

<jenga:hub> REIMAGINE LEARNING

JENGA HUB

ANNUAL REPORT



jengahub.com

A WORD FROM THE DIRECTOR

Our work as an organisation continued to ensure that our favorite stakeholders, children, never missed a beat in learning. Thanks to our dedicated team who worked closely with teachers, parents, local leadership and the government, we were able to expand our footprint to reach more children with digital literacy skills and design thinking learning.



The great thing about technology literacy that is evident, is that, when applied in the right way, has the potential to realize dreams and transform communities.

In 2023 we are more optimistic than ever, to keep the same momentum as we set our sights to train more teachers and expand to regions we have not worked in before, and growing our teams to strengthen our existing network.

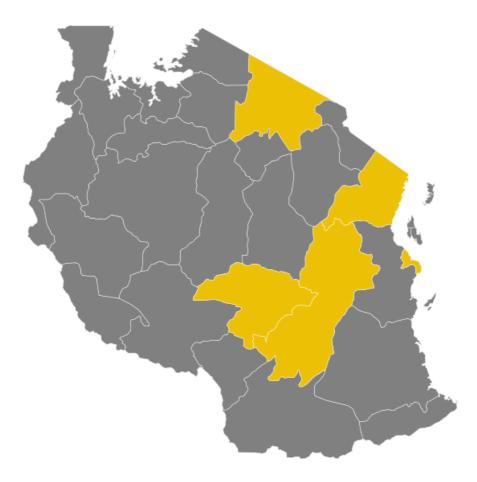
We hope to grow and serve with you, Best,

Nancy Sumari

namery Zreman



JENGA HUB FOOTPRINT



SDG'S WORKED ON



EXECUTIVE SUMMARY

Jenga Hub's mission is to transform the lives of Children and Youth using Technology through a process of creating memorable learning experiences that improve learning outcomes and make learning more engaging and inventive.

The Neghesti Sumari foundation is registered in the United Republic of Tanzania as a Non-Governmental Organization under the NON-Governmental Organizations Act of 2002 with registration number 00NGO/00007312.

The Neghesti-Sumari Foundation, through its flagship program 'The Jenga Hub', is committed to working with the community through educating and enhancing the effective use of technology tools for students and education stakeholders in primary and secondary schools through ICT training. As well as programs to enable teachers to increase their knowledge of how technology can increase their effectiveness in their training.

1.0 BACKGROUND

Jenga Hubs mission is to create memorable learning experiences for children using technology, to improve education outcomes and to make learning more engaging and inventive. Inspired by the the Sustainable Development Goals, 4, Jenga Hubs aim is to Reimagine Learning and enhance creativity to empower children using digital literacies that will improve learning outcomes.

The overall project goal is Children gain knowledge on various topics, gain 21st century skills (like creative thinking, global citizenship, and technological literacy), and gain agency to take action.

As previously outlined, the methodology maps to learning objectives specified by:

- OECD's Future of Education 2030 framework
- Unesco's SDG's Learning Objectives
- World Economic Forum's Future of Jobs report
- Our Specific objectives are,
 - a.To build the digital literacy and future-readiness of educators of
 - b.students through targeted training on design-based learning, the application of ICT educational tools, and 4IR principles (incl. key soft skills for future readiness) in schools.
 - c.To equip each classroom with the basic ICT equipment required to develop digital literacy and incorporate ICT educational tools into their curriculums
 - d.To provide computer literacy training in software and hardware students
 - e.To enhance and nurture the global citizenship, innovation, creativity, and interpersonal skills of children
 - f.To support children in the identification and design of innovative

2.0 ACHIEVEMENTS IN 2022

We would like to thank our employees, customers, partners, and shareholders for their continued support and trust in our company. We look forward to building on our successes and achieving even greater milestones in the future.



Teachers after a workshop

2.1 TEACHER TRAINING

In our quest towards digital literacy for all, teachers remain one of our most valuable allies. By equipping them with the necessary skill sets that allow them to become more efficient in knowledge delivery, and as the world edges on in the fourth industrial revolution, they become more future ready.

Through immersing in the design thinking training, our teachers are able to experience the learning and skills and in turn equip their children in the classroom with the same skills set, to improve overall learning outcomes.

Teacher training is one of the core functions of The Jenga Hub that is being driven by its mission. The Jenga Hub through its teacher training program offers weekly training sessions aimed to empower teachers with digital skills



2.2 JENGA HUB SCHOOL CLUBS

In our efforts to empower the next generation of change makers through digital literacy skills. Jenga hub has managed to reach and empower more students through the teachers in our partner Schools. Through out Trained teachers students have been able to be immersed in design thinking and computer training.



Students leaning ICT

In this year Jenga Hub has reached 704 students across 3 Regions in Tanzania namely: Dar es Salaam, Morogoro, Tanga regions.

2.3 SPECIAL NEEDS (HEARING IMPARED)

Furthermore This year, we embarked to grow our service offering by working with children with disabilities in schools. Through a partnership between Jenga Hub and Msasani A Primary School, we have managed to serve children with impaired hearing.

By developing tailored and contextualized curriculums, training teachers and immersing the children in their community and Jenga hub has been able to better equip our partner teachers to allow them to become more efficient in knowledge delivery



Hearing impared students learning ICT

2.4 INNOVATION WEEK 2022

In support of the main theme of the Innovation Week 2022, "Innovation for sustainable development" In partnership with Ifakara Innovation Hub invited young innovators to participate in contribution of their ideas towards designing a better future of their local communities.

Jenga hubs farming innovation challenge, invited children to understand the Global SDGs and their significance, Looked at SDG's 2, 9 and 15 and encouraged them to participate to innovate for change and impact in the farming community in the kilombero valley.



Innovation Week 2022 Morogoro edition

In collaboration with the teachers that we have previously trained, The teachers hosted the design challenge in their respective schools there after facilitating discussions on the topic, ideating on the problem and sketching a diagram of the idea and prototyping using maker kits and everyday materials.



Highliights of Innovation Week Morogoro

The program attracted a total of 50 students and 5 teachers from 5 primary schools, and covered several activities including a data and an SDG workshop conducted on the first day of the Bootcamp, the Student's Designathon challenge from the second an Exhibition, Showcase and Career guidance on the final day of the program. The exhibition received participation of local government officials ,headed by the DC of Ifakara, parents and members of the wider IHI community.

2.5 DIGITAL FINANCE, ENTREPRENUSHIP BOOTCAMP

In today's digital age, entrepreneurship and digital finance skills are crucial for success in any business venture. With this in mind, a successful digital finance and entrepreneurship boot camp was held recently, with the aim of providing hands-on training to 120 students. This training was followed by a business fair, where the trainees had the opportunity to showcase their newly acquired skills and knowledge.

The boot camp was organized in patnership with Natokaje Kidijitali together with Kids finance with Tracy. The training was designed to be comprehensive and practical, covering topics such as digital marketing, financial management, and business planning.





The boot camp was spread over a period of two weeks, with the first week being dedicated to classroom sessions and the second week to practical exercises. During the classroom sessions, the students were taught the theoretical concepts of digital finance and entrepreneurship, while the practical exercises provided them with hands-on experience in applying these concepts to real-life situations.

The business fair was held on the last day of the boot camp, and it was a grand success. The trainees had the opportunity to showcase their business ideas and products to investors, customers, and industry experts. The fair was wellattended, and the trainees received a lot of positive feedback for their ideas and products.

Many of the trainees went on to start their own businesses after completing the boot camp. They were able to leverage the skills and knowledge they had acquired during the training to create successful and sustainable businesses. Some of the businesses that were started by the trainees included bakeries, electronics stores, sports wear shops and many more



Attendants of the Finance Digital and Entrepreneurship bootcamp receiving certificates

2.6 PRIMARY SCHOOL BOOTCAMP TANGA

The Jenga Hub in partnership with Projekt Inspire co-hosted a 5-day "Future change makers" STEM Boot camp for primary school students at the STEM Park Tanga (A Science and Technology Centre hosted under the Tanga city council).

The 5 days of the Bootcamp attracted a total of 80 students and 5 teachers from 5 primary schools, and covered several activities including a teacher training workshop conducted on the first day of the Bootcamp, the Student's Designathon challenge, an SDG Workshop from the second to the fourth day, an Exhibition, Showcase and Career guidance on the last day of the program.



SDG workshop for students during bootcamp

As part of the finale of the event, an exhibition featured presentations from the participants, selection of best projects, and awarding of the best groups/projects and teachers. A total of 200 parents and community members managed to attend. This day was witnessed by the Tanga city Director as a guest of honor and by Local government leaders.



Group of students posing for a photo with the Guest of Honor

3.0 NETWORK AND PARTNERSHIPS

In the spirit of the African saying 'Alone you can go far, but together we can go further', we were honored to grow our stakeholder footprint, by continuing our partnership with the city council of Kinondoni in setting up tech clubs in various schools in the district and receive the green-light certification for our program from Tanzania Institute of Education (TIE) and the President's Office for Regional Administration and Local Government.

2.1 PROJEKT INSPIRE

We are excited to announce a network partnership between Jenga Hub and Stem Park Tanga (A Science and Technology Centre hosted under the Tanga city council) an initiative by the Projekt Inspire

The aim of this partnership is to equip students with essential digital skills qualities necessary to succeed in the 21st century. Through this collaboration, students will have access to quality digital literacy education and STEM training that will enable them to become future leaders in their communities.



Teachers posing for a photo after Training Workshop at the Stem Park Tanga

Through this partnership Jenga Hub in partnership with Projekt Inspire cohosted a 5-day "Future change makers" STEM Boot camp for primary school students at the STEM Park Tanga (A Science and Technology Centre hosted under the Tanga city council) in December of 2022, that reached 80 students and 5 teachers from 5 Schools in Tanga City

2.2 WAHI

We are excited to announce a network partnership between Jenga Hub and WAHI (We are the hope of Iringa) an initiative by Global Outreach Tanzania. The aim of this partnership is to equip students with essential digital skills and leadership qualities necessary to succeed in the 21st century. Through this collaboration, students will have access to quality digital literacy education and leadership training that will enable them to become future leaders in their communities. This partnership is a significant step towards bridging the digital divide and creating a brighter future for Tanzania.



Exchange Visit betweek Wahi and Jenga Hub

2.3 DESIGNATHON

Jenga hub remains an active member of the global designathon community and we changers platform and managed to successfully host 3 designathons in the year 2022.



Jenga hub appreciates the continued support of the sponsors and partners on our journey of empowering the future generation of change-makers.

4.0 PARTNERS AND SPONSORS















STEM Park

















