
Project Kibera
Creating a digital future for kids
BrainBoxEducation.org

Our vision

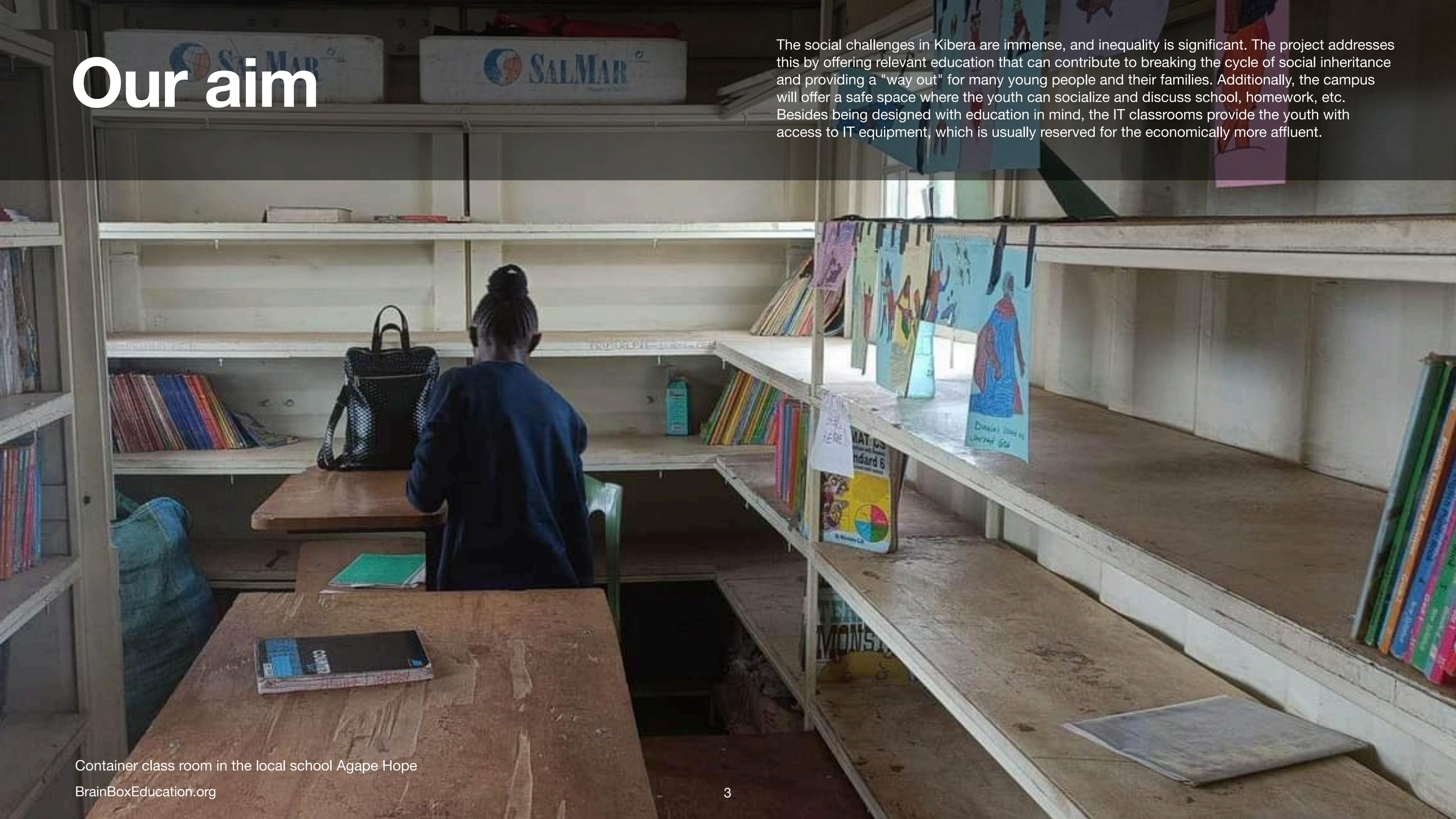
Project Kibera will be part of our overall vision of make better lives for children and young people in poverty. Our goal is to empower them to embrace IT as a way to help them and their families to experience a better life. Our specially designed and ready to use IT containers will be part of the local school system in the areas we set them up.

1 in every 4 people will live in a slum by 2030, according to current estimates

*Source: https://www.habitatforhumanity.org.uk/

Our aim

The social challenges in Kibera are immense, and inequality is significant. The project addresses this by offering relevant education that can contribute to breaking the cycle of social inheritance and providing a "way out" for many young people and their families. Additionally, the campus will offer a safe space where the youth can socialize and discuss school, homework, etc. Besides being designed with education in mind, the IT classrooms provide the youth with access to IT equipment, which is usually reserved for the economically more affluent.



Container class room in the local school Agape Hope

IT education

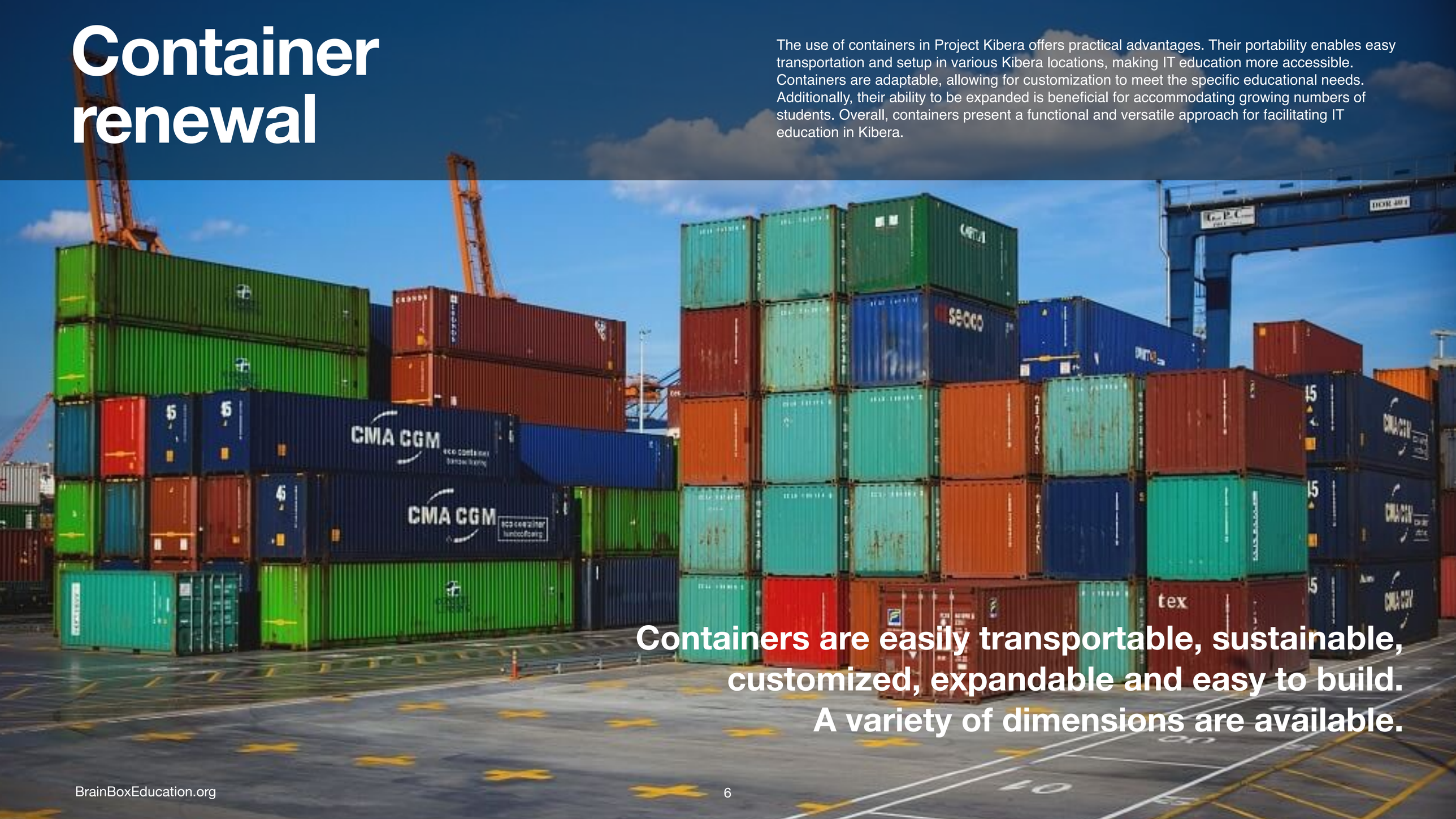
The education software has been developed by Khan Academy, the world's largest non-profit digital learning platform. The IT curriculum will cover basic computer understanding and learning about coding, operation, networking, business software use, etc.
Khan Academy's AI guide, Khanmigo, can tailor the education to each student, maximizing their learning experience. Additionally, the goal is to integrate the IT education and classrooms into the existing school system.

Environmental sustainability

Every year, the business sector replaces a large number of computers that are still fully functional and could be used for IT education. This initiative not only provides essential technological learning for the youth in the Kibera slums but also promotes environmental sustainability. The project's commitment to recycling and reusing electronic resources significantly diminishes electronic waste, thus addressing an escalating worldwide environmental concern.

Container renewal

The use of containers in Project Kibera offers practical advantages. Their portability enables easy transportation and setup in various Kibera locations, making IT education more accessible. Containers are adaptable, allowing for customization to meet the specific educational needs. Additionally, their ability to be expanded is beneficial for accommodating growing numbers of students. Overall, containers present a functional and versatile approach for facilitating IT education in Kibera.



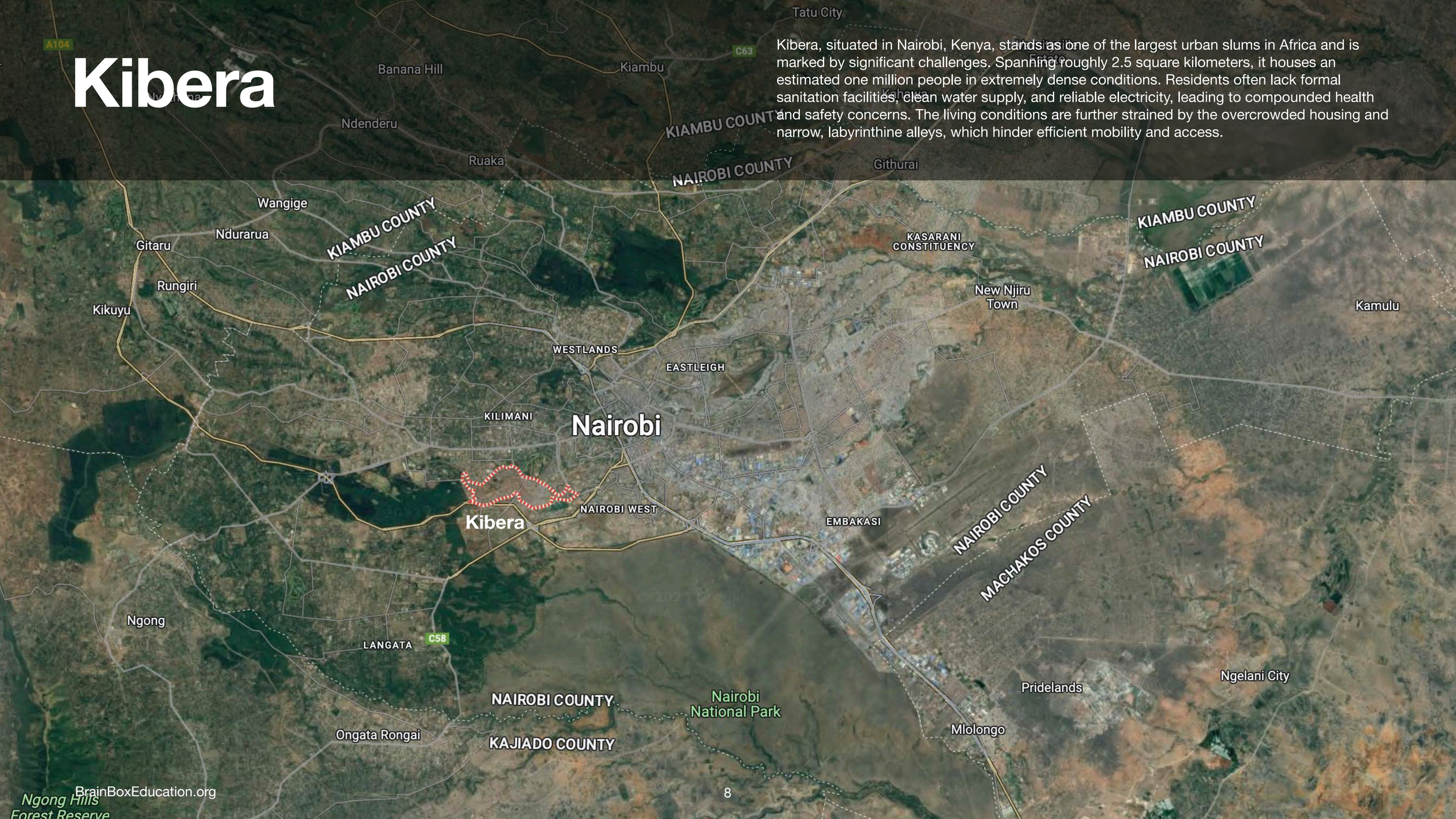
Containers are easily transportable, sustainable, customized, expandable and easy to build. A variety of dimensions are available.

Target groups

The primary target group for the project are young people aged 13-18 from the Kibera slum in Nairobi. They must have a certain level of maturity before starting and be connected to the local school system. Our research shows that it is nearly impossible for the youth from Kibera to receive IT education. Schools wish to offer it but do not have the financial means. The target group also includes local teachers, who show a great interest in learning more about IT and gaining access to a new teaching tool.

Kibera

Kibera, situated in Nairobi, Kenya, stands as one of the largest urban slums in Africa and is marked by significant challenges. Spanning roughly 2.5 square kilometers, it houses an estimated one million people in extremely dense conditions. Residents often lack formal sanitation facilities, clean water supply, and reliable electricity, leading to compounded health and safety concerns. The living conditions are further strained by the overcrowded housing and narrow, labyrinthine alleys, which hinder efficient mobility and access.



The site

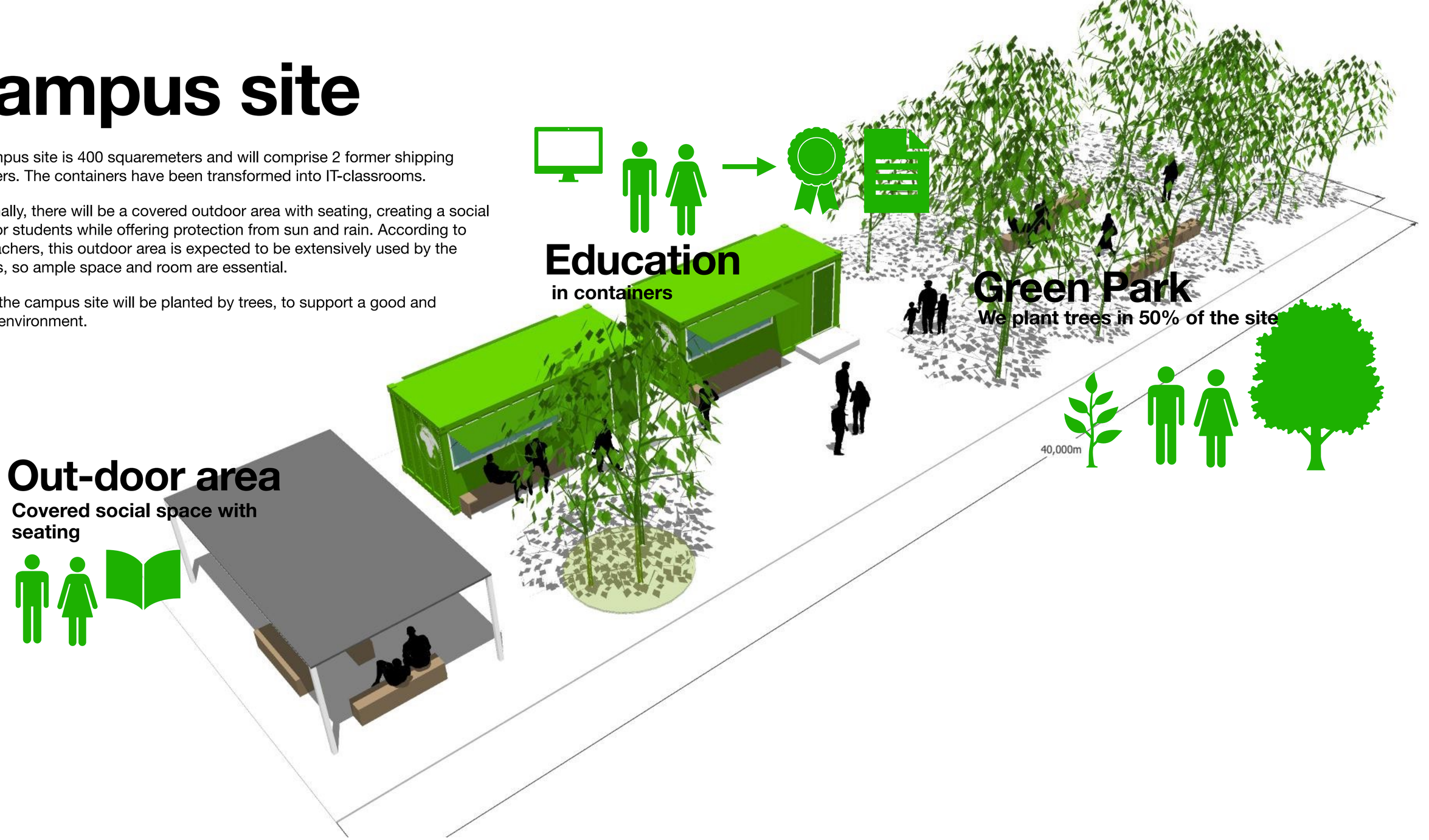
The project is situated near a major thoroughfare, which eases access for students and enhances social integration.

Campus site

The campus site is 400 squaremeters and will comprise 2 former shipping containers. The containers have been transformed into IT-classrooms.

Additionally, there will be a covered outdoor area with seating, creating a social space for students while offering protection from sun and rain. According to local teachers, this outdoor area is expected to be extensively used by the students, so ample space and room are essential.

50% of the campus site will be planted by trees, to support a good and healthy environment.



The tree planting project

Green Park

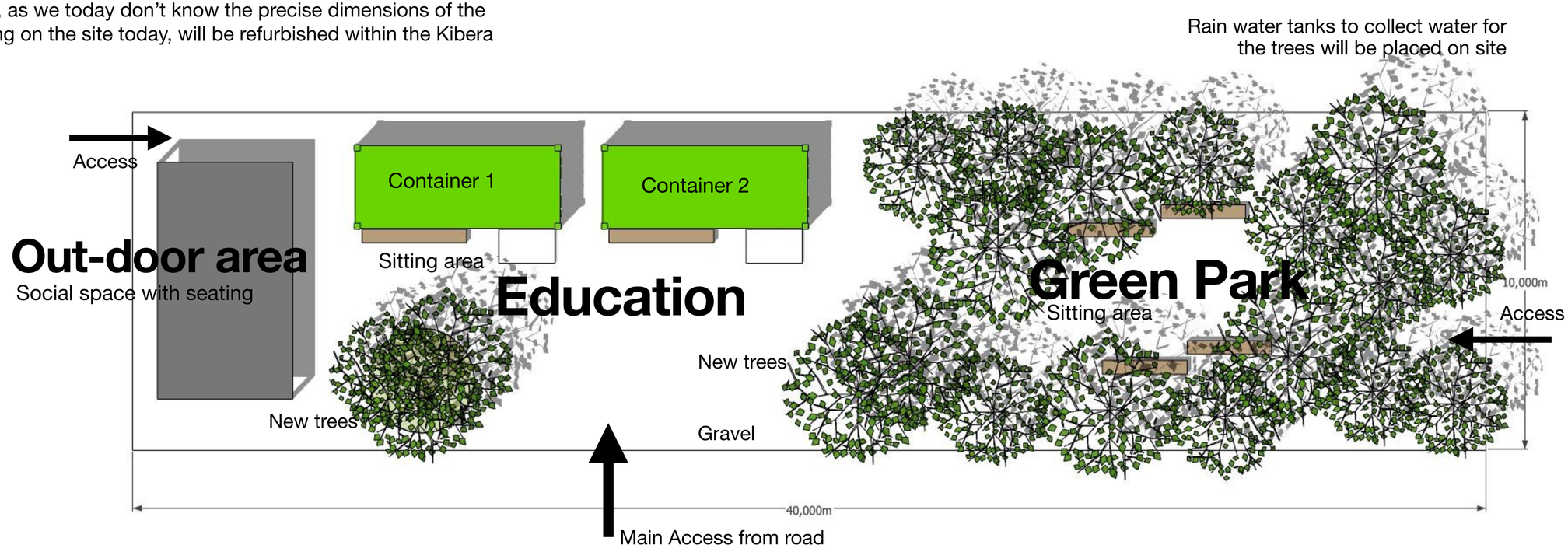
We plant trees in 50% of the site to support a good and healthy environment

By creating the Park and planting trees on 50% of the site, we support the ‘The tree planting project’ in Kenya. The Government led by H.E President Ruto initiated planting of 15 billion trees by 2032, a move aimed at: reducing greenhouse emissions, stopping and reversing deforestation and, restoring 5.1 million hectares of deforested and degraded landscapes.

The green environment around the school will not only be a place for learning but also an area that promotes well-being and creativity. Research has shown that a green environment enhances the ability to learn, reduces stress, and improves mental health.

Campus plan

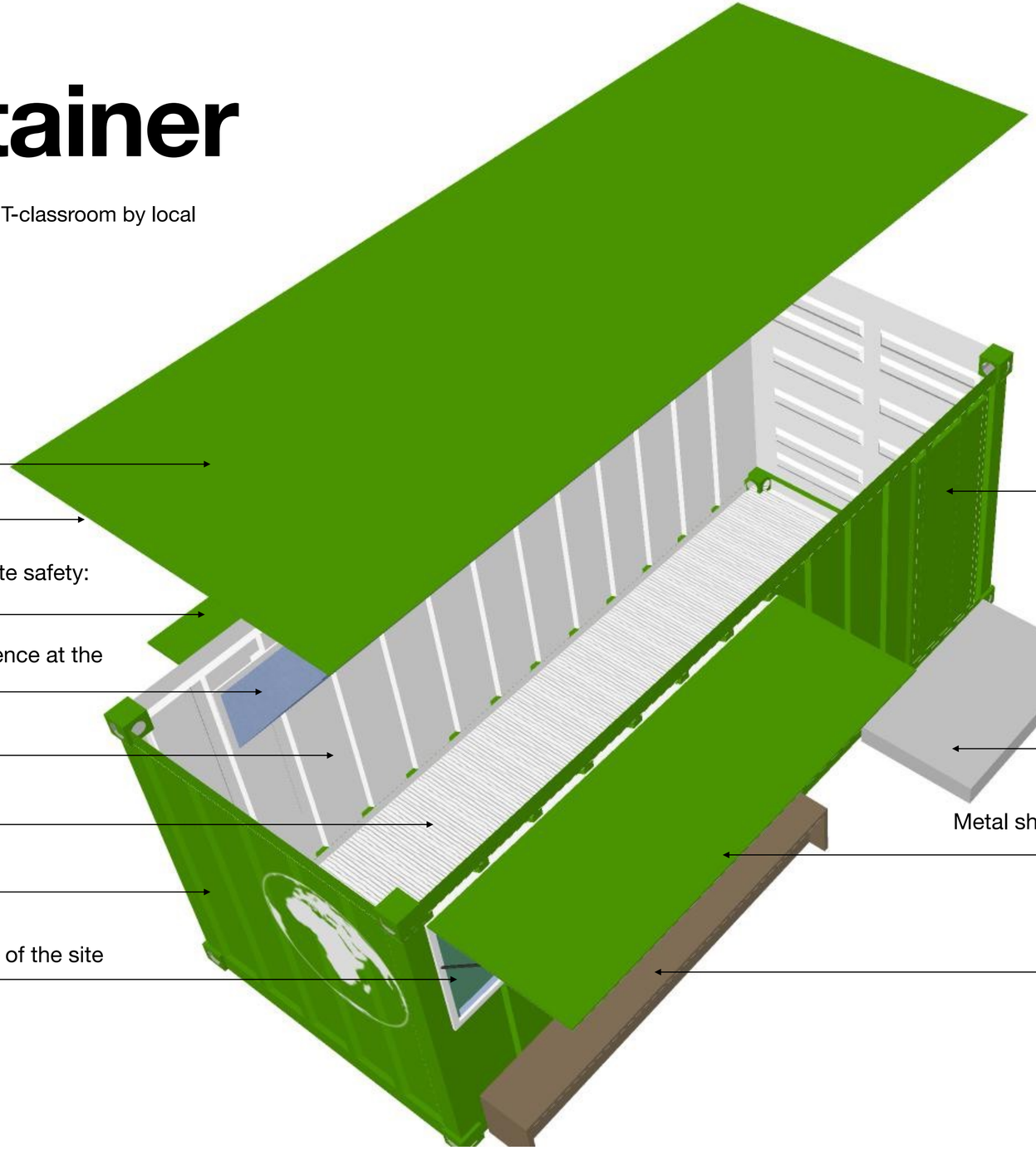
When the existing structures are removed from the site, the final lay-out is made, as we today don't know the precise dimensions of the site. People living on the site today, will be refurbished within the Kibera area.



Elevation towards road

The container

The container will be transformed into an IT-classroom by local draftsmen in Kibera.



Roof: paint

Ceiling: gypsum.

Metal shutters with lockers to create safety: paint

Highly positioned window facing fence at the back side of the site

Interior walls: paint

Floors: tiles

Exterior facade: paint

Large window facing the front side of the site

Door: paint

Out door stair - stone

Metal shutters with lockers: paint

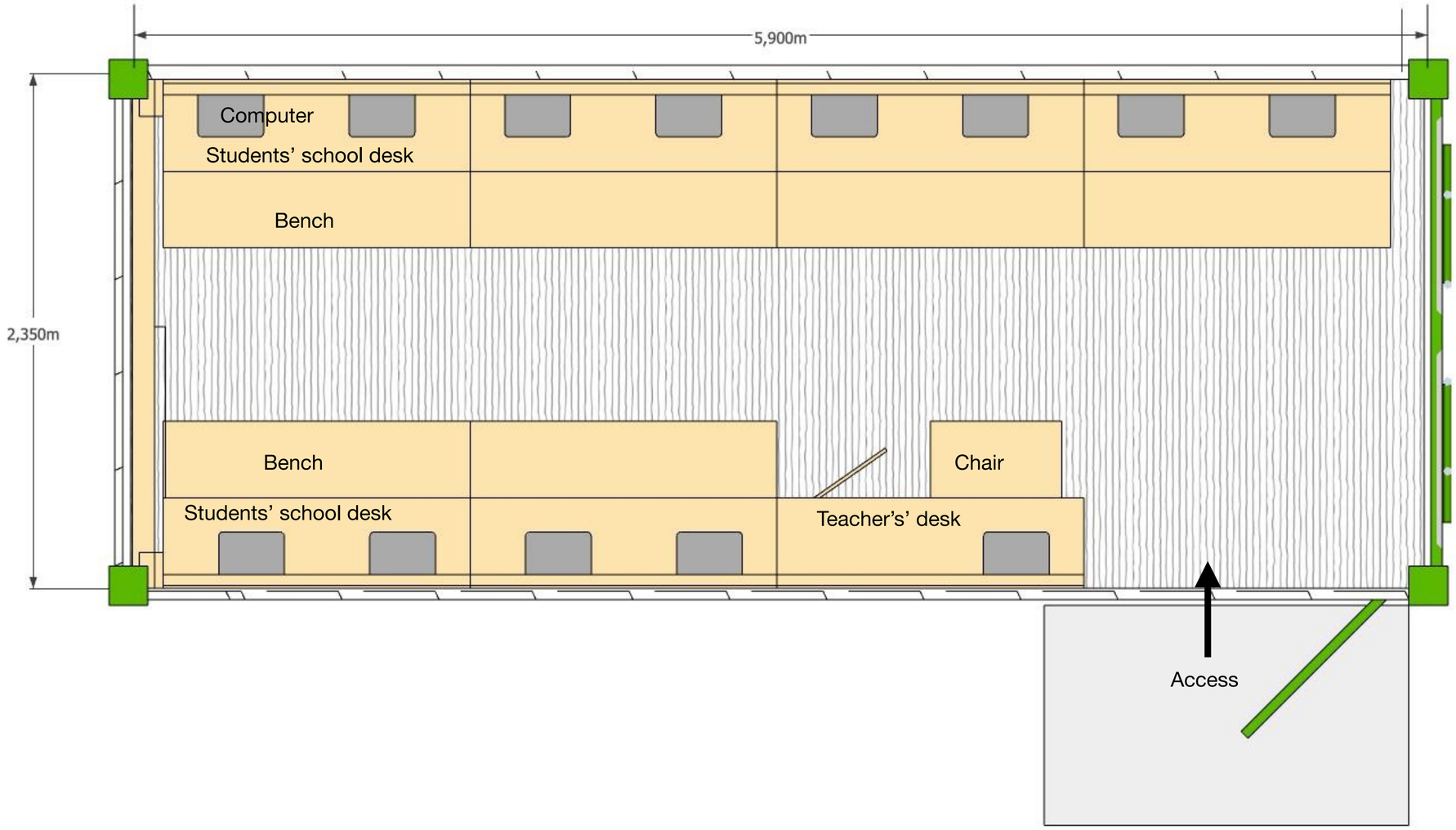
Out door bench: wood

Interior furniture

Specialized school desks (tables) have been designed for both students and teachers, each containing 2 computers. These desks can be closed/ locked with a flap, allowing the table to be used without the computers.

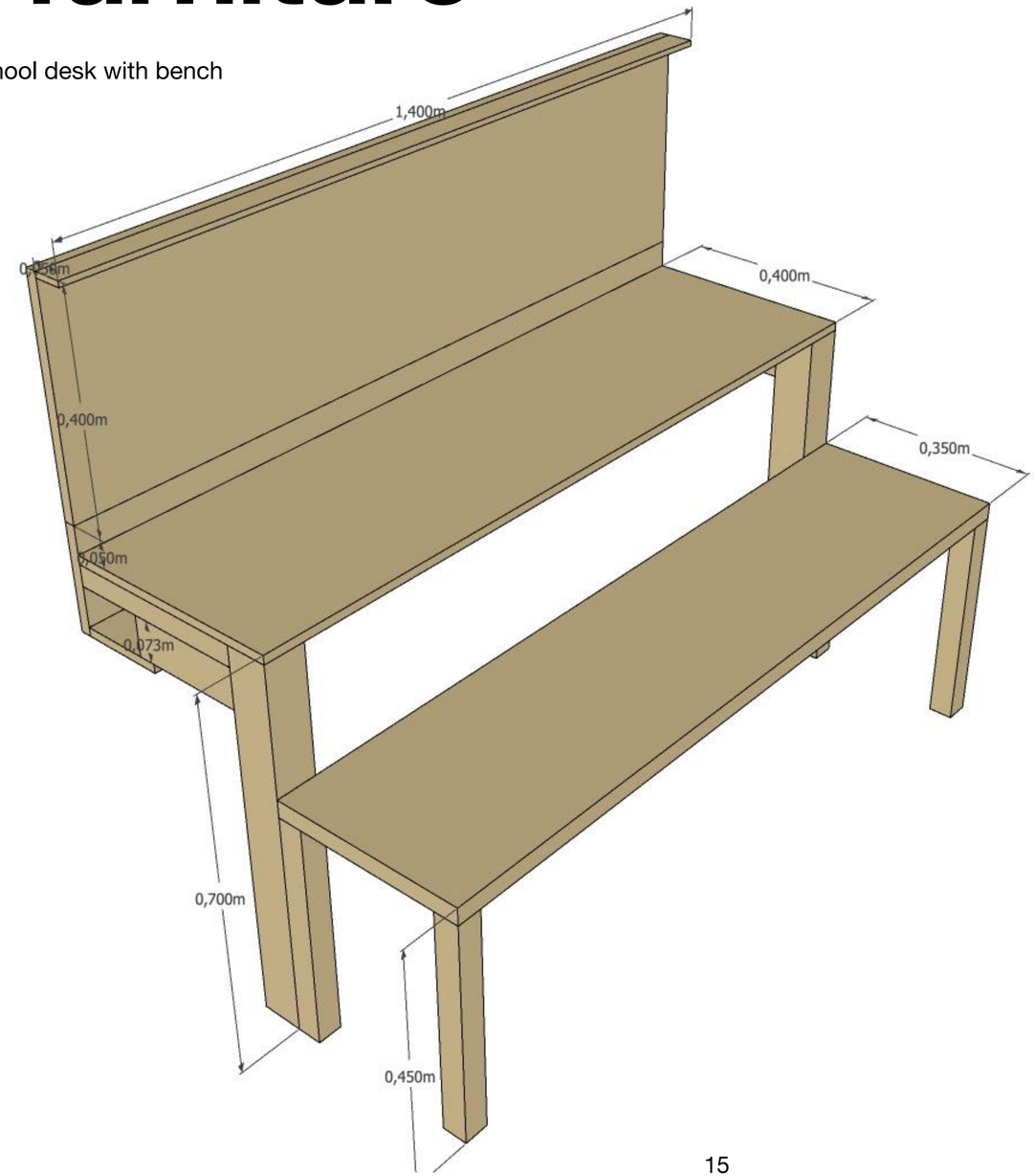
Three students will share one school desk (2 computers). This arrangement, as determined by our local preliminary study, is optimal for promoting collaboration among students and enhancing learning.

The interior furniture will be made by local draftsmen and by using standard wood elements.



Interior furniture

Customized design of students’ school desk with bench



Expected impact and results

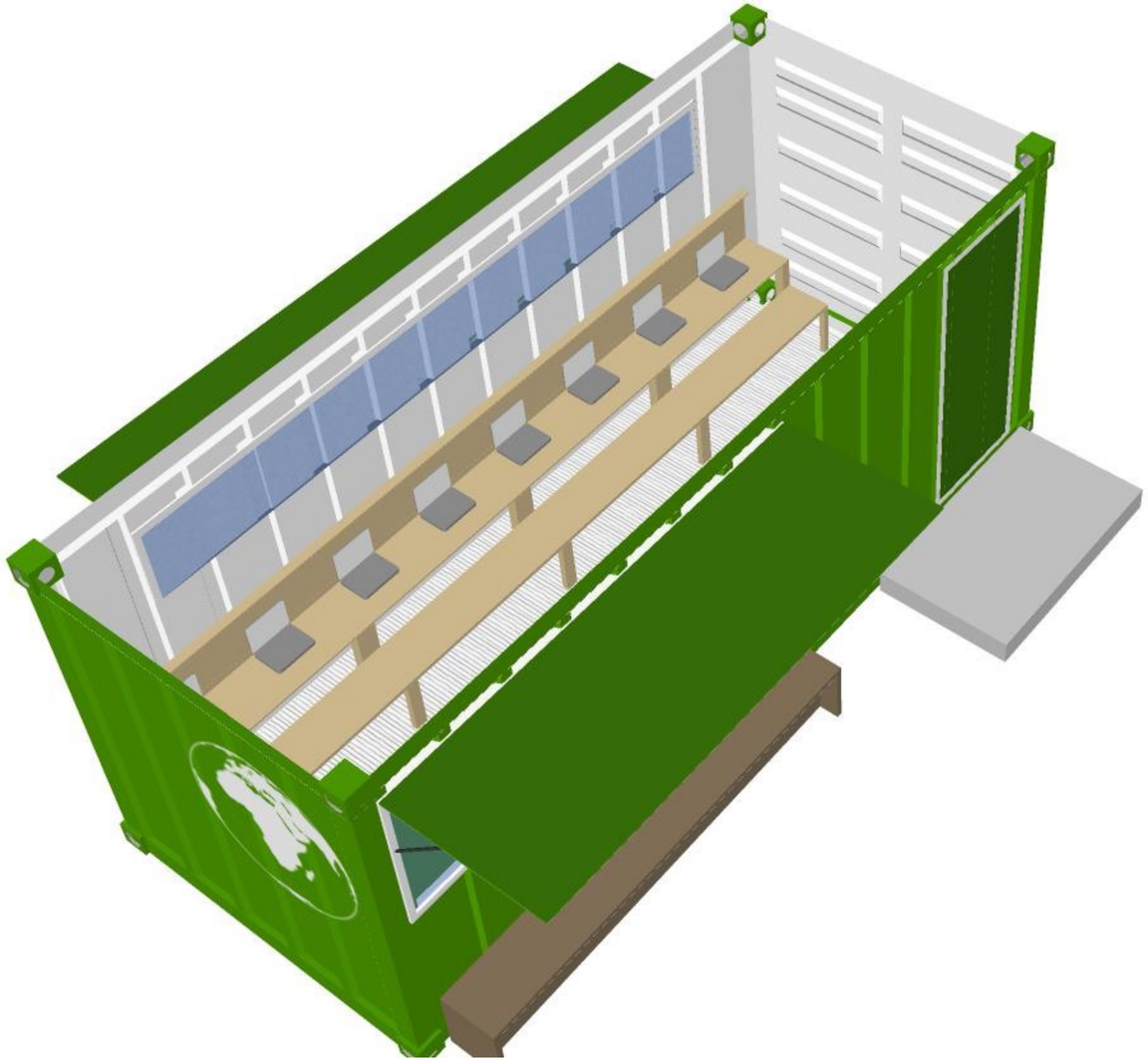
One classroom with 12 computers can provide over 25,000 hours of IT education per year.

By establishing 2 classrooms, Project Kibera can offer over 50,000 hours of IT education to young people in the slum area, approximately equivalent to 400-500 students educated 3 hours per week.

The project aims to significantly improve the IT skills of the youth in the area, enhancing their job prospects and strengthening the development of the local community.

Success will be measured based on the following criteria:

- The number of students completing the courses.
- The competencies they have acquired.
- The job opportunities that may result from these competencies.



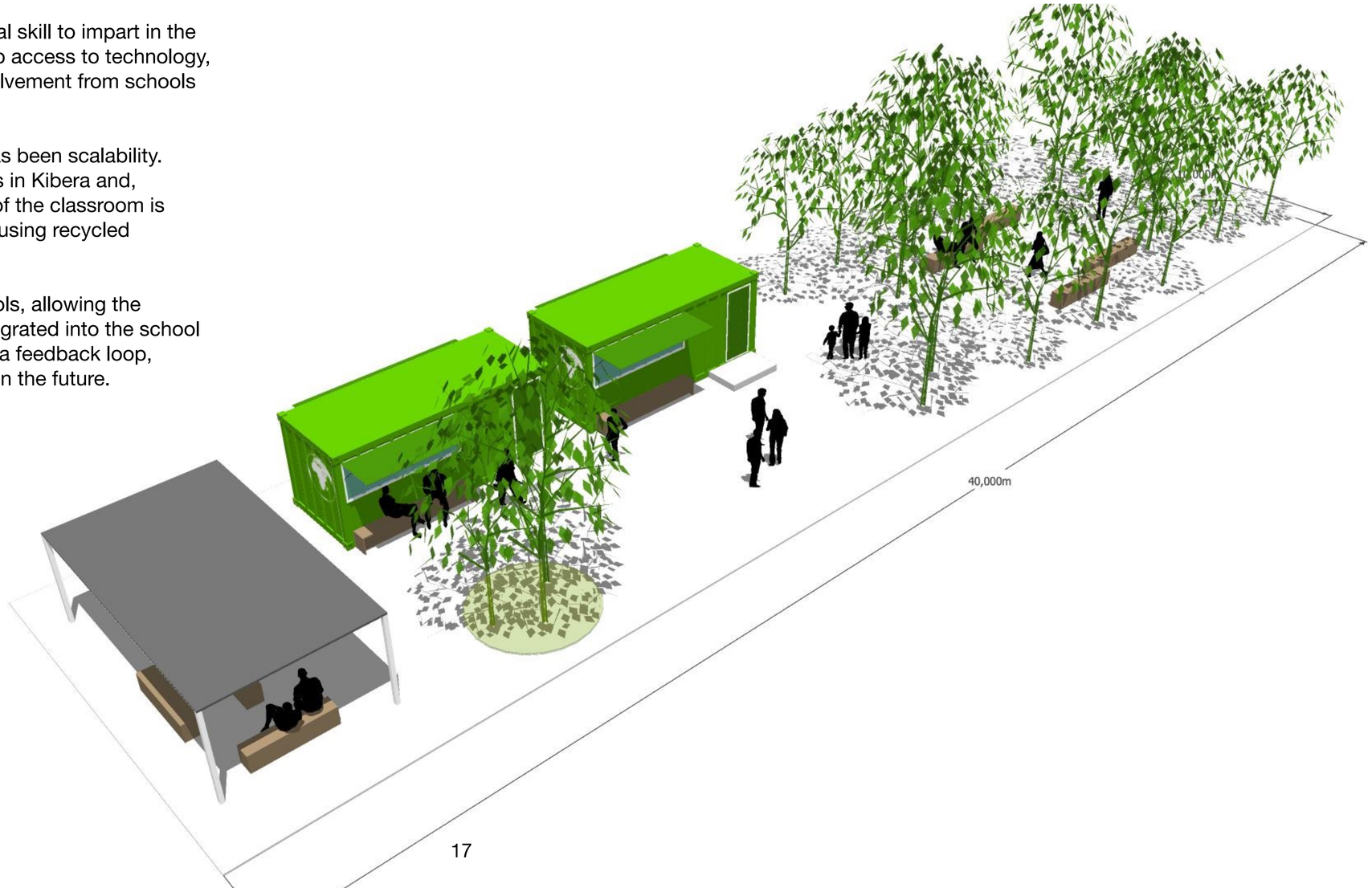
Implementation, anchorage and scaling

Project Kibera aims to enable IT education in slum areas worldwide. The primary goal is to assist as many young people as possible in breaking the cycle of poverty and elevating them and their families out of slums.

To this end, IT education is deemed the most crucial skill to impart in the 21st century. The objective is, therefore, to scale up access to technology, classrooms, quality teaching, and ensure local involvement from schools and educators.

From its inception, a key focus of Project Kibera has been scalability. Initially, the project aims to expand to more schools in Kibera and, eventually, to other parts of the world. The design of the classroom is simple and can be constructed locally or centrally, using recycled materials ranging from wood to computers.

For the first campus, there is input from local schools, allowing the education to be managed by them and directly integrated into the school system. The project is closely monitored to ensure a feedback loop, providing valuable insights for the scaling process in the future.



Organisational capacity

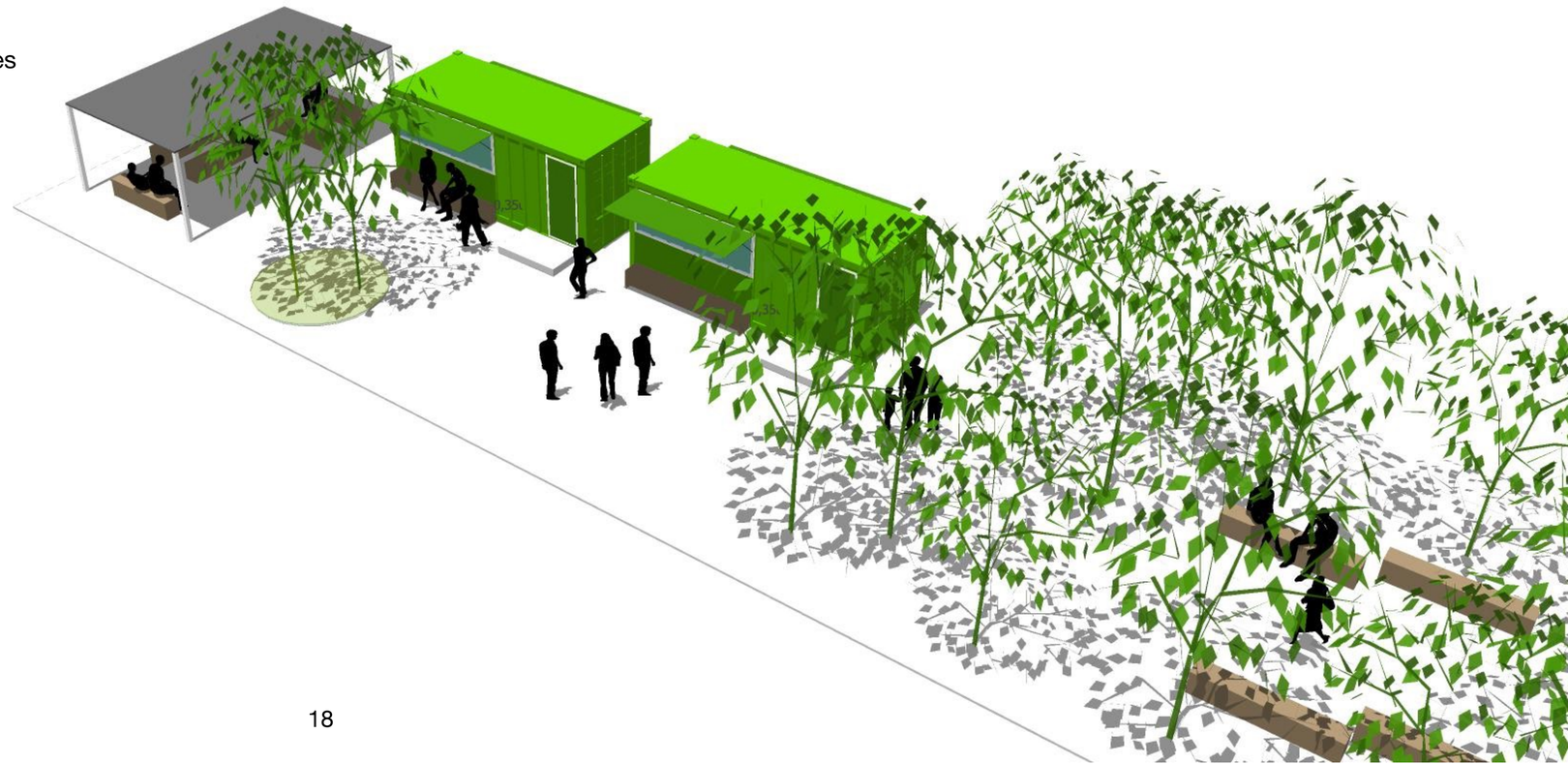
The organisation behind Project Kibera is BrainBox Education. The team leading this initiative includes:

- Jakob Bech Benediktson, CEO of Lasso X, is responsible for IT and education. With his extensive experience in IT project development, he plays a crucial role in overseeing the technological aspects and educational content of the project.

- Hanna Svensson, architect and urban planner, is responsible for the transformation of containers and the establishment of the campuses. Her expertise in project management, architecture, and sustainable urban development is instrumental in turning the sites into functional and sustainable educational spaces.

- Collins Orido Wasonga, the founder of Agape Hope for Kibera Foundation, serves as the project's local coordinator. His role ensures the project's local anchoring, liaising with schools, and meeting activities and milestones on time.

Additionally, the project is supported by three closely associated experienced members from the IT industry, contributing their industry knowledge and expertise to further enhance the project's impact and reach.



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