1000000 CODERS BY 2🌐3⚧
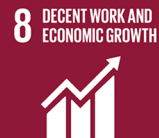
iamtheCODE

empowers even the most marginalized individuals to discover their identities – their own fingerprints – through engaging with STEM & the more expansive STEAMED subjects. Our aim is to equip people to understand and participate in the digital world by writing their own code.

| 4 QUALITY EDUCATION | 5 GENDER EQUALITY | 8 DECENT WORK AND ECONOMIC GROWTH | 9 INDUSTRY, INNOVATION AND INFRASTRUCTURE |

littleBits makes technology kits that are fun, easy-to-use, and infinitely creative.

Kano is a creative computer that anyone can build before coding art, games, music, and more – empowering young people to create, not just consume, with technology.

KANO anyone can make

The interactive coding platform – will offer badges and full profiles to girls and young women and the know how in online learning.

littleBits®

Code.org® is a non-profit dedicated to expanding access to computer science, and increasing participation by women and underrepresented minorities.

code cademy

C O D E STUDIO

Code First: Girls works with companies and with women, to help increase the number of women in tech

Code First-Girls

i am the **CODE**

Robotics

Robotics is the interdisciplinary branch of engineering and science that includes mechanical engineering, electrical engineering, computer science and others.

3D Printing

Legos

Also known as additive manufacturing (AM), refers to processes used to synthesize a three-dimensional in which successive layers of material are formed under computer control to create an object.

A playful learning experiences that enable every pupil to succeed.

DIGITAL WHEEL

1 000 000

CODERS BY 2 🌐 3 ⚥

Sustainable Development Goals (SDGs):

4 QUALITY EDUCATION	**5** GENDER EQUALITY	**8** DECENT WORK AND ECONOMIC GROWTH	**9** INDUSTRY, INNOVATION AND INFRASTRUCTURE

Enabling 1 million women and girls coders by 2030

SDGs Hackathons & Digital Clubs

Mobilise Governments, Private, Public Sector and Investors

Designing STEM policies and curriculum

Tracking KPIs around SDGs 4, 5, 8, and 9

Monitoring and Evaluation Programs

People and Communities

- Education programs include:
  - SDG Hackathons
  - Digital Clubs
  - Mentoring with Young Global Leaders
  - Inclusive, while focusing on young girls and women

Governments

- Shaping STEM policies
- Embedding SDGs and Technology Code of Practice in curriculum and training programs
- Help Track and Measure the impact of their investment through Job Creation and number of girls enrolled and reached through STEM education

Private Sector and Investors

- Helping organizations to build talent pipeline with STEM programs
- Driving sustainable models to connect corporates with community programs
- Measuring impact through job creation and increasing female participation