

MOBILE E LEARNING

KAPIRI MPOSHI, Zambia KAPIRI MPOSHI, Zambia

LUCIA MALAMA

Year Founded:

2012

Organization type:

for profit

Project Stage:

Idea

Budget:

\$10,000 - \$50,000

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Project Summary

Elevator Pitch

Concise Summary: Help us pitch this solution! Provide an explanation within 3-4 short sentences.

The I.T and internet is more than a way to keep up with youth friends or waste a few hours browsing around. The internet is the most powerful education research tools especially that most rural areas they do not have library. For most of rural youths this is not possible , one of the biggest ob

WHAT IF - Inspiration: Write one sentence that describes a way that your project dares to ask, "WHAT IF?"

IT WILL HELP RURAL YOUTH

About Project

Problem: What problem is this project trying to address?

Kapiri Mposhi is one of Zambia rural areas where the internet and other technologies are not available, education is suffering, and uneducated people cannot compete in our global economy. In the past, one who could not read or write was regarded as an illiterate, today one who cannot use basic ICT facilities could equally be said to be an illiterate. Access to information holds the key to the empowerment of marginalized people, particularly the

Solution: What is the proposed solution? Please be specific!

T and internet rural development facilities can be developed by using local cheap and affordable resources or with a little investment in using things like trunk boxes for safe keeping of laptops, solar charge, laptops, tent , 12 folding chairs folding 3 folding table ,printer and projector all be transported by a ox cart which will also supply power.

Impact: How does it Work

Example: Walk us through a specific example(s) of how this solution makes a difference; include its primary activities.

• Activity1 (Promote knowledge and skills development using ICT • Activity 2 (Building Human Capital • Activity3(Partnership with communities) • Activity 4. Bridge gab rural/urban• 1. Improved classes performance 2. Number of youth with IT Skills 3. Number of community accessing the internet at the main hub center and schools number visitation 4. Number of youths using internet

Impact: What is the impact of the work to date? Also describe the projected future impact for the coming years.

1. Improved classes performance 2. Number of youth with IT Skills

Sustainability

Financial Sustainability Plan: What is this solution's plan to ensure financial sustainability?

The project is self-sustainable in the sense that the project will have a mobile e learning which is social support project to the youth who will later use main hub facilities .The main hub will have internet café as an income generation project to support the all project. The internet café at main hub center will provide the following services to the community, sale of stationary, printing ,photocopying, 8 laptop for browsing and during

Marketplace: Who else is addressing the problem outlined here? How does the proposed project differ from these approaches?

VISTING SCHOOLS

Team

Founding Story

I WENT TO THE VILLAGE FOR HOLIDAY I FOUND THAT YOUTH DO N KNOW FACE BOOK

Source URL: <https://www.changemakers.com/node306408/entries/mobile-e-learning>