

# Chapterthon 2017: Digital Schools!



Chapterthon is a global Internet Society (ISOC) Chapters marathon, where all ISOC Chapters can participate by developing a project within a timeline and budget to achieve a common goal for the development of education and the Internet. Once the project is finalized, the best project receives a prize.

# Supporting our Chapters for an open Internet

**Chapters** are central to our work, bringing together our members in local and regional groups that run projects and activities dedicated to informing policy and educating the public about Internet-related issues.

Our Chapters provide us with unique local and regional perspectives on emerging Internet issues, and there are currently over **134 Chapters and SIGs (Special Interest Groups)** across six continents. They all share a common interest helping to achieve the Internet Society mission in their own geographical area.

With this in mind we created a competition called the **Chapterthon**. A global Internet Society Chapters marathon, where all ISOC Chapters can participate by developing a project within a timeline and budget to achieve a common goal for the development of education and the Internet. Once the project is finalized, the best project receives a prize.

This competition aims to increase our Chapters commitment in finding innovative solutions to global challenges and raises awareness on sustainable development. Engaging our members in a contest creates new opportunities collaborative to support our mission, including:

- finding collaboration with all who share our goals for the Internet to be open, globally-connected, secure, and trustworthy
- promoting the Internet Society's collaborative and inclusive model
- strengthening the sense of community among Chapters from different countries and opening the doors to future collaborations
- gaining experience by working together to solve a local problem on a global scale
- develop the Chapters' membership development

At the Internet Society, we believe the Internet has the power to transform lives – and everyone can play a role in making this happen.

[Join a Chapter.](#)

# Chapterthon 2017

## Digital Schools!

**The Internet Society** seeks to improve the quality of people's lives in all parts of the world by providing them meaningful access to an open, trusted, and global Internet. The adoption of the **17 Sustainable Development Goals (SDGs)** by the United Nations in September 2015, gave us a clear framework to increase our development efforts as well as reinforce our commitment to bringing the benefits of a globally connected Internet to everyone.

We have always seen the Internet as a critical enabler for sustainable development and believe that access to it will help accelerate the achievement of all of the SDGs.

To make this real and show the impact of the Internet in the achievement of the SDGs, we want to help our Chapters move the needle on SDG4 in particular. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all.

This is why Chapterthon 2017 was launched under the theme **Digital Schools!**

Effective date for the Chapterthon 2017 announcement was May 18. The initiative was open to all the Internet Society Chapter members. In the first phase, members contacted the Chapter board to share their ideas. Each Chapter board decided which project was representing them in the competition and submitted it within September 15. In the second phase, the Internet Society staff reviewed all project proposals to ensure they met **Beyond the Net** Eligibility Criteria.

**30 projects** were selected to participate in the competition. All of them fit into the following categories:

- Digital literacy
- Online lectures
- Training people in the community
- Developing connectivity for a school or an educational institution

The Chapters implemented their project starting from October 15 and completed them by November 30. They were requested to create a video that lasted about 3 minutes and submit the project reports no later than 30 days after completing the project.

30 Chapters from all the regions have worked hard to extend the benefits of the use of the Internet in education to their communities.

Connecting schools to the Internet, teaching coding to girls, training teachers and parents, raising awareness about the safe use of the Internet, developing an online platform for a school and helping to create educational, and local content are just some examples of the amazing work our Chapters have done.



## Mi escuela conectada

**Argentina Chapter** implemented a sustainable Internet connectivity project in a rural school in a town in the west of Argentina.

Mendoza - Escuela Facundo Quiroga  
Project non-participant to the competition.

## E-learning technologies for more efficient STEM education

**Armenia Chapter** trained 30 teachers from 20 schools to gain essential knowledge and skills to develop e-learning products for Science, Technology, Engineering and Mathematics education.

Yerevan - High School of the National Polytechnic, University of Armenia

[Watch video](#)



## Ensuring a Safe Cyber World for Girls and Women

**Bangladesh Dhaka Chapter** project created a chain-based community of trainers, mentors, legal supports and cases studies, to help girls to be aware about cyber-issues.

Central Women's University, Daffodil International University, Dhaka Uni (Dhaka), Rajshahi Uni, RUET (Rajshahi), IIUC (Chittagong)

[Watch video](#)

## Yatiña Iyambae 2.0 (Activando las TIC en los colegios)

**Bolivia Chapter** developed a course to give the students the initial knowledge on suitable tools in the creation of contents and their publication.

La Paz - Unidad Educativa Luis Espinal Camps Fe y Alegría

[Watch video](#)



## Cyberneteens: Governança da Internet e Programação para Crianças e Adolescentes

**Brasil Chapter** focused on teaching basic programming to hundreds of children enabling them to develop basic software and awareness in the use of the Internet.

Campinas  
[Watch video](#)



## Komplekt na kiberprikluchenetza (The Cyberadventurer's Kit)

**Bulgaria Chapter** raised awareness about major online risks among 7-15-year old children empowering them to use preventative measures for mitigating the Internet use risks.

[Watch video](#)

## Conferencia-Taller: Redes sociales seguras para niños y adolescentes

**Dominican Republic Chapter** promoted safe use of the Internet by teachers, children, teenagers and parents in educational entities in their region.

Colegio Calasan

[Watch video](#)



## Sistema de Tutores Escolares Virtuales

**Ecuador Chapter** implemented a System of Virtual Tutorials through the Internet in a school. The project helped last grade children to support intermediate grades children through a simple e-learning system.

Manta - Unidad Educativa Juan Montalvo

[Watch Video](#)



## Comunidad Digital para Estudiantes Emprendedores

**El Salvador Chapter** created an online platform to help students developing the right skills required to become an entrepreneur in a playful way.

San Salvador - Instituto Técnico Industrial (INTI)  
y Universidad Don Bosco (UDB)

[Watch video](#)



## Wikipedia e-course for high school students

**Estonia Chapter** engaged 50 high school students for a Wikipedia e-course documenting the experience in order to replicate in other schools and train Wikimedia administrators.

Tartu - University of Tartu Youth Academy

[Watch video](#)





## Democracy on the Move: Promoting Social Activism through Online Resources

**Honduras Chapter** empowered local youth through social activism using online resources to strengthen democratic values within their communities.

Tegucigalpa - Escuela Manuel Zelaya Rosales  
[Watch video](#)

## School teacher training on the Internet of Things

**Kazakhstan Chapter** trained high school teachers on technical and soft skills needed to ideate, design, prototype and present business value of an end-to-end IoT solution.

Almaty - Kazakh National Research Technical University  
[Watch video](#)



## Shule Tarakimu (a Swahili Word for Digital School)

**Kenya Chapter** created an educational community network, enabling schools and youth centers to access learning resources and collaborate in content creation.

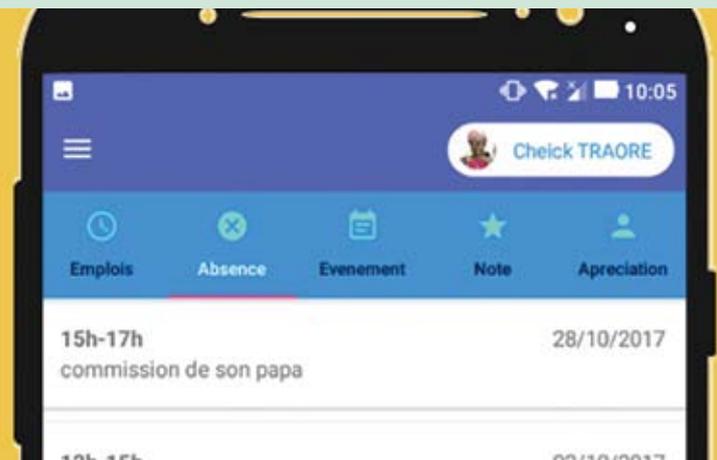
Nairobi - St Christine School  
[Watch video](#)



## Suivi Scolarité

**Mali Chapter** developed the application "Suivi Scolaire" that helps parents to follow in real time the schooling of their children from their smartphones.

Bamako - Ecole privée Ousmane Sidib  
[Watch video](#)



## Cybersecurity for rural and indigenous schools

**Mexico Chapter** worked on cybersecurity for rural and indigenous schools delivering courses to young people and parents, educating them about safety on the Internet.

Miahuatlán District of Porfirio Díaz - Institute of Studies of Bachillerato of the State of Oaxaca  
[Watch video](#)





Chapterthon 2017 has won the WSIS Prize 2018 for the Category C11: International and Regional Cooperation.

WSIS Prizes is a unique international contest developed to showcase the projects that are leveraging the power of ICTs to achieve the United Nations SDGs, 17 global goals dedicated to building a better world by 2030.



## Awareness on Digital literacy in Education at Melamchi

Nepal Chapter trained students of all ages about the use of the Internet and the importance of digital literacy and cybersecurity, creating training materials to make learning easier.

Melamchi - Shree Pragati English School  
[Watch video](#)

## STEM+C solutions in rural schools of Nicaragua

Nicaragua Chapter promoted digital literacy in 3 remote schools empowering more than 65 young students and teachers in the use of coding principles.

Schools of El Macizo, Penas Blancas  
[Watch video](#)



## La Amistad une a Internet

Paraguay Chapter created an IPV6-based network with Internet access, five computers and one printer in a technical school offering training to students and teachers.

Lambare - El Centro Educativo Nro 03 "Escuela Básica y Colegio Nacional La Amistad"  
[Watch video](#)



## Yo ingreso

Peru Chapter created a web platform to gather young people who wish to prepare themselves for University. They built a database of questions that allows each user to simulate a real entrance exam and provides statistics of each student progress.

Cajamarca - Institución Educativa San Ramón y Institución Educativa Santa Teresita  
[Watch video](#)



## Fr. Simpliciano Academy Information Acquisition Project

Philippines Chapter provided a facility to the institution to minimize the digital divide between students who are capable of having the proper technology and students who lack the necessary means.

Parañaque City - Fr. Simpliciano Academy  
[Watch video](#)





### Internet Access and Digital Literacy Lab

Rwanda Chapter set-up a mini computer lab for a primary school in order to resolve an issue of space. The mini lab is now hosting the IT equipments and providing one year of Internet connection.

Kigali - Nyirurukobwa Primary School

### Digital skills empowerment for young parents in underserved areas

Saint Vincent and The Grenadines Chapter trained 50 young parents between age 15-35 on the use of the Internet in two underserved communities. The project complemented the Government's ICT initiatives of "one laptop per child".

Kingston - Sandy Bay Primary and Canouan Government

[Watch video](#)



### e-Ambassadeur

Senegal Chapter created a program to identify students in disadvantages schools who can support their colleagues on the use of the Internet and a platform called Actuschola.

Online platform

[Watch video](#)

### Be your neighborhood hero

SIG Blockchain showed how to deal with emerging technologies such as Blockchain and basic community connectivity needs by creating interactive dialogues and experimenting with demonstrations of concrete applications.

Brasil - Colégio Ítaca

Project non-participant to the competition



### SA Content Development and Translation Project (SA CDTP)

South Africa Gauteng Chapter increased the number of Wikipedia contributors and editors amongst young people. They built capacity to create and translate online content and improved reputation of Wikipedia as an education platform.

Johannesburg - Eastern Cape and Mpumalanga Schools

[Watch video](#)



## Training on the Impact of the Internet Addiction over Education

Sri Lanka Chapter addressed the problem of the Internet addiction and its effect on education by running a round table and a counseling camp with selected students from various schools and vocational training institutes.

Kandy - Western Province Vocational Training Institutes  
[Watch video](#)

## Coding Sisters

Turkey Chapter focused on closing the digital gap in the country. They developed a project in the Bilkent University in Ankara where 42 girls from middle and high schools and 30 university students received coding lessons.

Ankara - Bilkent University  
[Watch video](#)



## Internet History Workshop for NYC Computer Science Teachers

US New York Chapter introduced the LOL IH to NYC teachers and established a couple of pilot courses. They trained teachers about the Internet fundamentals and got their feedback to improve their curriculum. They also created useful material to be shared with other Chapters.

New York  
[Watch video](#)



## Digital Educational Network in Eloy Paredes

Venezuela Chapter developed a low-cost architecture to provide Internet access services to the Eloy Paredes Educational Unit and the digital inclusion of 795 students. The project also made available tools to support teaching virtual augmented reality.

Merida - Eloy Paredes School  
[Watch video](#)



## Digital Lifestyle

Yemen Chapter worked to eradicate digital illiteracy in the area surrounding the Nama model schools, by connecting the community and implementing training programs about the benefits of the Internet.

Sanaa - Nama Model Schools  
[Watch video](#)



# The project winner: “Coding Sisters”



While all the projects have left an important mark on local schools, the Internet Society community members have voted online and selected the best project. **Chapterthon 2017 winner** is the **Internet Society Turkey Chapter** for the project **Coding Sisters**, which had the aim of optimizing opportunities for girls to be involved in STEM field.

The project, focused on closing the digital gap in the country, was developed in the **Bilkent University in Ankara, Turkey**. **42 girls from middle and high schools** and 30 university students received coding lessons and almost all of them stated they want to keep learning how to code.

**Coding Sisters** is a proof of how the Internet is a powerful enabler not only for quality education (SDG4) but also for gender equality (SDG5).

On December 19, **Coding Sister** was announced as the Chapterthon winner by the Internet Society CEO Kathryn Brown during the IGF ISOC Open Forum in Geneva.

Congratulations to the Turkey Chapter, and compliments to all the Chapters that participated in this competition for taking action and shaping the digital future in your communities.

# Thank you

We would like to thank all the Chapters for all the energy and efforts made to complete the projects. You are all heroes to us and to your communities. We would also like to thank **Wikimedia Foundation** for partnering with us to make this Chapterthon real.

Congratulations to the Turkey Chapter and to the participant Chapters for taking action and shaping the digital future in your communities.

#shapetomorrow

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If you want to get involved and help shape the Future of the Internet, Join us.

Beyond the Net Funding Programme Provides:

**Medium and Large projects funding** for initiatives that harness the power of the Internet to change lives. They work in partnership with local organisations to empower people in their communities.

**Small projects funding** are granted to improve awareness on Internet topics of interest for the local community, and strengthen and grow Chapter membership.

**Chapterthon** is a marathon where all Internet Society Chapters work together within a specific timeline and budget to achieve a common goal for the development of the Internet.

[www.internetsociety.org/beyondthenet](http://www.internetsociety.org/beyondthenet)



Founded by Internet pioneers, the Internet Society (ISOC) is a non-profit organization dedicated to ensuring the open development, evolution, and use of the Internet.

Working through a global community of Chapters and members, the Internet Society collaborates with a broad range of groups to promote the technologies that keep the Internet safe and secure, and advocates for policies that enable universal access.

The Internet Society is also the organizational home of the Internet Engineering Task Force (IETF).

Learn more [www.internetsociety.org](http://www.internetsociety.org)