implement the model. Companies aimed at life coaching can also generate money through aid of the system by providing mentorship and life coaching to ensure that students know very well what they want, how to achieve it and how to deal with circumstances in which they do not achieve their goals. Ultimately, the model seeks to encourage the building of sport and arts academies so as to ensure that students who are academically challenged can also benefit through what they know best and encourage income through sport and art. We are currently working with the ministry of basic education regarding this model.

It is through the Yamasa system that we aim at the partial revolution of the school system. As the current school system focuses mostly on the academic abilities of students the implementation of the Yamasa system will encourage a 50/50 approach i.e. academics: art/sport. The system will encourage students to engage in various extracurricular activities where they will be assessed by different people in the different disciplines including athletics, art and sport. Throughout this assessment the students’ performance will be entered into the system which will then store them and also be able to map what the student is good at. This is so that the student can focus mostly on that area to improve their performance. With this system the student can find the right mentorship and work towards their goals rather than spending most of their time on something which will not benefit them. It will map how the student has been performing in sport from their early age when they are still at primary school and giving them an edge advantage to possible opportunities in the future.

The implementation of this system will be paired with the creation of jobs for the forgotten youth (academically challenged) that remain in the street because they have no formal qualification. These people will be brought in as coaches for the different sporting codes, different arts and also provide mentorship for students. This system will also simplify the process of recruiting for various sport clubs and art houses. These respective organizations will be able to log in to the system in order to view students’ performance and recruit them into their clubs hence ensuring that they are employed whilst also using their talents.

Yamasa will focus on the following areas:

Athletics: Athletics is amongst the most prominent and popular of extracurricular activities in both high school and college. Par¬ticipation in varsity athletics usually requires major commitments of time and effort. But many students take part in another popular option: intramural sports. Although intramural athletics may not require the same commitment as university sports, both help students develop the same kind of skills. In team sports, for example, participants usually develop a sense of camaraderie and learn to work together with others. And physically active students learn to appre¬ciate the benefits of an active lifestyle.

Performing arts: Most high schools and colleges have performing arts organizations, such as music (band, orchestra, and chorus) and drama clubs. Like elite athletes, student per-formers usually must make a major time com¬mitment. This includes time with the group and, often, individual practice time. These performers don’t just play for their own benefit, however: Many also take part in group competitions between schools. Both musical and theater organizations may com¬pete in festivals around the Nation. Such per¬formances allow students to receive feedback from judges and share their work with peers from other programs. Not all members of these groups perform onstage. Backstage and other support activi¬ties allow nonperformers to pursue their inter¬ests while helping to work toward the shared goal of a successful concert, play, or other performance. Yamasa will be having a module for this area, for easy access.

Sport: There are different sporting codes, including; football, softball, netball etc. which are available for students at junior and high schools. Sport is very important for students as it builds them to be physically fit and as well for career development. Also as the above mentioned category, students need more time to do very well in sports and to provide good results. Students who usually take sports as their main interest usually continue with it after finishing school. Yamasa System will have a module for sporting codes and allowing coaches to access this module to look for prominent players.

Art: This is an academic subject but most students do very well in it while fail other academic subjects. Art is a talent and it needs to be nurtured so that students can do well in it. It needs someone who has passion. It is also a subject which is offered at junior and senior schools.

System objectives

The major objective of the system is to commercialize extra-curriculum activities to help students develop skills, and to improve employment prospects. In addition the system will be helping youth who are already in the streets so they can use their talents to develop the students and in turn make money out of it. Students take part in an activity mostly out of personal interest. Yamasa is a process that will help the child to help develop within themselves self health, effective citizenship, worthy home membership, ethical character, worthy use of leisure, command of fundamental processes, and to choose intelligently, obtain training for, and enter a suitable vocation

The benefits of Yamasa System

Yamasa has some benefits varying from its different stakeholders; being individuals, School club Coaches, and national Club Coaches.

Ministry Of Education

• It will be easy for the system to be used to implement career pathways, where students who are good in art, can be admitted to schools where they will continue their interest.

• It will help ministry to monitor sporting codes in schools and know how students perform in extra curriculum activities

• It will also benefit the Ministry when it wants to choose students for sport sponsorship since the system will be able to extract the best internationally.

Ministry of Empowerment Youth, Sport and Culture

• It will help the ministry since people will now take sport seriously hence it will be easier to implement the policies of the ministry

• It will also increase the number of performers in sporting codes and this can bring better results as people will be able to compete.

• It provides the easiest way to follow our performers and know how they are doing since it will be a traceable record.

Clubs

• Reduced labour intensity in sourcing members for Clubs because they can easily go on to the system and call the players/performers.

• Increases the chances of taking performers who are well developed hence making it easy for them and at the end less resources are used on them.

• Reduces long hours spent going around the country looking for athletes/ performers.

• Commercialization of sporting activities and performing arts

• New marketing strategy.

School Club Coaches

• It will help them to map the extra curriculum that the performer is good in.

• They can easily analyse the performance hence be able to choose the best from the rest during competitions

• Tie serving during selections

• It will bring better results since the system will be used

Individuals/Public/students

• Time saving

• Conducive and cost effective.

• Information Sharing, sometimes information about the clubs and performances does not reach people easily, so through the system people can be easily informed.

• Able to go along the area of interest since the sport will be taken seriously

• It will create employment for people who were not academically gifted but had talent in sport and/or performing arts.

PROJECT SCOPE AND CONSTRAINTS

This project could be divided into the following phases:

• Topic Research, Analysis

• Design (database & Web)

• Database Development

• Webpage Development

• System Integration (database & WebPages)

• Testing

• Implementation

Note; since it is not upon the author to develop or program the system, the third party will determine which approach is best to tackle the system. Also we are going to need someone who has knowledge of mobile computing

Project Scope

The project should have the following as its deliverables:

• Mobile Phone Yamasa Application

• Desktop Yamasa System

• Manual for the system

Note; it is upon the development team to decide the outcome of the project till the end

Constraints

Implementation of the Yamasa System will be constrained by;

• Availability of resources needed for the successful completion of the project

• Willingness of the Ministry of education, school clubs and coaches involvement in developing the project.

• Confidentiality of information dealt with, makes it difficult for modelling requirements and testing functionality.

SYSTEM REQUIREMENTS

Yamasa will have the following requirements as discussed in the following sub-sections.

Functional Requirements

• The system should allow individuals to register for the service.

• The system should store details of all registered Yamasa clients.

• The system should allow clients to login before they can make use of the system.

• The system should allow performers/athletes to request to join the available clubs in the system

• The system should provide information about extra curriculum activities

• The system should map the performer’s performance and give a statistical and graphical representation of the results

• The system should have the search facility, where the search can be done under any parameters (through good performers, most loved club, number of clubs).

• The system should allow the administrator to login and have access to clients’ accounts.

• The system should allow the administrator to edit/update accounts for Yamasa clients when need arises.

4.2 Non-functional Requirements

• Portability: as initially mentioned, the system should operate on any cell phone and desktop.

• Usability: it should be easy to use with short, simple and clear options and prompts.

• Reliability: the service should be accessible day and night.

• Security: the use of encryption on password should be put in place to avoid any possible fraud case.

• High data integrity: Also the information of the clients/performers should be accurate

• Modularisation: The system will have multiple modules to allow easy access of functions

4.3 Technical Requirements

The developer will determine which tools/software to use in making this idea operational but now Java can suit the project well.

4.4 Hardware Requirements

Laptops for system development and documentation

Projectors for presentation

Cell phones-for testing the application compatibility

Printer: for the administrators to print results if the need arise

Note; it is also for the developer to choose equipment necessary for system/application development.

5.0 BUDGET

Description quantity cost Total cost

laptop i3 Lenovo 2 7 000 P14 000

Projector 1 1 500 P1 500

Printer 2 1 000 P2 000

Cell phone (smart phone) 1 2 000 P2 000

Cell phone (not smart phone) 1 200 P200

Programmer (labour) 2 30 000 P60 000

System Analyst (labour) 2 20 000 P40 000

Total P119 200

NB: From the budget the cost may change as for now we are not sure about the cost of development and also the project does not need much money to be implemented but it has very good capabilities.

Competition

We currently do not have any competition locally but we have international competitors. However, we will ensure that we stay ahead of our competitors by encouraging stakeholders through this system to create academies (sport/ art) which will also encourage the creation of more jobs for the unemployed youths through coaching and mentoring.

Team brief

Our team is made of 4 revolutionaries consisting three males and one female. In order to bring about diversity in the team, we came to form a coalition of students from different faculties; faculty of science and the faculty of health sciences. Members include two students pursuing masters in computer science and the other two pursing nursing and environmental health. The idea of forming a pact of students from the various faculties is so as to ensure that issues are tackled from all sides, perspectives and experiences. We are also from different countries .i.e. Botswana and Nigeria. This is to acknowledge that the problems we will be dealing with extend far beyond the borders of one country or region and hence through unity we get to tackle the issue united as one and bringing a solution capable of transforming million other lives. We are a very united front and are a very innovative team; we believe we are change makers of the next centuries.

Our mission is to provide solutions to combat unemployment amongst the youthful population which will also apply to other regions of the world.

CONCLUSION

Yamasa is a technological system which will help Batswana to commercialize sport, performing arts and athletics, as a way of creating employment and unleashing their God given talents. Self-motivation is a factor: Achiev¬ing success in an activity that interests them requires students to develop good time-man¬agement habits that carry over into school¬work. And eligibility for participating often requires students to maintain a certain performance and not to lose focus easily on the area of their interest. The system will help Ministry of Education for career pathways program which has to be implemented in the next coming years in terms of admissions and sponsorships.

We hope that our proposed solution will be consider as we understand clearly the existing situations in schools which we believe are the root cause of unemployment amongst the youth. Our solution is also feasible in and around the whole world and it will be very user friendly and its implementation will ensure that not only do we solve current unemployment but we also aim at solving future unemployment through the revolution.