Edoovillage Request Form

Requester Information: (*) is a mandatory field

Requestor's Name (*): Paul Semeh

Requestor's Email Address (*): info@scef-international.org // paul.semeh@scef-international.org

Your Organization (*): Street Children Empowerment Foundation (SCEF)

Organization Website / Facebook: https://scef-international.org/

Your Labdoo account user name (https://www.labdoo.org/user/register):

Project Site: 62/3 Ward D, Crewe Avenue – Palladium, Accra -Ghana

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1. Project title or name of your school, project, or NGO - A short title or description for your project(*): **STEAM Education for Street Children in Ghana**

2. Project Description - Please explain about your project and how you will use the laptops (*):

Introduction:

The Street Children Empowerment Foundation (SCEF) is proposing a project called "STEAM Education for Street Children in Ghana," which aims to turn its Learning Hub into a Science, Technology, Engineering, Arts, and Mathematics (STEAM) center for street children in Ghana. The project's objectives include increasing technical capacity, creativity, problem-solving abilities, self-efficacy, and research skills among street children. To achieve these objectives, SCEF plans to introduce STEAM projects that require the use of technology and organize workshops in each STEAM area, such as science, technology, engineering, arts, and mathematics.

Rationale / Context:

STEAM education is crucial for the future success of Ghana's children, especially those living and working on the streets. The government should focus on the "STEAM-ification" of the education system to equip Ghanaian youth with the knowledge and skills they need to solve the country's problems, such as poor infrastructure and healthcare shortages. SCEF has

observed that street-connected children in Ghana are interested in STEAM and wants to provide them with opportunities to develop their skills.

As part of SCEF's recent project, we are focused on supporting the transitioning and mentoring of youth from Senior High Schools into either getting jobs, scholarship applications, tertiary/technical education, etc. We also aim to promote Grassroots Enterprise Development by equipping our beneficiaries with the necessary skills and tools to start their own businesses or become self-employed. SCEF needs to provide laptops to our beneficiaries to access online resources, apply for jobs, scholarships, and online courses, and start their own businesses. However, our beneficiaries lack the necessary resources to access laptops. This is particularly challenging for our university students who require laptops to access course materials and resources, as well as complete and submit their assignments on time. The inability of some of our students to submit their assignments on time has become a major concern for SCEF. Additionally, some of their students studying Web Development, Programming, and Robotics are unable to practice their front-end skills, which has resulted in a lack of confidence in their abilities.

Objectives:

The project aims to:

1. Increase technical capacity in areas such as coding, computer-aided design (CAD), 3D printing, mechatronics, and robotics.
2. Expose street children to challenges that increase their creativity and problem-solving abilities.
3. Build self-efficacy and research skills among street children.

Methodology:

The proposed activities include:

- Supporting the transitioning and mentoring of youth from Senior High Schools into either getting jobs, scholarship applications, tertiary/technical education, etc. We also aim to promote Grassroots Enterprise Development by equipping our beneficiaries with the necessary skills and tools to start their own businesses or become self-employed.
- Getting them to support with introducing projects that require the use of technology, such as the PenPal Project.
- Organizing workshops for each STEAM area:
  - Science: conducting experiments to get children interested in physics and chemistry, introducing coding concepts, organizing a solar eclipse viewing party, conducting hands-on experiments, and organizing science fairs.

- o Technology: teaching children how to use various applications such as MS Office and Graphic Design Software, how to access the Internet safely, and how to use the Internet for school.
- o Engineering: organizing workshops on robotics, 3D printing, and other related topics.
- o Arts: teaching children about different meaningful artists, organizing music workshops, teaching children how to write texts (poetry, essays, stories), and teaching about shapes and symmetry.
- o Mathematics: showing children where math can be used in real life, organizing "corner math" activities, and celebrating Pi Day to teach children about Pi.

Request:

The total request for laptops is for mentoring and transitioning students, experiments, and equipment for workshops.

Conclusion:

SCEF believes that providing street children in Ghana with STEAM education is crucial for their future success and for the development of Ghana as a whole. The proposed activities aim to increase technical capacity, creativity, problem-solving abilities, self-efficacy, and research skills among street children. Therefore, providing STEAM education to street children in Ghana will not only equip them with the knowledge and skills needed to compete in a rapidly changing world but will also provide them with access to technology and resources that they may not have had otherwise. It will also help address the problems facing Ghana, such as poor infrastructure and healthcare shortages, through the development of a skilled workforce.

3. Number of students (*): 50 students but more students will come

4. Number of teachers (*): 4 social workers

5. Claimed IT equipment (*) Laptops are needed

5.1 Number of Laptops needed (*): 50 Laptops

5.2 Number of eBooks Reader needed: 10 eBooks Reader

5.3 Others needed (Tablet-PCs etc.): 10 Tablets

5.4 Additional comments:

6. On Site Contact Information / project manager. Please provide at least one way to contact (*):

6.1 Full Name (*): Paul Semeh

6.2 Phone (*): +233 020 206 1234

6.3 Email (*): info@scef-international.org // paul.semeh@scef-international.org // deutschland@scef-international.org

6.4 Physical address of Organization (street, city, zip code, country…) (*): 62/3 Ward D Amamomo Close Palladium Jamestown, Accra-Ghana

6.5 GPS coordinates (click the link to find the coordinates: https://www.gps-coordinates.net or https://support.google.com/maps/answer/18539) (*): Latitude: 5.53346 | Longitude: -0.21357

7. Language

7.1 Local / Preferred language(s) (*): Englisch, Ga, Twi

7.2 Additional information about language(s):

8. Project Location - street, city, state/province, country, zip code (*): 62/3 Ward D Amamomo Close Palladium Jamestown, Accra-Ghana

9. Access to Internet (*)? yes

9.1 Access to internet (yes/no) yes

9.2 Wired/cable (yes/no) yes

9.3 Wireless (yes/no) yes

10. Conditions about the room where the laptops will be installed:

10.1 Is the room secure? [yes / no + brief explanation] yes, the room can be locked and during night there is a security gurad

10.2 Can the room be locked in a way that the supervisors (e.g. teachers) can control access? [yes / no + brief explanation] yes the supervisors can control who is allowed to enter the room

10.3. Is the room weather-proof? (e.g. does the room protect the laptops from rain, sand, etc?) [yes / no + brief explanation] yes the room is weather proof, The room has a stable roof and walls so that neither water nor sand etc. can get into the room.

11. How did you hear about Labdoo?:

We heard about Labdoo through internet research

--Search Engine (e.g. Google)

--At local Conference,

--At online Conference,

--From other organizations/companies,

--Facebook

--Instagram

--Other (please describe)

12. Picture(s) of the school, students, teacher, etc with this Request Form. Please send asfile(s) (*):

SCEF Center

playground in front of learning hub

The Library

Reading in the library

Reading in the library

Students in the classroom

Students in the classroom

Social Worker teaching in the classroom

The picture will be uploaded to your project site