AFRICAN
STEM
GIRL

Empower. Transform. Innovate

AFRICAN STEM GIRL HUB
PARTNERSHIP PROPOSAL

INTRODUCTION

AfricanStemGirl Hub is delighted to present a partnership opportunity with your school to foster STEM skills through engaging and innovative programs. As part of our vision to expose, mentor, and train one million individuals aged 7–17 with STEM skills by 2034, this partnership will empower your students with critical knowledge and hands-on experience in cutting-edge technologies.

Through this collaboration, we will host a Coding and Robotics Club at your school, offering expert training in areas like Artificial Intelligence (AI), Web Development, Robotics, and more. The partnership also includes access to educational books, competitions, and events to ensure a well-rounded STEM learning experience.

PARTNERSHIP OBJECTIVES

01 **Equip Students with Future-Ready Skills**

Provide practical training in STEM fields, preparing students for tomorrow's job market.

02 **Promote Independent Study**

Enhance learning through carefully curated or authored books designed to support understanding and self-directed study.

03 **Celebrate Innovation**

Create opportunities for students to showcase their talents through competitions and STEM events.

PROPOSED PROGRAM BENEFITS

Comprehensive Training

01

We will offer specialized and future-ready training to your students.

STEM Kids Competitions

02

Students will participate in competitions at the **end of every school term** to showcase skills and innovations. Prizes and recognition will motivate and celebrate students achievements.
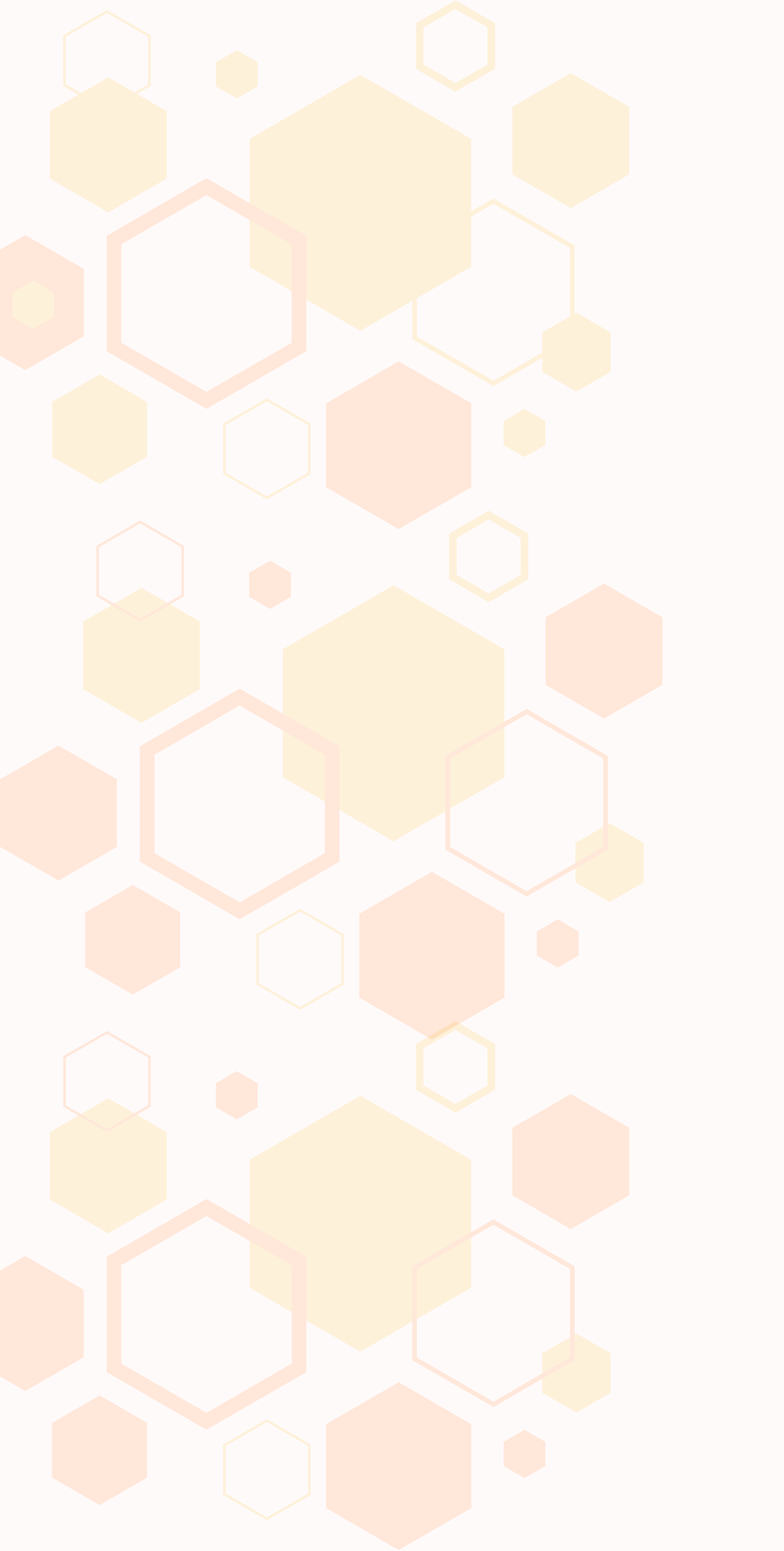
STEM Kids Festival Event

03

Each school term, students will attend one festival event filled with engaging workshops, expert talks, and interactive challenges.

Books

04

To deepen understanding and encourage independent study, AfricanStemGirl Hub will provide or recommend books for each training module. Students are required to purchase these books, which are exclusive of the training costs. This ensures access to rich, structured content for continuous learning.

2025 PROPOSED PROGRAM

The Coding and Robotics Club will offer specialized training in the following areas:

Term 1

01 Introduction to HTML

Train students on how to build website structures.
Book Recommendation: HTML for Kids

02 Introduction to CSS

Train students on how to style and make websites responsive using CSS.
Book Recommendation: CSS for Kids
KPI Tracker: One complete HTML & CSS Project

03 Introduction to JavaScript

Train students on how to make websites interactive using JavaScript.
Book Recommendation: JavaScript for Kids
KPI Tracker: One complete JavaScript Project

Stem Kids Festival

Theme: Animation

This event will not only equip students with practical skills but also nurture a passion for creativity and innovation.

By learning to animate and tell stories, students gain the confidence to present their ideas, inspire others, and explore future opportunities in the creative and tech-driven world.
KPI Tracker: Familiarity with design tools.

Term 2

01

Artificial Intelligence (AI)

Train students on how to build AI chatbots.
Book Recommendation: AI for Kids
KPI Tracker: One complete AI bot Project

02

Introduction to Python

Train students on Introduction to Python.
Book Recommendation: Python for Kids
KPI Tracker: One complete Python Project

03

Introduction to 3D Programming

Train students on how to make 3D models using Spline.
KPI Tracker: Build a 3D model.

Stem Kids Festival
Theme: Robotics

This event will not only equip students with practical skills but also nurture a passion for creativity and innovation.

Robotics with Arduino combines affordability, simplicity, and versatility, making it a powerful tool to introduce students to the world of robotics. By learning with Arduino, students gain technical skills, problem-solving abilities, and creativity that prepare them for success in STEM careers and beyond.

KPI Tracker: One complete Arduino project

Term 3

01 **Mobile Design**

Train students on how to design mobile applications using Figma.
KPI Tracker: One complete Mobile Design Project

02 **Web Design**

Train students on how to design websites using Figma.
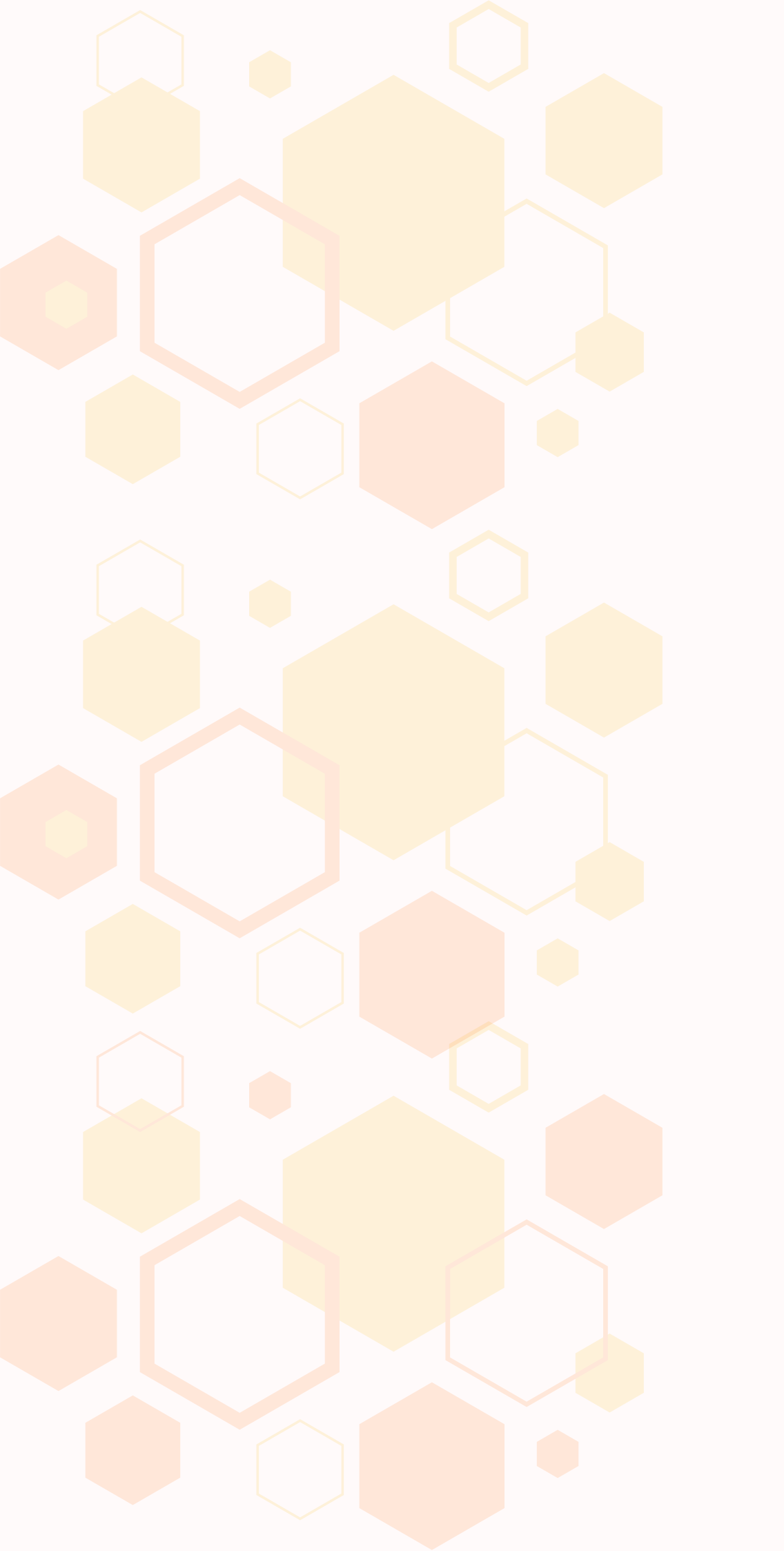**KPI Tracker:** One complete Web Design Project

Stem Kids Festival
Theme: 3D Programming

Learning 3D programming is important because it equips individuals with the skills to create, manipulate, and interact with three-dimensional environments, which have widespread applications across various industries.

Learning 3D programming prepares individuals to shape the future of digital experiences. Whether building games, developing VR applications, or designing architectural models, these skills open doors to exciting opportunities and innovations in technology.

KPI Tracker: Introduction to 3D programming tools

14 – 17 YEARS

2025 PROPOSED PROGRAM

The Coding and Robotics Club will offer specialized training in the following areas:

Term 1

01

Introduction to HTML

Train students on how to build website structures.

Book Recommendation: HTML for Teens

02

Introduction to CSS

Train students on how to style and make websites responsive using CSS.

Book Recommendation: CSS for Teens

KPI Tracker: One complete HTML & CSS Project

03

Introduction to JavaScript

Train students on how to make websites interactive using JavaScript.

Book Recommendation: JavaScript for Teens

KPI Tracker: One complete JavaScript Project

Stem Kids Festival

Theme: Introduction to TailwindCSS

This event is important as it equips participants with modern web design skills through a utility-first CSS framework. It simplifies styling, boosts productivity, and promotes responsive and consistent designs.

KPI Tracker: Complete HTML project styled with TailwindCSS

Term 2

01

Advanced JavaScript

Train students on advanced JavaScript Concepts.
Book Recommendation: JavaScript For Teens
KPI Tracker: One complete JavaScript Project

02

Introduction to Python

Train students on Introduction to Python.
Book Recommendation: Python for Teens
KPI Tracker: One complete Python Project

03

Artificial Intelligence (AI)

Train students on how to build AI chatbots.
Book Recommendation: AI for Teens
KPI Tracker: One complete AI bot Project

Stem Kids Festival
Theme: Robotics

This event will not only equip students with practical skills but also nurture a passion for creativity and innovation.

Robotics with Arduino combines affordability, simplicity, and versatility, making it a powerful tool to introduce students to the world of robotics. By learning with Arduino, students gain technical skills, problem-solving abilities, and creativity that prepare them for success in STEM careers and beyond.

KPI Tracker: One complete Arduino project

Term 3

01 ## Mobile Design

Train students on how to design mobile applications using Figma.
KPI Tracker: One complete Mobile Design Project

02 ## Web Design

Train students on how to design websites using Figma.
KPI Tracker: One complete Web Design Project

Stem Kids Festival
Theme: 3D Programming

Learning 3D programming is important because it equips individuals with the skills to create, manipulate, and interact with three-dimensional environments, which have widespread applications across various industries.

Learning 3D programming prepares individuals to shape the future of digital experiences. Whether building games, developing VR applications, or designing architectural models, these skills open doors to exciting opportunities and innovations in technology.

KPI Tracker: Introduction to 3D programming tools

Stem Kids Competition

Each **end of school-term** we will host an internal STEM Kids Competition.

Benefits of the competition

- **Encourages Problem-Solving and Critical Thinking**
  - Participants are challenged to apply their STEM knowledge to solve real-world problems.
  - It nurtures creativity and the ability to think critically when approaching complex tasks.

- **Enhances STEM Knowledge**
  - Competitions expose students to diverse STEM fields such as coding, robotics, and engineering.
  - They get hands-on experience in applying theoretical knowledge to practical scenarios.

- **Fosters Collaboration and Teamwork**
  - Many STEM competitions involve group work, teaching students how to collaborate effectively with peers.
  - It encourages communication, teamwork, and leadership skills, which are essential in both academic and professional settings.

- **Recognition and Prizes**
  - Students who perform well can gain recognition and win prizes, providing tangible rewards for their hard work and dedication.
  - This recognition can enhance their resume, bolster their confidence, and motivate them to pursue further STEM challenges.

Expected Impact

01

Skills Development

Students gain hands-on experience in advanced technologies and STEM disciplines.

02

Independent Learning

Books empower students to study and explore beyond the classroom.

03

Confidence and Creativity

Competitions and events nurture creativity, problem-solving, and self-expression.

04

Enhanced Reputation

The school becomes a hub for STEM excellence, attracting recognition and opportunities.

School Responsibilities

To ensure the program's success, we request the school's support with the following:

- Allocating space and time for club activities.
- Promoting the program among students and parents to maximize participation.
- Designating a staff liaison for coordination with AfricanStemGirl Hub

Partnership proposal agreement

Introduction

This proposal outlines the terms and conditions for the partnership between your school and **AfricanStemGirl Hub** to host STEM-related programs, including coding and robotics training, competitions, and the STEM Kids Festival. The objective is to provide students with essential STEM education, create engaging learning experiences, and inspire them to pursue STEM careers.

Program Details

1. Pricing and Payment Structure

The total cost per student for participation in the Coding and Robotics program, STEM competition, and STEM Kids Festival is **USD.55 (exclusive of VAT)** per child per term, inclusive of:
- All coding and robotics sessions.
- Access to the STEM Kids Competition at the end of each school term.
- Participation in the STEM Kids Festival (held once every school term).

2. Purchase of Recommended Books

To ensure students are equipped to complete the tasks and assignments associated with the program, each student will be required to purchase the recommended books.
- The books will be carefully selected or authored by AfricanStemGirl Hub to enhance learning and help students meet the objectives of the program.
- These books are exclusive of the program fee.

3. Roles and Responsibilities

3.1 Responsibilities of your school

- **Facilitate Student Participation:**
  Ensure that students are aware of the program and support them in enrolling for the competition and festival.

- **Provide Necessary Resources:**
  Allow AfricanStemGirl Hub to use school facilities for program activities, including the Coding and Robotics Club, competitions, and festival events.

- **Partnering with Sponsors and Stakeholders**:
  Collaborate with AfricanStemGirl Hub to invite and work with interested partners, sponsors, and mentors who can support the competition and festival.

- **Promote the Event:**
  Actively promote the STEM Kids Competition and Festival, helping students and parents understand the benefits and excitement of participation.

3.2 Responsibilities of AfricanStemGirl Hub

- **Program Delivery:**
  AfricanStemGirl Hub will conduct the coding, robotics, and other STEM-related training sessions in alignment with the curriculum.

- **Competition and Festival Organization:**
  AfricanStemGirl Hub will organize the STEM Kids Competition and Festival, ensuring that events are engaging and provide valuable learning experiences for students.

- **Provide Books:**
  AfricanStemGirl Hub will recommend or provide the books necessary for students to complete their tasks.

- **Provide Mentorship:**
  AfricanStemGirl Hub will offer mentorship and support to participating students, guiding them through challenges and encouraging innovation.

4. Collaboration for Success

- **Partnership with External Stakeholders:**
  Both parties agree to allow AfricanStemGirl Hub to partner
  with external organizations, sponsors, and mentors to make
  the competitions and festival a success. This collaboration
  aims to provide students with exposure to professionals
  and industry leaders in the STEM field.
- **Notable Experience for Students:**
  The partnership will ensure that students have a notable
  and enriching experience that encourages continued
  learning and exploration of STEM subjects.

5. Payment Terms

- The following payment structure will be implemented for
  the **USD.55 per child per term** program fee:
  50% Payment: Due in the **first** month of the term.
  35% Payment: Due in the **second** month of the term.
  15% Payment: Due in the **last** month of the term.
  Final Payment Deadline: All payments must be completed
  within the **first 2 weeks from the closing date of the term.**

Late payment penalty: Any payment paid after the timeline
above attracts **a penalty of 5% every 14 days.**

Books/Resources Payment:

- **Full Payment for Books:** The cost of the books will be paid
  in full at the beginning of each program.
- **Payment Method for Books:** Payments for the books should
  be made via **Till Number 4229232** (Account Name: STEM
  BOOKS CENTER).
- Books are separate from the program fee.

6. Duration and Termination

- The partnership will begin on _____ and continue for the duration of the academic year.
- Either party may terminate this agreement with written notice 30 days in advance and after complete payment of pending balance.

7. Liability and Insurance

- **Liability:**
  Both parties agree to hold each other harmless from any claims or liability arising from the conduct of the program or events, provided that the activities are carried out in good faith.
- **Insurance:**
  Your school will ensure that adequate insurance is in place to cover students during program activities, and AfricanStemGirl Hub will also provide liability insurance for its facilitators.

8. Signatures

By signing below, both parties agree to the terms and conditions outlined in this proposal.

For Schools:

Name: _____
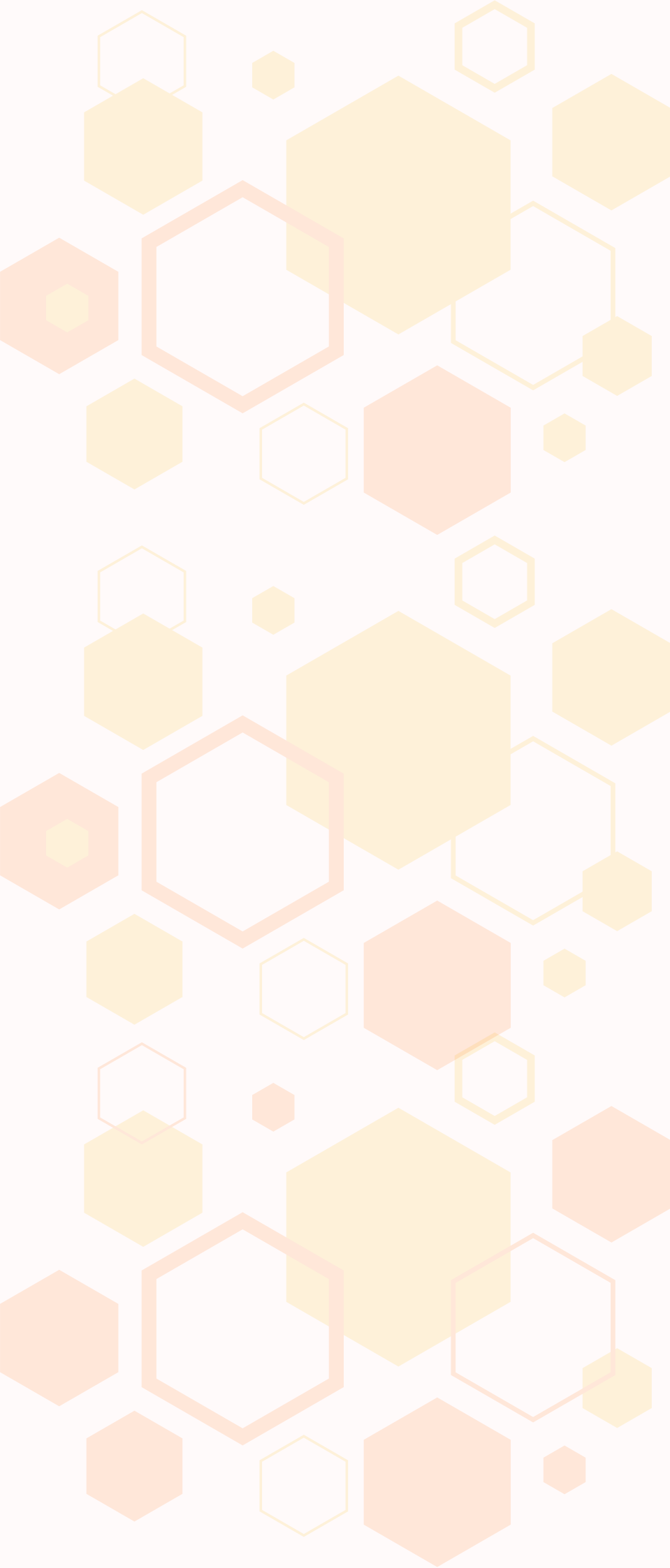
Title: _____

Signature: _____

Date: _____

For AfricanStemGirl Hub:

Name: Stella Waithera

Title: Managing Director

Signature: _____

Date: _____

Term 1

01 ## Introduction to Mobile Development

Train students on introduction to Flutter.
Book Recommendation: Flutter For Teens
KPI Tracker: One complete Flutter Basics Project

02 ## Advanced Mobile Development

Train students on advanced Flueer concepts.
Book Recommendation: Flutter for Teens
KPI Tracker: One complete Advanced Flutter Project

03 ## Introduction to Django.

Train students on build API's with Django.
Book Recommendation: Django Api for Teens
KPI Tracker: One complete Django API Project

Stem Kids Festival
Theme: Advanced Arduino

This event will not only equip students with practical skills but also nurture a passion for creativity and innovation.

Robotics with Arduino combines affordability, simplicity, and versatility, making it a powerful tool to introduce students to the world of robotics. By learning with Arduino, students gain technical skills, problem-solving abilities, and creativity that prepare them for success in STEM careers and beyond.

KPI Tracker: One complete Advanced Arduino project

THANK YOU!

Contact Us:

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