

Application of

Application / Haiti Chapter

Application

Project Title
TechnoKid
 Application Status **Application Approved**
 Applicant **Obed Sindy**
 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 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 Topic **We Are The Internet Society**
 Starts On **mai 19, 2021**
 Valid Until **juin 30, 2021**
 Contact Email **globalmembership@soc.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**

1. Project Summary

Project Title **TechnoKid**
 Project Categories **Infrastructure and Community Development**
 Please choose the project categories relevant to your Chapterthon Project.
 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

Regional Bureau	Latin America and Caribbean
Project Location	Cap Haitien, North Haiti
Project Location Comment	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.

3. Project Team

Indicate the name and role of at least 3 Chapter/SIG volunteers with concrete roles in the project.	Debora Emmanuela Toussaint : Project initiator & Project manager Jhana Gustave: Curriculum Lead Stephanie Joseph: Technical Expert
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 o 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

Project Timeline

Activities

Develop the curriculum : 2 days

Purchase of electronic equipment and other : 15 days

Training : 30 hours

Project Impact

Technokid consists of providing children with advanced computer training (programming) with the aim of to really introduce 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. children between 7-11 years old.

Who are your primary beneficiaries

(directly/indirectly) and what are the main benefits?

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 Technologies (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

Risk

Lack of means for families

Plan

The training will be at low cost

Risk

Change in health situation

Plan

Have 2 laboratories maximum, and reduce the number of participants

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) ..

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

Yes

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