Application of

Application / Haiti Chapter

Application

TechnoKid

Application Status

Application Approved

Applicant Requested Amount

$2,000.00

Total Awarded

Created By

Obed Sindy

Created On

juin 27, 2021

Updated By

Obed Sindy

Updated On

juin 28, 2021

Chapter

Chapter Name

Haiti Chapter

Chapter Type

Chapter

Chapter Status

Full

Regional Bureau

Latin America and Caribbean

Standing Status

In good standing

Banking Beneficiary Name

ISOC Haiti

Award Reports Status

Grant Program

Grant Program

2021 - Chapterthon Program

Grant Program Type

Chapterthon

Chapterthon Topic

We Are The Internet Society

Starts On

mai 19, 2021

Valid Until

juin 30, 2021

Contact

Email

globalmembership@isoc.org

Chapterthon

Applicant Details

Primary Contact

Obed Sindy

Applicant First Name

Obed

Applicant Last Name

Sindy

Applicant Phone Number

+509 +50934166297

Applicant Email Address

zobed25@gmail.com

Additional Contacts

Contact for the Budget

Obed Sindy

Contact for questions regarding the report

Obed Sindy

Project Summary

Project Title

TechnoKid

Project Categories

Infrastructure and Community Development

Project Summary

We train future leaders and increase the percentage of children in STEAM by organizing coding camps and entrepreneurship for 20 children (age group 7-11 years) in rural areas of Haiti specifically in the North of Haiti (Cap Haitien).

Project Language

English

Projects must be submitted in English, French or Spanish. Please select your language of choice.
## 2. Project Location

<table>
<thead>
<tr>
<th>Regional Bureau</th>
<th>Latin America and Caribbean</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project Location</td>
<td>Cap Haitien, North</td>
</tr>
<tr>
<td></td>
<td>Haiti</td>
</tr>
<tr>
<td>Project Location Comment</td>
<td>Cap Haitien is located in the North of Haiti and opportunities are rare for adolescents especially in rural areas compared to the capital, which affects their creativity to use the internet to innovate so with this 30 training hours these adolescents will be provided of the basis required for an interest in STEAM in order to be among those who will contribute to the technology of tomorrow.</td>
</tr>
</tbody>
</table>

## 3. Project Team

Indicate the name and role of at least 3 Chapter/SIG volunteers with concrete roles in the project.

<table>
<thead>
<tr>
<th>Name</th>
<th>Role</th>
</tr>
</thead>
<tbody>
<tr>
<td>Debora Emmanuela Toussaint</td>
<td>Project initiator &amp; Project manager</td>
</tr>
<tr>
<td>Jhana Gustave</td>
<td>Curriculum Lead</td>
</tr>
<tr>
<td>Stephanie Joseph</td>
<td>Technical Expert</td>
</tr>
</tbody>
</table>

Estimated number of people working on the project: 6
## 4. Project Details

### Project Goals and Objectives

Project goals and objectives

- Use of images, sounds, animations, to bring abstract concepts to life
- Ensure modern training for children
- Introduce children to the programming and design of video games
- Enable children to catch up in ICT in relation to others Caribbean children.
- Have a better performance in children in the educational environment
- Encourage children to choose STEAM as a future career, send them a world without social barriers or opportunities are available.

### Project Timeline

<table>
<thead>
<tr>
<th>Activities</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Develop the curriculum</td>
<td>2 days</td>
</tr>
<tr>
<td>Purchase of electronic equipment and other</td>
<td>15 days</td>
</tr>
<tr>
<td>Training</td>
<td>30 hours</td>
</tr>
</tbody>
</table>

### Project Impact

Technokid consists of providing children with advanced computer training (programming) with the aim of really introducing them to STEAM and better equip them to integrate the current system. Indeed, our era is marked by the internet, plays a key role of ICT in evolution, development and creation. New technologies are integrated into almost all spheres of modern life thus creating a big gap between those who use it and those who didn’t. The case of our country compared to that other countries in the region is a convincing example. By allowing children to discover the computer world, we help increase the speed and quality of children's learning, develop their cognitive factor, promote the number of young people who will contribute tomorrow to create or who may well manipulate equipment or materials to serve humanity.

### Who are your primary beneficiaries (directly/indirectly) and what are the main benefits?

- **children between 7-11 years old.**
  - **Benefits:**
    - discover an exciting world where technology, innovation, discovery and creativity intertwine.
    - have fun thanks to the fun and exciting workshops that we have imagined.
    - develop and strengthen their self-confidence. learn to fend for themselves and thus achieve personal projects and dreams in order to develop important skills to make a place for yourself in the world of tomorrow.

### Is your project replicable?

**Yes**

If so, please describe how and where this project has been or could be replicated.

Any institution can replicate this project for its community that has teenagers interested in STEAM.

### Is your project sustainable?

**Yes**

If so, please describe how this project is sustainable.

Information and Communication Technolog (ICT) are rapidly becoming the element indispensable in the modern world. Some countries have understood the importance of these, they have builds all their knowledge from these tools. By using STEAM we give children a means of having a regular educational dialogue in the process of empowerment and social mobility.

### Project Risks

<table>
<thead>
<tr>
<th>Risk</th>
<th>Plan</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lack of means for families</td>
<td>The training will be at low cost</td>
</tr>
<tr>
<td>Change in health situation</td>
<td></td>
</tr>
</tbody>
</table>

### Chapter Visibility

ICTs represent the major challenge of the world today. Through the children who will participate, their families will have a knowledge about the importance of the internet and the tools that go with it. And the promotion of the Haitian chapter of the Internet Society will be from family to family.
5. Project Partners

Project Sponsors

We have partners like: B.A Ba-Technologies, KLT-artcreation, Fem2Tech, Star de excellence.

- We are looking for partners who can help us especially with the materials STEAM (robotic materials, arduino materials).
- Yes

Are you looking for partners to increase your scope and impact?

In addition to local partners, please consider (1) which Internet Society Chapters would be interesting for collaboration and project replication, and (2) which Internet Society Organization Members would be interesting for sponsorship/mentorship agreement and project scale.

In which areas would you expect/wish for your identified partners (including Chapters and Org Members) to increase your scope and impact?

To reach more children in marginalized areas, we need financial support to pay trainers and buy materials.

6. Project Budget

Do you have a Chapter bank account? Yes

Has a Chapter bank account changed in the past year? No

How will you use the project funds?

- Equipment
- Professional Services

Requested Amount

$2,000.00

6. a. Equipment

Chapterthon Equipment Budget Amount $1,000.00

Chapterthon Equipment Budget Comment Cost for Electronic & robotic equipment

6. b. Professional Services

Chapterthon Professional Service Budget Amount $1,000.00

Chapterthon Professional Service Budget Comment Rental of a computer laboratory: $200 USD

Service staff: $500 USD

Provision of services: $300 USD

7. Documents

Supporting Document 1

Supporting Document 2