

ANNUAL REPORT 2021

PREPARED BY APPS AND GIRLS



APPS AND GIRLS



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MESSAGE FROM OUR CEO

Dear Apps and Girls supporters and friends,

Greetings! What an amazing year 2021 was!

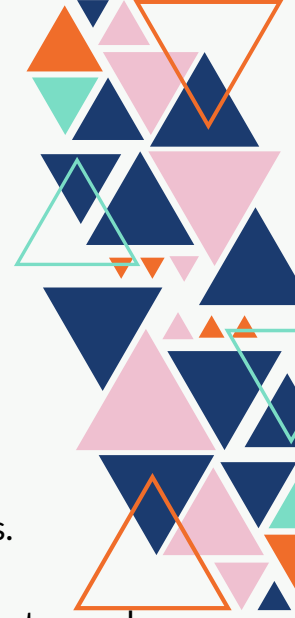
The year 2021 signaled the culmination of eight years of Apps and Girls.

This report includes project milestones, challenges, accomplishments, and stories of our girls, of whom we are proud of the accomplishments and opportunities they have been able to obtain since joining us. It gives us great joy to see these young girls, who came to us as baby birds, developing wings and learning to fly on their own.

For us, 2021 was a year of broadening our perspective, impacting more girls, and being inspired by them. We've made great strides in equipping girls and young women with the ICT and tech-entrepreneurship skills they'll need to keep up with the world's widespread adoption of digitization, automation, and robotics. Our contribution to the Tanzanian and African tech ecosystems has changed many lives, inspiring and harnessing female-led innovations, system change, and reducing stereotypes about girls and women in technology and business.



In this day and age, our work is more important than ever, especially as technological advancements have a significant impact on careers and services. We want to give girls and young women the skills they'll need to succeed in the workplace of the future. We want more girls and young women to benefit from technological advancements while also helping to make the world a better place.



ABOUT APPS AND GIRLS

Apps and Girls is a Tanzanian award-winning social enterprise that empowers girls and young women to create the world they want to live in using technology. At Apps and Girls, we give girls and young women the skills and a platform to become effective tech-entrepreneurs, including high-quality software and hardware programming. We focus on girls and young women from both privileged and underprivileged backgrounds, at secondary school, university, or out-of-school, on our mission to reduce the gender gap in ICT, tech-entrepreneurship and empower more change-makers in Tanzania.

At Apps and Girls, we believe that Tech is the reality of the future as we move deeper into the digital revolution, and entrepreneurship is a driving force. We work to break various barriers that hinder girls & young women in ICT such as a non-existent support system, lack of role models, and prevailing gender stereotypes by providing the alternative, a supportive path into the field of ICT, and a future in tech.

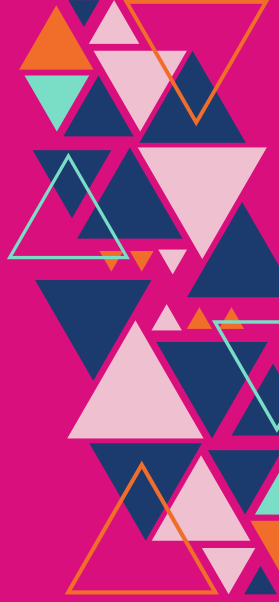
This report shows Apps and Girls projects milestones, challenges, and achievements over one year and highlights all the programs and activities.

VISSION

To see Girls and young Women empowered by ICT to create the world they want to live in.

MISSION

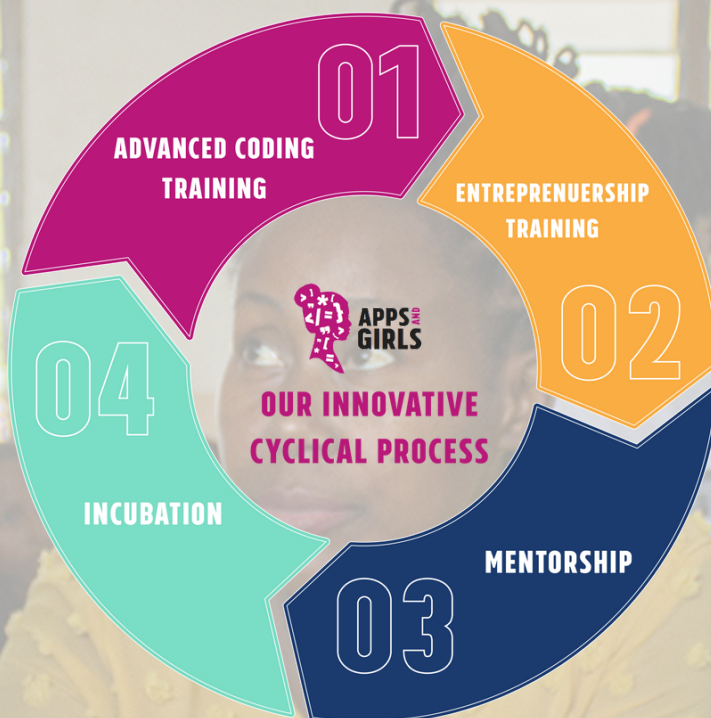
To give Girls the skills, tools, self-esteem, and competitive edge to become effective leaders and drive change in their communities using technology.



WHAT WE DO

Apps and Girls' overarching objective is to invest in girls and young women as potential tech entrepreneurs, tech creators, tech role models, and leaders, in Tanzania and across Sub-Saharan Africa.

In order to achieve this goal, Apps and Girls is implementing an innovative cyclical process of advanced coding training, entrepreneurship training, mentorship and incubation thus promoting girls and women's' equal participation in the digital economy: as creators of tech and drivers of innovation that is also gender-sensitive.



OUR OBJECTIVES

- 01 Provide coding and Entrepreneurship training to girls in secondary schools across Tanzania and bordering countries.
- 02 Create an accessible learning space for students to create innovations both offline and online.
- 03 To reduce the gender gap and help more girls to pursue a career in science, technology, engineering and math (STEM).
- 04 To create a network of young female digital enthusiasts, innovators and champions driving change in their respective communities
- 05 To contribute towards achieving SDG goal number 4 Quality Education and 5 Gender equality.
- 06 To assist mentees to transform their ideas into actual products and services and provide indispensable resources to mentees
- 07 To support the successful launch and scale-up of IT-based enterprises or mentees projects.

Our core programs are categorized into two key areas as indicated below:

WE EMPOWER

Quality Coding Training Program

We Create coding clubs in public secondary schools where girls are taught coding lessons weekly to get them inspired to enroll in STEM courses and be digitally literate to be able to develop their own digital projects/innovations and succeed in their careers.

Tech & innovation Events

We organize various events such as workshops, exhibitions, hackathons, Girls Code Camps, boot camps, and the Girls Entrepreneurship Summit for girls in secondary and high school in Tanzania to connect, learn and build innovations and solutions for community problems as well as compete for prizes. Through these events, we inspire innovation and creativity for girls through technology. Also via these events, girls are being groomed to live a healthy lifestyle and to learn how to use the skills gained to make a productive change in the community.

Robotics Program

We have created a robotics program to encourage problem-solving, creative thinking, and a healthy sense of competition that drives innovation from students. Apps and Girls has been the organization that trains and equips the Tanzanian National Robotics for the FIRST Global Robotics Competition for the past five years in Tanzania and for the last three years in Uganda.

WE ACCELERATE

The Jovia Program

This is a six months program of Advanced IT and Entrepreneurship training for underprivileged girls and young women to gain skills that enable them to successfully obtain formal employment, particularly in ICT-related employment, or to develop and launch IT-based (social) businesses. The program targets girls and young women (17-24 years) who could not afford higher education or dropped out of school due to socio-economic reasons in Tanzania.

Mentorship and Incubation

We provide mentorship and incubation both online and offline to emerging young female TECH entrepreneurs which includes access to indispensable resources (support for business plans, crowdfunding, access to potential investors/funders and mentoring) to support the successful launch and scale-up of their IT-based enterprises.



PROJECTS IMPLEMENTATION AND ACHIEVEMENTS IN 2021

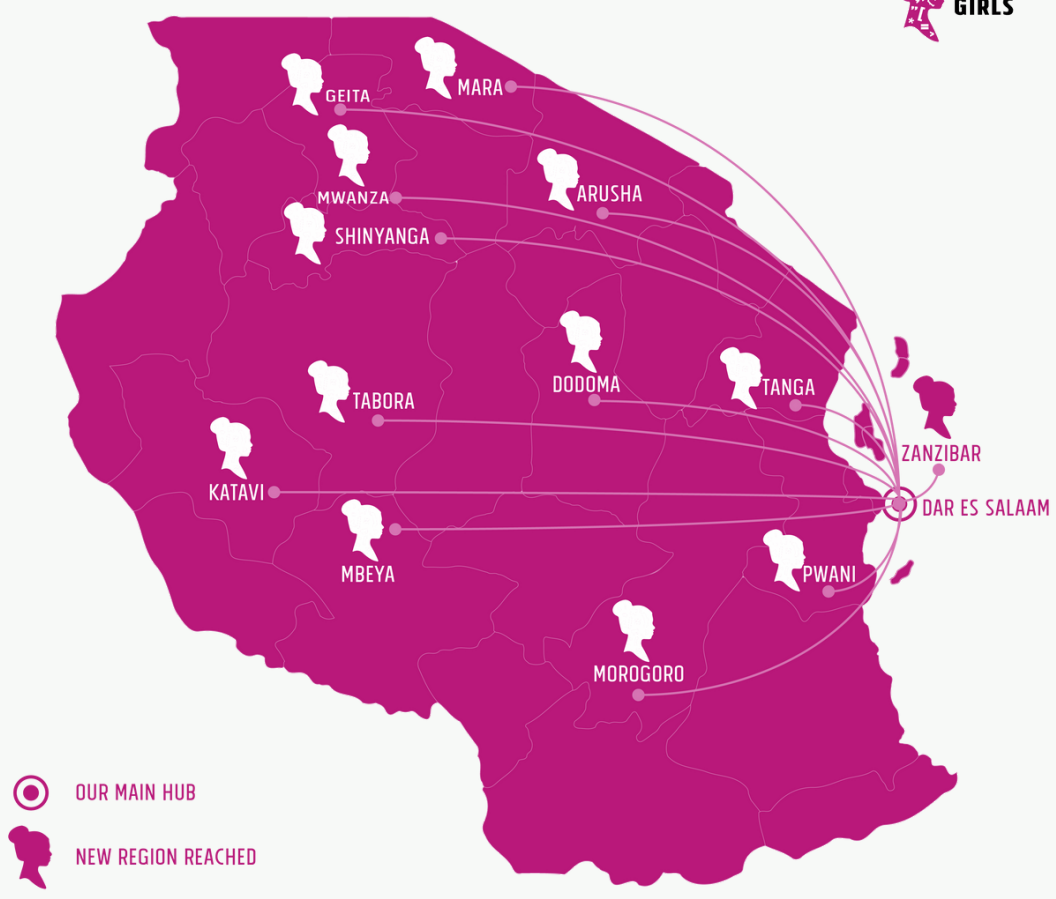


Coding Clubs (STEM learning clubs) Expansion in 11 Regions in Tanzania

Coding clubs instill a technology-loving and change-making spirit in young women and motivate them to use technology to create the world they want to live in. For the past eight years, we have implemented this program in Dar es Salaam, and in 2020, we expanded it to the Morogoro region. 2021 has been a year of high wins for the STEM Learning clubs program as we scaled to 11 more regions including Arusha, Dodoma, Geita, Katavi, Mara, Mbeya, Mwanza, Shinyanga, Tabora, Pwani, and Zanzibar. Through this expansion, we established 53 new clubs in these regions, and as the result, we were able to provide weekly coding lessons in web programming, mobile app development, and entrepreneurship to 1989 girls conducted by our passionate and talented ICT trainers.

Apps and girls launched coding clubs in 12 regions in Tanzania, we were able to do 13 workshops with students from various schools, where they were able to identify a problem either they or their community were facing and how to address it. Students were able to come up with project ideas that provide answers to the difficulties they found as a result of the workshops. They were also inspired to participate in stem activities.

1989
girls participated
weekly coding
lessons in web
programming, mobile
app development,
and
entrepreneurship



11

Number of regions
Apps and girls
Introduced coding
clubs in 2021



EMPOWER



Teacher's Testimony



My greatest ambition was to help those in vulnerable groups or peers identify themselves and make long-term decisions. Apps & Girls has played a significant role in assisting me in accomplishing this. I've seen many young women graduate from this institution and go on to do amazing things that astounded many people at such a young age. I've taught some of them, and I'm proud to have contributed to their success as an educator. As a teacher, I've had the privilege of directing students to participate in a variety of activities such as coding clubs, the GES Summit, and robotics, allowing me to realize my dream of introducing these girls to new opportunities, new ideas, and new ways to achieve their goals. Since 2017, I've been doing this, and the number of students who have benefited has steadily increased. Thank you once more to Apps & Girls for believing in me and believing that I deserved to be named Best Teacher / Mentor at the 2021 Girls Entrepreneurship Summit. It's a significant achievement for me. My advice to anyone reading this is that Apps & Girls is the best organization for your girl child to realize her dreams through the ICT courses or projects that these organization offers." Says Mr Gaiy Chengula, from Mugabe

Secondary school



Girls Entrepreneurship Summit 2021

The Girls Entrepreneurship Summit (GES) is an annual tech-entrepreneurship event for girls in secondary and high schools to collaborate on innovations and solutions to community problems, as well as to connect, learn, and compete for prizes.

Our fourth annual summit, Girls Entrepreneurship Summit 2021, was the first to be organized virtually among all and we were delighted to welcome two more new countries, Uganda and Rwanda, despite the covid 19 pandemic challenges and restrictions in their respective countries.

The GES2021 comprised of a digital challenge in which students (girls) were required to form teams of three with one adult mentor who is a member of any recognized organization/institute/school in their respective country. Students participated in online workshops conducted by Apps and Girls trainers to help them with ideation and prototyping. The teams were able to develop innovative and creative tech driven solutions (such as a website, application, machine etc) to problems in the chosen category that not only meet a community need but also generate revenues as they bring impact in their communities.

Competing teams submitted 3-minute videos explaining the problem they are attempting to solve, the solution they have developed and who they intend to target, their business plan/ mode of income or sustenance, the uniqueness of their solution, and competitors/partners. These pitch videos were used not only for online voting in the People's Choice Award category but also in the final judging for winners. During the competition's final stage, teams submitted the digital product/prototype of the solution they were able to create over the course of the challenge. These digital products included mockups of websites and mobile applications, machine designs and functionality, and pitching videos.

"Taking Charge in the Digital Economy" was the theme of the Girls Entrepreneurship Summit 2021.

The participants had the opportunity to hear from outstanding speakers on a variety of key topics relating to a girl in a digital economy, as well as presentations from the competition finalists, who came from three different African countries: Tanzania, Uganda, and Rwanda. The summit was jam-packed with incredible presentations, speeches, and awards for the most outstanding innovations.

SUMMIT IN NUMBERS

324

GIRLS APPLIED

108

TEAMS CREATED

52

IDEAS SUBMITTED

08

TEAM WINNERS

We had a total of 324 girls apply, a total of 108 teams who were able to submit applications, and we had a total of 52 teams actively compete in the challenge and 158 girls. 52 solutions were created, 3 overall winners, four other winners for the categories of **People's Choice Awards, Outstanding Digital Innovation, Outstanding Social Innovation** and the **Best Pitch/Presentation**. We had a total of 75 students from Tanzania, 30 from Rwanda and 3 from Uganda.

SUMMIT AWARDS

AnimalConnect

1st Winner of the Competition was the **IRA Group from Gashora Girls Academy of Science and Technology in Rwanda**. These girls: Akarabo Ines, Niyingenera Anitha, Dushime Raissa created a project to address the issue of fewer veterinary services throughout Rwanda since there is not much connection between farmers and veterinarians which puts animal lives at risk, and reduces their production as well as the profits these farmers gain from them. The team came up with a mobile application to connect farmers and vets from different areas to get services at the right time and place. The app will also have a farmers' community where they can be able to share tips and advice with each other.



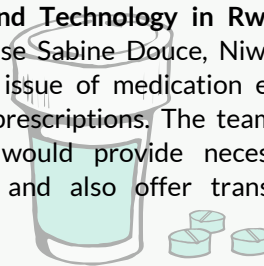
Overall Winner



1st Runner-Up

The Prodigies

1st Runner Up of the competition was **The prodigies from Gashora Girls Academy of Science and Technology in Rwanda**. These girls: Isimbi Musahara Doreen, Uwase Sabine Douce, Niwemugeni Sonia created a project to address the issue of medication error which occurs when people misunderstood prescriptions. The team came up with a mobile application idea that would provide necessary information about different prescriptions and also offer translations in various local languages.

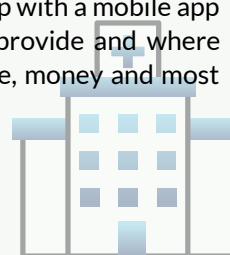


2nd Runner Up of the competition was the **Amigos from Iganga Secondary school, Onwards and upwards Secondary school and Bugema Adventist school in Uganda**. The girls Akandinda Joy Orwin, Kirabo Victor, and Adirisa Mercy Jemima decided to address the issue of a lack of awareness of the services provided by various health facilities. They came up with a mobile app that maps healthy facilities based on the services they provide and where they excel, with this solution they are hoping to save time, money and most importantly, lives.

The Amigos



2nd Runner-Up





People's Choice Award Team Code Red

The winner of the **People's Choice Award** was **Team Code Red** from **Masasi Girls' High School in Tanzania**. The girls: Elina Kassabaje, Doris Issack, and Josephine Watson came up with a project called Green Menses to address the issue of menstrual poverty in Tanzania and provide education on menstrual hygiene management and sanitation to Tanzanian young women and girls. Their solution involves distributing and making low-cost reusable sanitary pads that will be distributed to help young women manage menstruation with dignity and improve their school attendance. In addition, they will provide a website platform to connect the government, schools and the community at large to combat the issue of lack of clean water and sanitation in schools that keeps girls at home when they are menstruating.



Most Innovative Project Award Rwan Bees

The category for the **Most Innovative project** was the **Rwan bees** from **Gashora Girls Academy of Science and Technology in Rwanda**. The team members: Niyonshuti Emerance, Uwajambo Eve Aline, Nshuti Tricia identified the issue of the extinction of honey bees. Honey bees are basic pollinators, pollinating 70 of them around 100 yield species that feed 90% of the world. Being scientifically proven that the extinction of honeybees would affect our future world, it mainly evokes how we are losing billions of honey bees consistently to many convoluted causes, including environmental change, diminishing harvest variety, and living space misfortune, the loss of flower meadows, the crab-like varroa mite that feasts on their blood, climate change, and use of pesticides. Their solution is a project that proposed to genetically engineer the bees to become resistant to climate change and parasites.



Outstanding Social Project Award Ready Mama



For the **Outstanding Social project** category, **Ready Mama** from **Alpha High School in Tanzania** took the win. Team Members: Naomi Sadock, Rebecca Tadayo, and Grace Eliud aim to help pregnant women in the delivery process, mother and child safety, and provide good health care for the mother and the baby. The team created an app for pregnant women to track their pregnancy and get reminders for checkups. The app will also allow women to get advice on balanced diets and articles for healthy pregnancies.



Outstanding Digital Project Award Sheria Hub

Fauziat Ramadhani Maleta, Aida Omary and Kayla Cosmas Mroso from **Alpha High School in Tanzania** won the **Outstanding Digital project** with their project **SheriaHub**. The team looked at the issue of Human rights violations and long, expensive legal assistance and processes. The team created a web platform that will raise awareness about human rights issues, allow people to report various violations in a secure manner, and easily connect lawyers to citizens, allowing them to obtain legal services at affordable prices.



Best Pitch Award Team Pregoo

Celine, Divine, and Hyness of **Team Pregoo** from **Rwanda** developed a website solution to solve the issue of Pregnant women having insufficient knowledge of diets and body maintenance, which are required for a healthy and safe delivery. The team did an excellent pitching presentation, hence winning the Best Pitch Award for the competition.





GES Awards Events

On February 2022, we hold various awarding events for the winners of the Girls Entrepreneurship Summit. We had the opportunity to thank and recognize the extraordinary girls who are changing the world through technology. We physically represented the awards to six incredible young girls from Alpha High School who won the award categories for most outstanding digital project and most outstanding social project. We physically represented the awards to six incredible young girls from Alpha High School who won the award categories for most outstanding digital project and most outstanding social project. The remaining 15 awards were given to female students from Masasi High School in Mtwara, Tanzania, Gahsora Girls Academy in Rwanda, and Iganga Secondary School, Bugema Adverntist School, Onwards and Upwards School in Uganda.

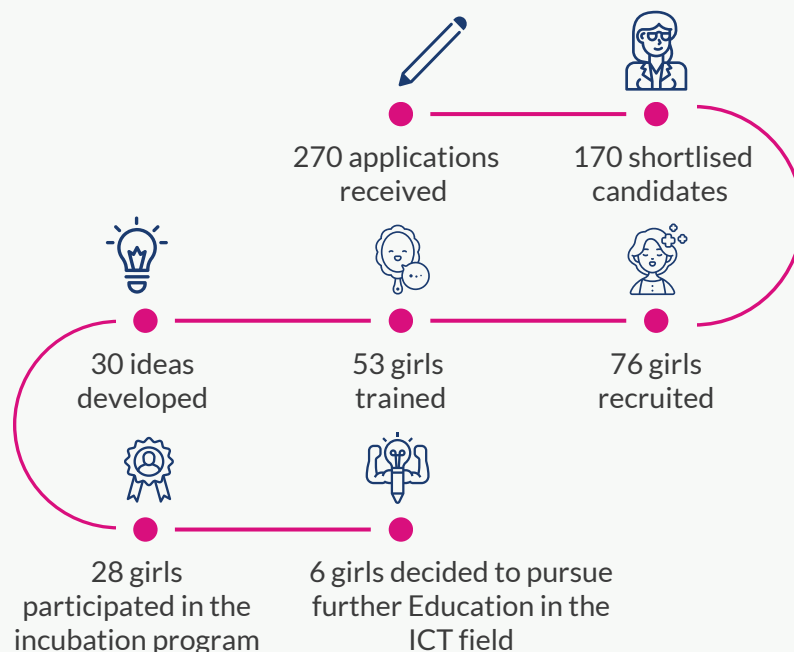
Jovia Program Cohort of 2021, in Dar es Salaam and Morogoro

For 2021, we recruited and taught 70 underprivileged girls and young women in Dar es Salaam and Morogoro, for the 3rd and 4th cohort respectively to benefit from advanced IT and entrepreneurship skills training that will increase their employability, particularly in ICT-related jobs. These out-of-school young women gained valuable technology skills through this program, which will help them navigate the 21st-century workplace, which is heavily reliant on technology. Competent students have a better chance of getting a job, particularly in ICT-related occupations, or be able to start their own technology-based businesses, thereby increasing women's socio-economic empowerment.



Following the completion of the training, the young ladies continued to receive mentorship and incubation both online and offline. We utilize our online mentorship and incubation platform Code Galaxy for online mentorship and incubation.

JOVIA 2021 IN NUMBERS



"When I failed my O-Level exams, I lost all hope and thought that my life would never get any better, but the technology and entrepreneurship knowledge I gained from Apps and Girls made me realize that I can add value and change my life situation and my community's, the program gave me the experience of turning challenges into opportunities and enabled me to dive deep on challenges that I and other children face in school and come up with a solution which tries to reduce and eliminate the drawbacks which led to academic poor performance. I sincerely encourage many more girls to participate in this program because it will help them improve their lives and the communities in which they live."
- Happiness Yusuph

Happiness Yusuph, a hearing-impaired girl from Dakawa, Morogoro, was unable to continue with advanced or higher-level education due to family financial issues and became a tailor in order to support her family. She heard about the Jovia program from the Mvomero District Social Welfare Department and decided to participate, believing that the tech-entrepreneurship training would be beneficial to her life. Happiness wishes to continue her education if given the opportunity, and as Apps and Girls, we are proud to say that Happiness is one of the brightest girls in this cohort, with a lot of potential.

"My name is **Nanyori Daudi**. I was in the Jovia Program, Dar es Salaam Hub. I am grateful to Apps and Girls through the Jovia program, as the knowledge and skills I gained from the course enabled me to obtain employment. I was hired as a secretary immediately after finishing the training, and I was in charge of company data analysis, which was something I had never done before. In addition, I am currently enrolled in college to pursue a Diploma in Information Communication Technology while working as a graphic designer for various clients and earning money. This program has changed my life and improved my self-esteem. I would unquestionably recommend this program to others, particularly my fellow young girls.

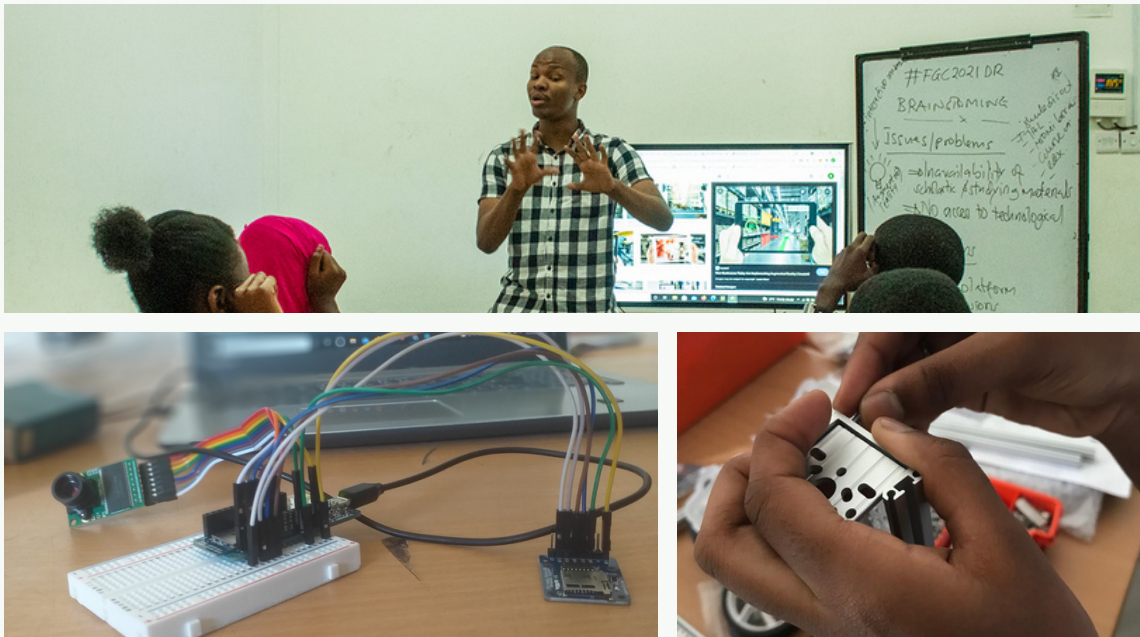
"I decided to learn how to sew women's clothes so that I could start my small tailoring business, which would help me financially and support my family after experiencing some difficulties when I wanted to continue with my advanced level education, and it had always been my dream to excel in education and get a formal job to support me, but I failed. But then I heard about the Jovia program from a friend who was familiar with Apps and girls, and what drew me in was the fact that I could use the entrepreneurship skills and combine them with technology to create projects that would benefit both my life and my community. I come from a predominantly agricultural community, so the design thinking training enabled me to go back and do research on the challenges my community faces and integrate technology to develop MKULIMA CARE, which assists farmers by training them in modern farming techniques, their business rights, finding markets, meeting with buyers of the products they grow, and assisting them in selling their produce at a legitimate price set by a government. And, I can now call myself a graphic designer. I am so grateful for the tech-entrepreneurship training that Apps and Girls offer to young women like us; I wish that every girl in my community could pass through your hands because you help us succeed in life." - Enny

Msambula

Robotics

Our Robotics program was initiated in 2017 in Tanzania, and later on, expanded to Uganda in 2019. The program is designed to provide students with a hands-on immersive learning experience in applying essential Science, Technology, Engineering, and Math (STEM) concepts to real-world problems. Students are introduced to procedural thinking, pattern recognition, and algorithm design to come up with a step-by-step strategy for solving a problem. Students learn how to program their own robots to move, perform various tasks and follow other instructions as directed. They learn to build robots that exhibit lifelike behavior, responding to light, sound, and even temperature.

In 2021, our students from various secondary schools in Tanzania and Uganda have risen above adversity to build a better tomorrow with STEM by participating in the FIRST global robotics program. A group of 11 girls and boys from Tanzania and 8 girls from Uganda were selected in the robotics teams that represented Tanzania and Uganda in this competition. Students spent time with their mentors learning robotics programming to participate and compete in the world's largest robotics competition. The challenge was virtual and it ran for 12 weeks consisting of three main components



The students participated in a CubeSat Prototype Challenge where teams were provided with an Arduino-based kit to design, build, program, and test their CubeSat prototypes, and then deploy them into the lower layers of Earth's atmosphere to provide a tangible solution to that local need. They also participated in the Robotics Challenge where students had the opportunity to reinforce their robot design, building, and programming skills. In addition, This was a very impactful learning experience for our students because they networked with peers from other countries, increased their network connections, and learned from one another.

Going Digital with Code Galaxy and T-Eschools Code Galaxy for Mentorship & Incubation

Code Galaxy was launched in April 2020. Code Galaxy is an online women's tech entrepreneurship incubator and e-mentoring platform to match our students who are emerging tech entrepreneurs with mentors.



**Mentor 130
students
virtually"**

We began using Code Galaxy in secondary schools in September 2021, and our trainers and mentors conduct virtual mentorship sessions with schools in other regions where we have recently scaled. Our staff were able to successfully mentor **130** students virtually to provide additional assistance to students who could not physically access our innovation hubs.



As we continue to scale our interventions, it's paramount to have a hybrid approach while providing service to our beneficiaries. While our in-school trainers countrywide conduct weekly training (TECH & Business) our team is busy conducting online mentorship sessions to fully equip the students in respective coding clubs outside of Dar es Salaam who can not access our hubs. This hybrid model gives emerging young female TECH entrepreneurs access to indispensable resources (support for business plans, crowdfunding, access to potential investors/funders, and mentoring) to support the successful launch and scale-up of their IT-based enterprises. During the mentorship period, the mentees were able to establish their projects and compete at the Girls Entrepreneurship Summit, and they will continue to be guided until they launch their product and services.

Going Digital with Code Galaxy and T-Eschools

T-Eschools - An E-learning platform

T-Eschools is an e-learning platform (virtual classrooms, pre-recorded video & audio content for all subjects and extra curricula) for primary and secondary schools in Tanzania, jointly developed by Apps and Girls and Nlab Innovation Academy and powered by Tigo Tanzania.

The development of the T-Eschools platform started in early February this year after the National closure of all educational institutions in Tanzania due to Covid-19 Outbreak. Even though the crisis was the main reason that challenged us to develop this platform, our day-to-day interaction with students led us to observe the problem of lack of enough learning materials in schools, increased school dropouts rates, and the very high ratio of teachers to learners. After development, the system was tested remotely by almost 100 teachers from primary and secondary schools in different regions across the country.

what students can do

Through the platform, The learners can attend virtual classes conducted by their respective class teachers, ask questions, and attempt quizzes during the lessons.



REC

Also, they can revisit their teachers' lessons since it is auto-recorded by the platform and made available and more!

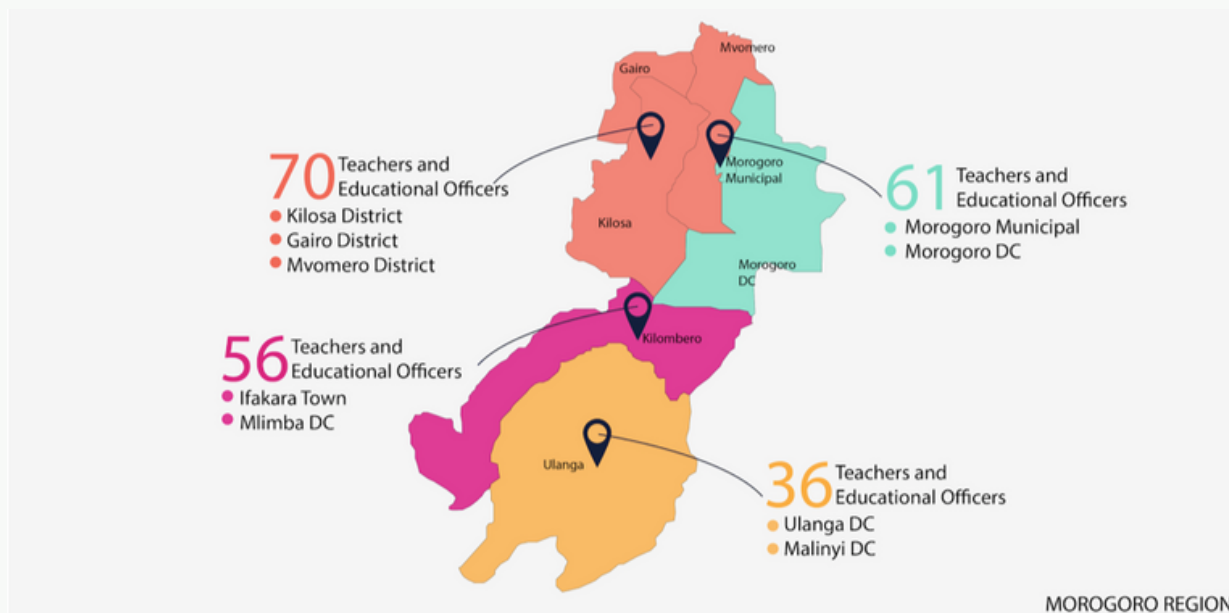


The T-eschool platform also have extracurricular classes of coding and entrepreneurship training.



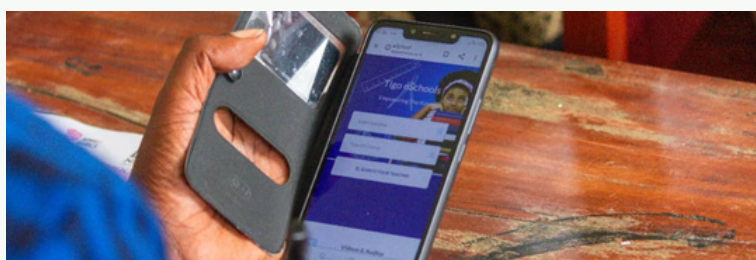
Our goal is to make learning fun, inclusive and go the extra mile.

We chose Morogoro region to be one of the first focal pilot points in the country to do physical testing sessions with Teachers and government officials because Morogoro is one of the regions investing in using ICT in education. In 2020, we were able to do user training sessions to 223 teachers and government educational officers in eight districts in Morogoro as shown with the figure below.

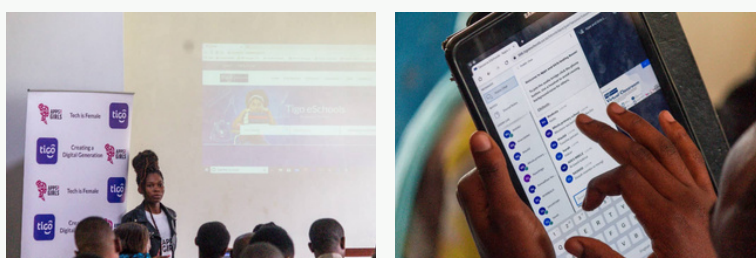


In 2021, we expanded the platform to 12 additional regions and trained 193 ICT teachers on how to use it. We've also registered over 300 schools on the platform, and we're still adding new ones.

223
Were provided with user training in 2020 during the pilot phase



193
were trained to use the platform during its expansion in 2021



+300 Registered schools in the platform.

Our Impact In Numbers

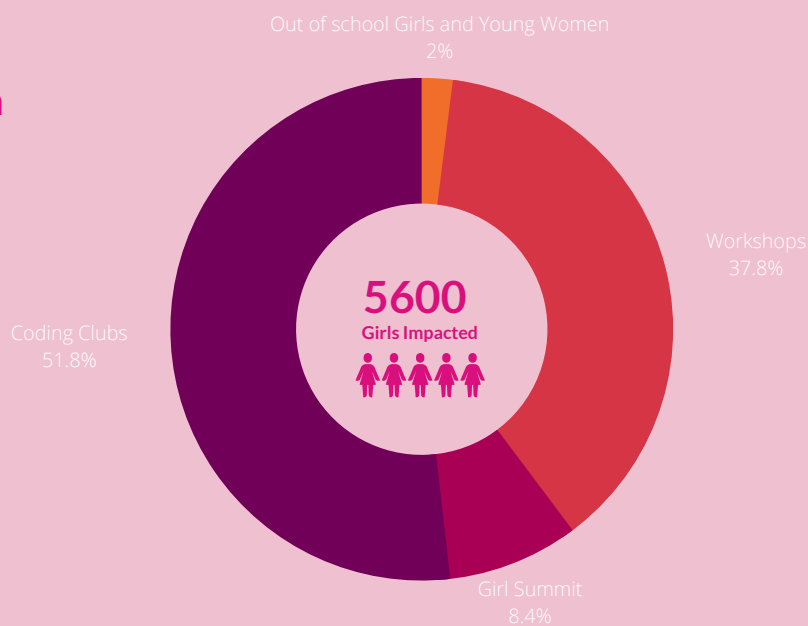
From 300 schools using our eLearning platform, to running coding clubs in 198 secondary schools, conducting TOT training for teachers, and organizing girls entrepreneurship summit for all East African countries; here is a summary of our impact in 2021

300 Schools using our
T-ESchools Platform

260 Teachers
Impacted

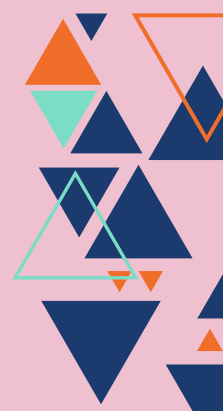
238 Schools
Impacted

198 Coding Clubs
Created



250+

Business ideas created
after entrepreneurship
training and mentorship.



Challenges and Lesson Learned

95% of the target group we work with do not own computers nor have access to computers after school or beyond coding club time (1-2 hrs per week) at school. Hence every Saturday, we open our doors to girls and boys who want to learn more, develop their innovations, use the internet, and receive mentorship from our trainers. We currently have two hubs, one in Dar es Salaam and one in Morogoro, and we intend to build more hubs in the regions we have already scaled.



Certain of the girls' tech solutions entail the creation/development of technical instruments such as robots, machines for instance which require "maker equipment" eg. 3D Printers, Electronics Kits, Sensor Kits, and Hand Tools, and our hubs do not have enough tools to support the development of their innovations. As a non-profit, we prioritise such needs in our fundraising efforts in order to be able to provide these tools and resources for our students and mentees.



Coding Clubs have been established for young women aged 12 to 18, with the training and mentorship assisting them in developing amazing business ideas and tech products that require funding to launch. However, these girls do not have sufficient funds to support the implementation process, the fact that they are minors disqualifies them from acquiring loans or grants from financiers/funders. The Code Galaxy platform allows students to crowdfund for their startups; in the near future, we plan to strengthen the crowdfunding process and source external funds that our mentees can apply to.



The Advanced IT and entrepreneurship training (The Jovia program) is delivered in English, and some students (particularly in Mvomero Morogoro) are not fluent in the language, necessitating Swahili translations. As a result, we identified the need to further simplify and translate some teaching materials to Swahili and reduce the number of modules, so that the girls could better understand the content delivered due to language simplicity and more time.



Internet connectivity issues always disrupt virtual sessions; due to differences in location and internet speed, most students cannot fully participate in the session, whether by contributing or simply listening. Because most students in remote areas come from low-income families and lack access to the internet and smartphones, mentorship sessions have been limited to school group sessions lasting an hour or less according to the school timetable for extracurricular activities.





ALUMNI HIGHLIGHTS, IMPACT STORIES & LIFE AFTER APPS AND GIRLS



ALUMNI HIGHLIGHTS



LISA
JONES



Lisa Jones had a fond interest in computers and technology and decided to join our coding club program at Jangwani Girls Secondary School in 2017 when she was just in form two. Lisa grew up with her grandparents on the outskirts of Dar es Salaam in Tanzania. In 2016, her grandfather invested in many lands to start producing watermelons and the harvests failed. She decided to see if technology could provide a way to increase productivity among farmers like her grandfather.

Lisa attended coding, robotics, and entrepreneurship lessons and she was able to come with with a solution that would farmers. She created an online platform where farmers can get advice from experts free of charge. She also designed a device that farmers can use to measure the pH value of their soil.

Girls and young women in Apps and girls have not only excelled in creating innovations but our interventions have also improved their academic performance in ICT and other STEM-related subjects. this has led others to acquire full scholarships in prominent colleges and universities worldwide. After she graduated from secondary school Lisa got a full scholarship to study at the African Leadership Academy (ALA), where she studied A-level Mathematics, Physics and computer science.

ALA is a high school/pre-university program that seeks to transform Africa by developing a powerful network of young leaders who will work together to address Africa's greatest challenges, achieve extraordinary social impact, and accelerate the continent's growth trajectory. This is one of the most prestigious schools on the African continent, where students are groomed to become ethical entrepreneurial leaders. At ALA, Lisa was a Co-founder, Chief Product Officer and developer at Element Technology, student-run software development and digital marketing enterprise.

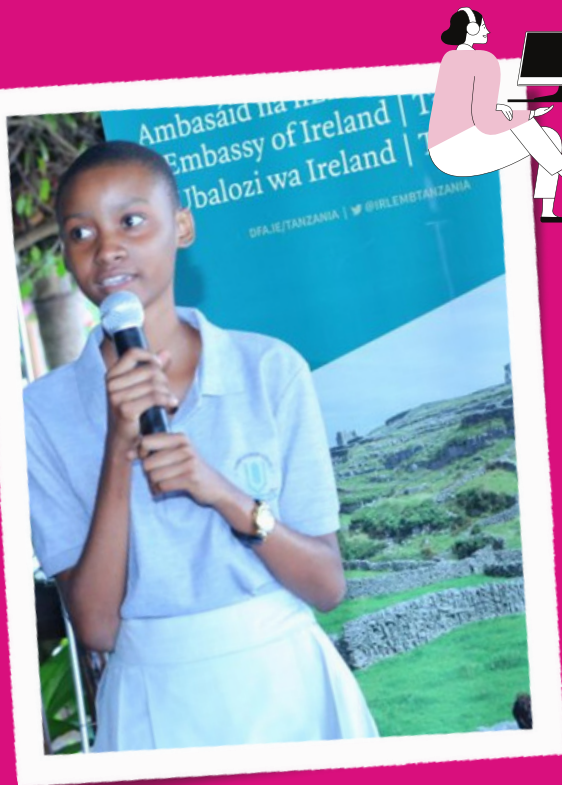
Lisa is currently at the University of Rochester in New York, USA where she is majoring in Computer Science to further her knowledge in electronics and robotics. She plans to spend her time engaging in Artificial intelligence and machine learning research and eventually integrate modern technology into Agriculture.



ALUMNI HIGHLIGHTS



JULIETH
SEWAVA



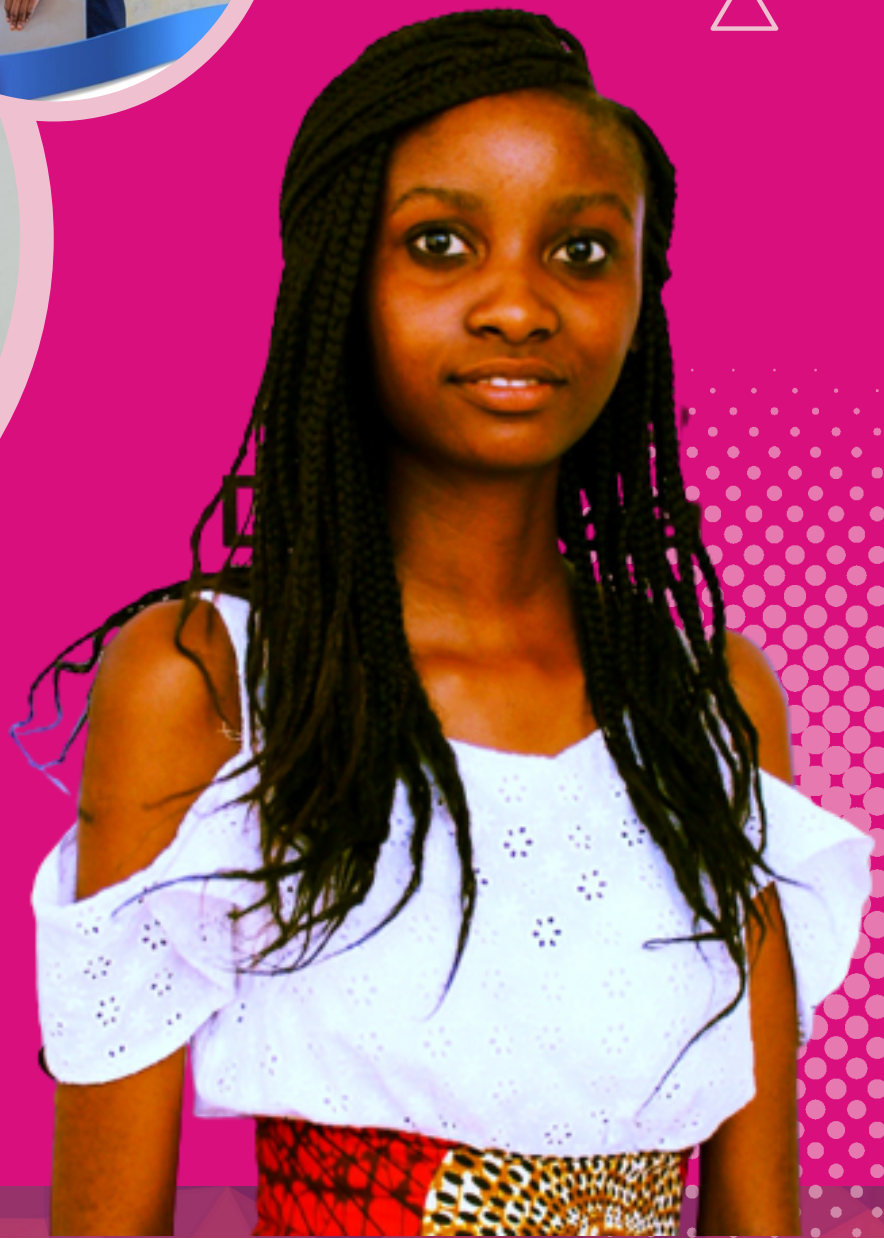
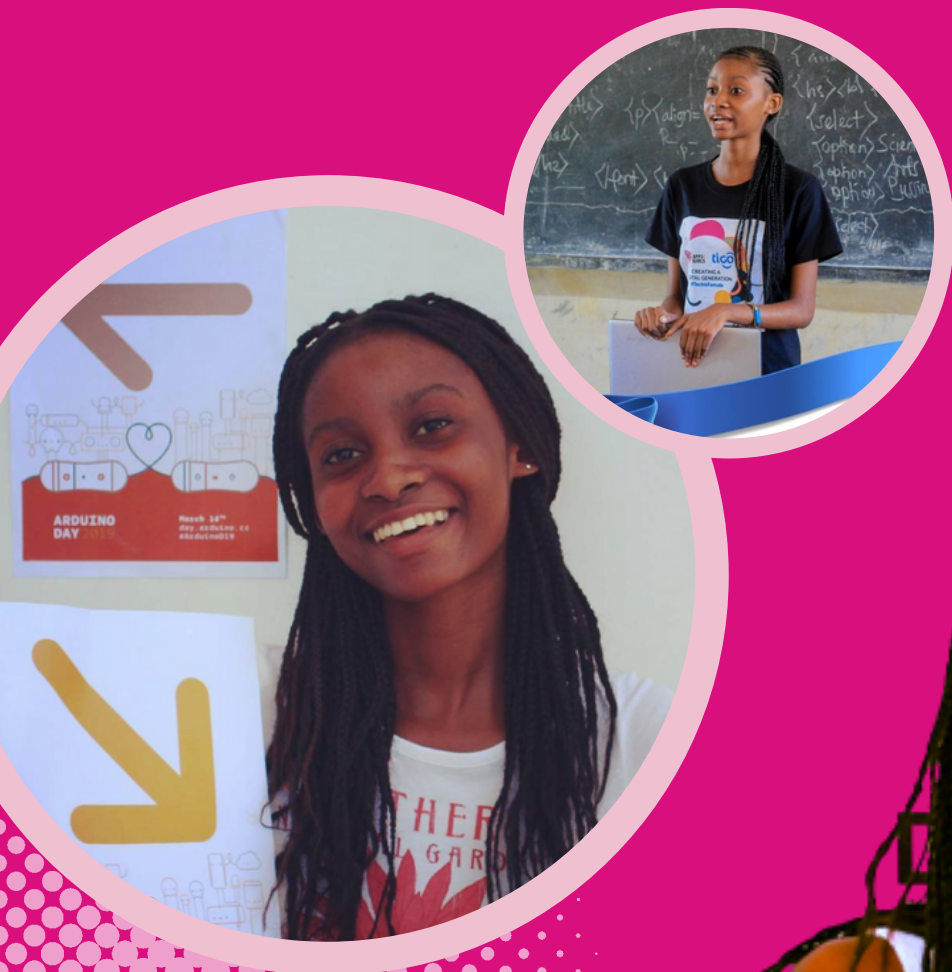
At a young age Julieth Sewava developed an unexceptional enthusiasm for STEM, particularly science, She Started to engage in STEM activities in secondary school, where she found science subjects more fascinating. Julieth attended Jangwani Girls Secondary School, where she joined the coding club and was introduced to the world of technology. In 2017, she took part in our Girls Entrepreneurship Summit, where she formed a team of three and developed a startup called "FoodHub," an online platform that provides healthy meals to students.

Later in 2018 she developed ePharma, a mobile app fighting fake/expired medication by allowing users to scan barcodes on drug labels to verify their validity before consumption, thanks to the mentorship and incubation given by Apps and Girls.

In 2018 and 2019, she was a part of Tanzania's robotics team that participated in the First Global Robotics Challenge in Mexico and Dubai. She had a profound experience with her team on designing and automating a robot. Julieth also attained a seat in the Executive Committee at Ifakara Innovation Hub(IHI), and she is the youngest member of the committee.

Julieth completed her A-level education at Tambaza High School, where she studied Physics, Chemistry, and Biology. She is currently a cofounder and working at Codeeit Technologies which is a Software Development company delivering innovative solutions which add value to client's businesses. They deliver innovative and scalable IT solutions for the best digital transformation services for better business outcomes, believing that real innovation stems from implementing relevant high-tech solutions to actual business problems.

Jullieth is now pursuing a bachelor's degree in science In the fields of biotechnology and bioinformatics, In university of Dodoma Tanzania (UDOM)



IMPACT STORIES

Doreen Urio, 22

I regard Apps and girls as my birth village when it comes to the social Entrepreneurship world because it is where all the foundation of Reenpad began. I first started to learn about design thinking, Entrepreneurship, and coding skills in the hands of this talented team and it's from then that my passion for technology and Entrepreneurship grew to something bigger today. At Reenpad, We design high-quality and safe pads for menstruations and lead young females towards optimal reproductive health by the power of menstrual therapy and health education. Reenpad fights against menstrual precarity and provides high-quality and safe pads for menstruation that are environmentally friendly. Also, we raise awareness and provide healthcare consultancy over menstrual health to girls in secondary and universities to assist them to have informed experience over their Menstrual health and make informed decisions over their reproductive health -



Neema Mwalami

Being a Jovia program student meant a lot to me because I had the opportunity to learn new skills as well as advance the skills I already had and use them as capital investment for my future career throughout the journey. Learning about programming and tech entrepreneurship has assisted me in understanding how the tech world works and the skills required for me to successfully launch and manage my online business, as well as figure out the business models and understand my target market. My long-term goal is to launch an ecommerce business that sells customized shoes. People will be able to purchase their one-of-a-kind styled shoes at a reasonable price.

When I first heard about the Jovia program from my teacher, I was intrigued by the courses that were available because Before the Jovia program, I had given up all hope and I thought it was the end of all of my dreams. But through this program, my perspective has changed completely from the Entrepreneurship and mentorship sessions I had, which helped me to come out with my own business as I was able to open a Daycare center at Kigamboni Dar es salaam. Evergreen Daycare is a place where children can engage in active communication with one another while making meaningful connections and strengthening their language skills. I currently have ten kids, but I hope that as time passes, I will be able to advertise it through social media using the knowledge I gained from the graphics and business entrepreneurship sessions during the Jovia program. I would recommend this program to other girls because it has helped me improve my life.

Munira Maneno

Esther Mazula

Esther Estomih Mazula was a Jovia student from Dar es Salaam Hub. She was particularly interested in graphic design and entrepreneurship training. She is currently employed as a Branch Agent at Bumaco Insurance Agency in Dar es Salaam.



"I scored a division 1 in my final form four exams, but I was unable to continue with studies because my parents were unable to financially support my education. I had given up all hope and believed that my dreams had come to an end. The Jovia program provided me with advanced IT and entrepreneurship training, and as a result, I was able to get a job at a large stationery company and, later, at an insurance company right after the program ended. I am overjoyed that my life has changed and that I now have many opportunities to support my family financially."

My next step is to go back to school so that I can learn more about technology. Through the Jovia program I now understand the importance of 'creating a digital generation', "I strongly recommend this program to other girls so that they can gain new skills and improve their lives." -

Esther Estomih Mazula



Life After Apps and Girls

Winnie Godlove

Q

Briefly introduce yourself (Names, Family, Education background, Interests, any nickname people used to call you at Apps and Girls, etc)

A

Winnie Godlove, the twin sister of Wilson Godlove. Currently studying at United States International University- Africa, doing undergraduate studies majoring in International Relations and minoring in Psychology. Education background: Primary education at Kigilagila primary school, Secondary education at Kisutu Girls high school, High school education at African Leadership Academy and Education first academy. Interest in gender equality, entrepreneurship, and social-economic development. At AnG worked on a project called FanikishaMama which aimed at raising awareness about obstetric fistula. I don't remember if I had a nickname, I guess not!

Q

What are you doing now? (You may talk about your Academics, projects, jobs, career aspirations, etc)

A

Currently I am a full-time student working on a project called Morogoro cocopeat. We are producing eco-friendly, 100% organically grown cocopeat as an alternative for soil to help with soil degradation in the horticultural sector. I am also mentoring young girls in career building and academics.

Q

Did Apps and Girls provide any foundation (knowledge, hard/soft skills, etc) that played a critical role in where you are today? If yes, how.

A

Yes, it was thanks to AnG that I first learnt how to easily share my views, which is one of my passions. This enabled me to pitch to a variety of people/investors and raise funding for various initiatives. AnG opened up a world of possibilities for me that I had no idea existed; it not only helped me uncover opportunities, but it also helped me interact with others and form meaningful connections. Also, since joining at the age of 16, I was able to understand all of the fundamentals of computers, which has given me the confidence to learn about other key functions, which has aided me now as a research student.

Q

Would you recommend Apps and Girls programs to other girls? If yes, why?

A

Yes, it's a program that helps young girls to be guided and supported in their career journey while forming strong professional relationships.



Life After Apps and Girls

Nancy Moses

Q

Briefly introduce yourself (Names, Family, Education background, Interests, any nickname people used to call you at Apps and Girls, etc)

A

My name is Nancy Moses Kaale, and I am 21 years old. I am the first child in a family of three children. My Bachelor of Science in Information Technology was inspired by Apps and Girls and my interest in technology. I discovered my STEM enthusiasm when I was at Dar es Salaam Secondary School, and therefore when I advanced for high school at Changómbe High, I decided to pursue a STEM subject combination: PCB which is the short form for Physics, Chemistry, and Biology.

Q

What are you doing now? (You may talk about your Academics, projects, jobs, career aspirations, etc)

A

I currently work at Apps and Girls as the person in charge of overseeing the development and implementation of all of the organization's training and ensuring that what we deliver has a positive and significant impact on the lives of our beneficiaries. I also mentor the girls in our program to ensure that they carry out the projects they create while at Apps and Girls. Every year, the work I do at Apps and Girls has an impact on over 5000 girls, which makes me very proud because I am able to contribute to bridging the gender gap in IT. In the near future, I intend to launch Agrowin Ventures, a company that aims to reduce youth unemployment by providing modern agricultural, business, and entrepreneurship training and mentorship, as well as assisting youths in starting their own Agri-Business and earning revenue to better and sustain their lives.

Q

Would you recommend Apps and Girls programs to other girls? If yes, why?

A

Apps and Girls, in my opinion, is the place where every young woman should go if she wants to truly understand her potential and how she can use that potential for her own and society's betterment.





Life After Apps and Girls

Necta Richard

Q

Briefly introduce yourself (Names, Family, Education background, Interests, any nickname people used to call you at Apps and Girls, etc)

A

My name is Necta Richard. I remember I was given an animal nickname for my birthday which was Panda. I was also called "the ambassador" after winning the annual pitching competition in 2016. Good old times.

Q

What are you doing now? (You may talk about your Academics, projects, jobs, career aspirations, etc) Did Apps and Girls provide any foundation that played a critical role in where you are today?

A

I am currently studying Computer Science at COICT and working on my own projects; for example, last year I conducted business and 21st century skills training for women, and I am looking forward to doing more projects this year. Apps and Girls instilled so much confidence in me; I used to believe that you had to be a genius to excel as a young person, but they demonstrated that all you needed was confidence and guidance. It also provided me with a sisterhood environment that inspired and motivated me to be the best version of myself and to be confident. For my career, I want to work in leadership, innovation and technology, but I don't know what that entails yet. Those are the areas that I am passionate about and have been cultivating myself in.

Q

Briefly introduce yourself (Names, Family, Education background, Interests, any nickname people used to call you at Apps and Girls, etc)

A

My name is Kokubanza Timanywa, however many people at Apps and Girls used to call me Koku. I studied at Jangwani secondary and later passed to Benjamini Mkapa High School for advance secondary school. I am currently at African Leadership University (ALU) studying a course called Global Challenges.

Q

What are you doing now? (You may talk about your Academics, projects, jobs, career aspirations, etc) Did Apps and Girls provide any foundation that played a critical role in where you are today?

A

At the moment, I am pursuing my mission at ALU, which is aligned with conservation and tourism, and I am working on an educational project where we develop tools and activities that facilitate the process of learning of different age groups of students; at the moment, the tools and activities I have developed teach wildlife conservation to 13-19 year olds. I would recommend Apps and Girls to any girl because computer and digital skills are becoming increasingly important in this day and age. It is also important for girls to be innovative and creative when they are young; with the help of Apps and Girls, they can reach far and access various global opportunities.



Kokubanza Timanywa

AWARDS

Our efforts and hard work were acknowledged, and we were offered different awards in acknowledgment of our efforts.

Tanzania ICT Awards

We were nominated as the Best ICT Incubation Hub category by people who believed in us and noticed our influence, and as a result, we were proclaimed as the winners in that category "Best Incubation Hub in Tanzania" and recognized as the overall winners in all categories of the Year 2021.



ATU Challenge

We won as the First runner-up in the ATU Innovation Challenge 2021 for the Best Ecosystem Practice in Africa Enabling Youths in ICT Innovations! African Telecommunication Union (ATU) Is a specialized agency of the African Union (AU) in the realm of telecommunications/ ICTS. Winning this brings a huge credibility and winner benefits such as capacity building training and mentorship.



WSIS 2020

Apps and Girls was named a WSIS Prize 2020 champion in the Skills and Capacity Building category. We are honored to be Tanzania's first "Champion" initiative in the history of the WSIS Prizes. We also had the opportunity to virtually present our practice to other stakeholders at the World Summit on the Information Society (WSIS) 2021 in order to connect, learn, and form partnerships. We also participated in the WSIS Stocktaking Interview Series: The Coronavirus Response - ICT Case Repository is a series of interviews hosted as part of the #WSIS Forum 2021, in which they introduce innovative projects and activities gathered through their Coronavirus Response.





RECOGNITION

Apps and Girls CEO, Carolyne Ekyarisiima was named one of Africa's top 35 most powerful women in the tech business in 2021. The award was given by CIO AFRICA, the top technology news and insights platform in Africa, which provides senior IT professionals in Africa with the most up-to-date technology information through their journal, online portal, and amazing events.

YEAR IN PICTURES



PPS AND GIRLS

U.S. EMBASSY
UBALOZI WA MAREKANI



APPS AND GIRLS

We are grateful and thankful to our
PARTNERS AND SUPPORTERS

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Important Links:

Our Website: www.appsandgirls.com

Code Galaxy: www.codegalxy.co.tz

T-Eschools: www.tigoeschools.co.tz

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