THINK STEAM 2.0

BRN: C16139707
Think STEAM Ltd
Lot 47 Morc. Bismic, Ave Verger
Flic en Flac, Mauritius
Contact: +230 59 34 6944
Email: jasonjagabagstonkin@thinksteam.mu

e+Pilot Project

1. **Think STEAM e+Youth Development Strategy Fostering Entrepreneurship and Sustainable Human Capital Development**

2. **Developing the e+STEAM Extracurricular Digital Education Solution: Fostering Digital Literacy, Coding Skills, and Nutritious Food Cultivation and Production**

When: 15 August 2023 to 15 November 2023

Where: 1. Online

                 2. Telfair International Primary School

Introducing: The e+STEAM Club of Mauritius and Beyond

Importance of Creating Such a Club:

- Bridge the digital divide, ensuring equal access to the digital economy.
- Cultivate essential 21st-century skills: critical thinking, problem-solving, and creativity.
- Empower youth for academic success, higher education, and employment opportunities.
- Promote gender equality in the coding field.
- Encourage innovation and creativity.
- Make coding and sustainable food cultivation accessible to youth in developing countries.
- Promote sustainable development.

Introducing Nutritious Food Cultivation:

- Expand the club's scope with hydroponic cultivation of microgreens and baby salad greens.
- Empower youth with practical 21st-century skill: sustainable food production.
- Nurture understanding of healthy eating and environmental responsibility.

Challenges and How to Address Them:

- Address lack of awareness about coding's importance: Conduct outreach and awareness-raising activities in the community.
- Tackle technology accessibility issues: Provide access to computers and other technology in the club's space.
- Overcome cost barriers with community-based fundraising: Provide financial assistance to students in need.
- Break language barriers with multilingual resources and mentors.
- Provide comprehensive coach training for effective guidance.

Using Innovative Tools for Holistic Development:

- Utilize LEGO BricQ sets, WeDo 2.0, and Mindstorms EV3 for coding fundamentals and emerging tech concepts.
- Employ tools for collaborative project creation and challenges.
- Incorporate hydroponic systems to teach principles of plant growth and nutrition.

Entrepreneurship

Fostering self-directed learning is at the core of our approach, synergizing entrepreneurial mindset development and the innovative e+TOKENS concept. By empowering youth to take ownership of their education, we cultivate a proactive, independent approach to acquiring skills. The e+TOKENS system further amplifies this, incentivizing engagement and achievement through a digital rewards framework. As participants embark on their educational journey, they earn e+TOKENS, not only recognizing their progress but also introducing them to the world of digital currencies and financial literacy. This holistic strategy nurtures lifelong learners equipped for success in the dynamic landscape of the 21st century.

DigiEduhack Hackathon

The e+STEAM Club of Mauritius and Beyond will be participating in the DigiEduHack Hackathlon from 6th to 15th November 2023. We will be demonstrating our e+STEAM Extracurricular Digital Education Solution by having students participate in various club activities both online and offline. We believe that our solution can help to bridge the digital divide and empower youth with essential 21st century skills.

Benefits of the Inclusive Club:

- Accelerated skill development in coding and sustainable food cultivation.
- Our approach cultivates self-directed learning, empowering youth to proactively shape their education and acquire a vital life skill for navigating the complexities of the modern world.
- Holistic development of 21st-century skills, from technology to ecological awareness.
- Foster a sense of community among diverse youth participants.
- Access to resources, opportunities, and mentorship.
- Facilitate cross-cultural exchanges and global perspectives.

e+STEAM Labs: Transforming Learning Environments:

The introduction of e+STEAM Labs within existing schools redefines the learning experience. These labs serve as hubs of innovation, equipped with cutting-edge technologies such as LEGO BricQ sets, WeDo 2.0, Mindstorms EV3, and hydroponic systems, alongside other emerging ed-tech. The labs facilitate hands-on exploration, enabling students to engage with coding, digital literacy, and sustainable food cultivation and production within their school premises. This transformative step breaks down barriers and fosters an inclusive environment, where learning transcends conventional boundaries.

Measuring the Club's Success:

- Track student sign-up numbers and demographic diversity.
- Monitor the percentage of female participants for gender inclusivity.
- Evaluate quantity and quality of completed projects.
- Measure participant satisfaction and parental feedback.
- Assess club's positive impact on the local community.

Addressing Digital Education Challenges:

- Bridge digital divide through accessible and innovative approaches.
- Raise awareness through community engagement and partnerships.
- Alleviate cost concerns via collaborative fundraising strategies.
- Overcome language barriers with inclusive materials.
- Provide continuous training for coaches and mentors.

The e+STEAM Club of Mauritius and Beyond, known as The e+Club, encapsulates a groundbreaking approach to youth development. By embracing digital literacy, coding skills, and sustainable food cultivation, we ignite a passion for innovation and empower the next generation to thrive in the digital age. This comprehensive strategy fosters an environment of inclusivity, opportunity, and collaboration, ultimately driving positive change within communities and creating a ripple effect of transformation. As the world evolves, our commitment to equipping youth with essential 21st century skills stands as a testament to our vision for a brighter, more sustainable future.