

The Mandulo Foundation Presents: Tech4Change

Tools to power tomorrow's innovators

Prepared by:





The Tech4Change Initiative

The Tech4Change initiative is a suite of programs and projects that address the core issues of digital learning and network access. With a special focus on schools and community centers, the Tech4Change Initiative is designed to add value in the areas of learning digitization, network infrastructure and skills development.

Developed and implemented by the Mandulo Foundation, the Initiative incorporates content and connectivity to offer tailored, turnkey solutions for the establishment of energy efficient digital-learning facilities. The content aspect of the Initiative deals with Digital Skills development through Bootcamps and various Curricula.

The Tech4Change Initiative makes use of a Growth-through-Partnership approach. The leveraging proficiencies across the partnership dynamic serves to achieve lean and efficient execution of project imperatives.

Our Partners

Thanks to our partnership with Virgo, we have Raspberry Pi's—the lifeblood of our comprehensive computer system.

With Virgo's partnership and donation of Raspberry Pi's, we look to deliver these load shedding friendly computer units to our screened network of public schools & youth centres.



Virgo SVS
Raspberry Pi's Donor

Raspberry Pi's

- 4 USB 2.0 ports, Micro SD, 100 Base Ethernet, Audio circuit with dedicated low-noise power supply.
- Case: Maida Tech Raspberry Pi 3 Model B Case





Partnership Opportunities

Technology Collaboration

Donate hardware to accompany our Raspberry Pi's. Required hardware includes; (laptops/desktops, screens, keyboards, mouse, powerbanks

Educational Connectivity Partnership

Assist bridging the digital divide by sponsoring internet connectivity and digital access to our network of youth center and educational institutions

CSR Initiatives and Community Engagement

Reinforce your commitment to corporate social responsibility through jointly organized event days focused on digital skills bootcamps.

Our Roles & Activities

High-level Objectives & Key Results



Project Conception & Initiation

Align program design with host school schedule, desired outcomes & safety/security procedures. Secure support from key stakeholders, including Department of Education. Formalize desired outcomes and identify appropriate instruments for tracking & evaluation



Establish STEAM & CAT Focused School-Integrated Curricula, Programs & Workshops

Deliver high quality programming, with an emphasis on hands-on experimentation, towards the improvement of attendees' academic performance. Facilitate community access to academic development opportunities through high impact workshops. Administer pre & post qualitative evaluations, in addition to consistent monitoring processes, to ensure fidelity & assess impact



Impact Measuring & Reporting

Identify and apply relevant impact measurement metrics to satisfy Telkom's key impact values using flexible output

Curricula Offered

Work Readiness Workshops

Program that will equip both Primary School (work readiness) and High school (Professional Skills) learners necessary skills for the next phase in their lives. Can be both digital or paper-based.

Programme Includes:

- Transportation Cost
 - Learning resources
 - Sanitation and hygiene assurance
 - Food
 - Branded Stationery & T-Shirts
 - Printing costs:
 - Certification of program completion
 - Other prizes and incentives
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Digital Skills Training Bootcamp

This programme will focus on giving opportunity and upskilling learners on digital skills. There is a foundation and senior phase programme

Programme Includes:

- Transportation Cost
 - Learning Resources
 - Sanitation and hygiene assurance
 - Food
 - Branded Stationery & T-shirts
 - Printing Costs:
 - Certification of program completion
 - Other prizes and incentives
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2 Day Entrepreneurship Workshop

This programme will aim to teach the students basic entrepreneurship skills through various activities and presentations

Programme Includes:

- Transportation Cost
 - Learning Resources
 - Sanitation and hygiene assurance
 - Food
 - Branded Stationery & T-shirts
 - Printing Costs:
 - Certification of program completion
 - Other prizes and incentives
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