We believe in a world where all children can be heard

Digital Inclusion for all!
MEDICI Final Conference

Accessibility

Hi James

What would you like to do today?

- My worker is visiting
- Get ready for a meeting
- Share my good news
- Prepare for a Child Protection Conference
- Sort a problem
- Planning for adulthood
- Get ready for a foster care review
- How did the meeting go?
- My education
- My wellbeing
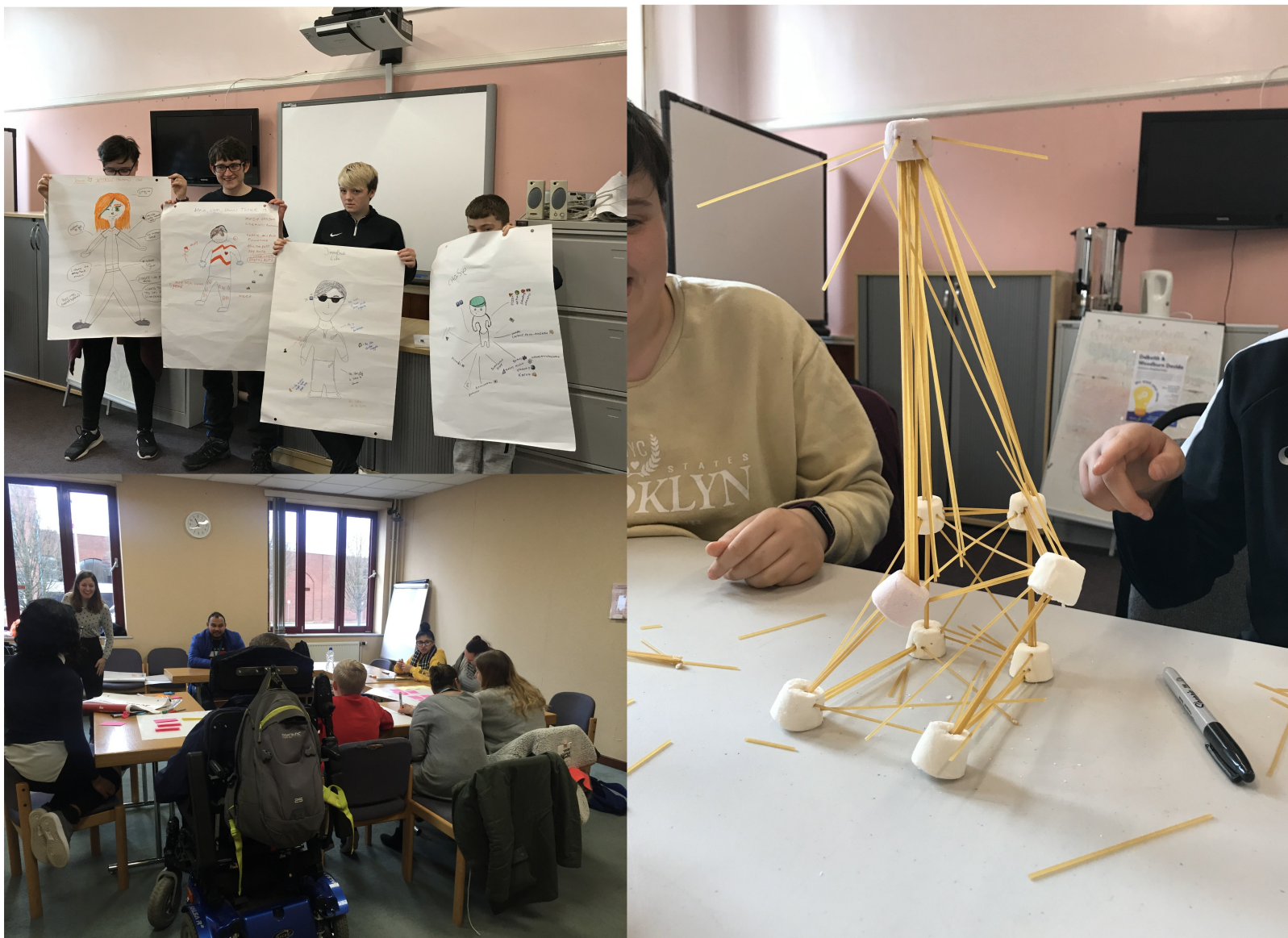- Return from missing

THE KNOWHOW — My rights

Trouble right now?
Call Childline: 0800 1111

I am good at...

Shapes and colours	Numbers	Writing	Sports and games	Reading
Alphabet	Listening to stories	Arts and crafts	Drawing and painting	

ما هي الأشياء التي تشعر بالسعادة بشأنها؟

اختر جميع الاختيارات التي تريدها وأضف اختيارك إذا أردت.

أصدقائى

صحتي

كيف أبدو

عائلتي

اين اعيش

مالي

الآباء أو مقدمي الرعاية

المدرسة أو الكلية
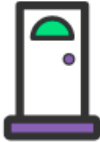
منطقتي المحلية

علاقاتي

المعلمين مثلي

هوايات و اهتمامات

Mind Of My Own

Answering your questions

@mindofmyownapp

hello@mindofmyown.org.uk

Digital Inclusion For All

Medici Final Conference

26th - 27th - 28th January 2021

diesis network

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SMART BANANAS

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KETHEA [THERAPY CENTER FOR DEPENDENT INDIVIDUALS]
www.kethea.gr

CATÓLICA
CEPCEP · CENTRO DE ESTUDOS DOS POVOS E CULTURAS DE EXPRESSÃO PORTUGUESA
LISBOA

MEDICI
Mapping Digital Inclusion
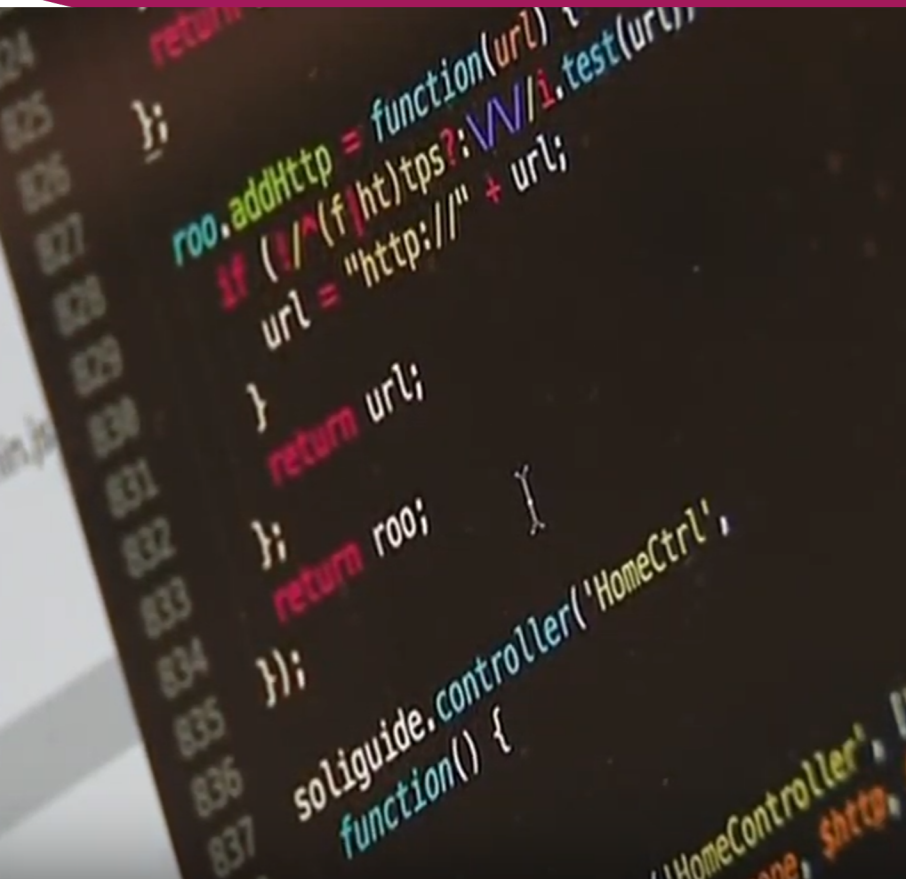
Solinum is a non-profit start-up that creates and deploys innovative tools for social workers and their beneficiaries (homeless people, refugees, etc.) using new technologies

Digital Inclusion for all!
MeDICI Final Conference

> **But wait!
> Homeless people don't have smartphones, right?**

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Our study in 2018 in France

71% OF HOMELESS PEOPLE HAVE A SMARTPHONE

…but only 29% have a monthly phone plan

… 58% are not autonomous in their administrative procedures

… disparities between socio-demographic groups

85%

Under 30 years old had a smartphone, and only 55% over 50 years old

83%

Of asylum seeker had a smartphone

78%

That have a diploma are comfortable with digital tools, and only 32% that don't have one

86%

Of families have a smartphone

39%

Of women are very comfortable with digital tools, and 60% for men

53%

That have been homeless for more than 5 years have a smartphone

15

Key challenges for digital inclusion

- **Tear down administrative obstacles (having an address, papers, a bank account)**

- **Make government websites user-friendly**

- **Translate everything that should be accessible**

- **Make internet access a basic right (including in shelters)**

- **Train people to use a computer (very different from smartphone)**

- **Make charging points easily available**

- **Always include users in the construction of digital tools**

What we do with Soliguide

A digital guide that references all useful places for homeless people and refugees

All of our tools have been developed with our users : non-profits, government organizations, homeless people, refugees.

The result ? An ever-evolving platform that had amazing impact during the covid-crisis (more than 500 000 searches in 2020)
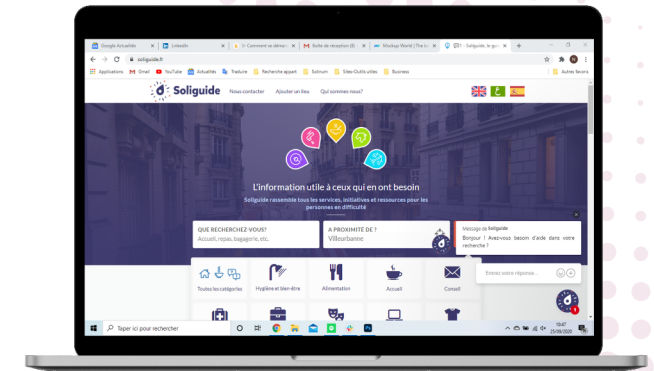
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How it's accessible

A quality database

Website

Online chat

Mobile app

Printed lists

Database sharing (API)

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Thank you!

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CDI International Network

RECODE

Build a global movement for technological and social change.

SINCE
1995

1,7 MILLION
IMPACTED PEOPLE

7 países — Brazil, Portugal, USA, Chile, Colombia, Mexico, Venezuela

564 — CDI Community

23.465 — Reached people

Methodology | 4 steps

Motivate to read the world
To read the world is to recognize that each person's life has meaning in a larger context;

Understand to do
Work the look from different perspectives in search for solutions. Plan what to do;

Plan to impact
It is the step of performing;

Experiment to evaluate
Evaluate what was learned and accomplished; Read the world again.

Apps for Good courses teach students about new technologies while equipping them with the problem solving, creativity and teamwork skills needed to thrive

Our pillars

Technology + Problem solving + Entrepreneurship

We teach how technology can be applied to solve a problem, along with improving young people's trust and skills in problem solving, collaboration and communication.

We focus on relevant and up-to-date technologies.

Student-driven for good

We teach young people to be active and conscientious citizens, helping to make world a better place to live.

In the course, students should have the freedom to choose their own problems and define what is "good" and relevant to them.

Give everyone the opportunity to access technology and acquire the skills to shine in a technological future – social and digital inclusion.

Transformation of the pedagogical teaching practice

We work with schools and support teachers.

We use innovative pedagogy, but we partner with teachers to ensure this work in the classroom.

The teacher adopts a role of facilitator, guiding young people in the creation of their projects.

Real World Context

Students should work on a real product that solves a real problem.

They build their product using real-world processes that are up-to-date with industry approaches such as Design Thinking and the Minimum Viable Product.

We connect learning to the industry, through Experts, our business partners and other volunteers.

OUR MISSION | Transform Education to HELP young entrepreneurs

Apps for Good

Powering a generation to change their world with technology

Key Message 1
(why – philosophy)

Transforming education to help young entrepreneurs thrive in a tech driven future

Key Message 2
(how – method)

Working with teachers to create a new kind of learning: one that's rooted in the real world and driven by students

Key Message 3
(what – product)

Where young people learn to turn bright ideas into real technology products

Turning schools more "21th century"

Innovative project methodology

Effective citizens and prepare for job market

COURSES | What tools are the teachers provided with?

APP DEVELOPMENT

Students will explore the process of developing an app, from the idea to the prototype, creating a functional version of it, using block programming.

10 – 12 hours
English and Portuguese

APP DEVELOPMENT EXTENDED

Students will explore the development of an app, plus extra topics like business model and user experience. They can use block programming or more advanced programming.

20 - 30 hours
English and Portuguese

APP IN A DAY

Students will get an introduction to app design and create a non-technological prototype. This is a reduced version of App Development and can be developed in just 1 day.

5 hours
English and Portuguese

MACHINE LEARNING

Students will learn machine learning, including ethical issues and their benefits, and create a ML algorithm to solve a social problem.

10-12 hours | English

INTERNET OF THINGS

Students will generate ideas and develop functional prototypes, using internet-connected devices, to solve real problems.

10-12 hours | English

7th Edition SCHEDULE

Apps for Good

01
KICK OFF
SEPTEMBER 2020

02
WELCOME SESSION
8th OCTOBER 2020
An online meeting with teachers to welcome them and to show the next steps of the programme.

03
IN-PERSON TEACHER TRAINING
OCTOBER AND NOVEMBER 2020
B-learning
Creditated
1 Session

04
ONLINE TEACHER TRAINING
DECEMBER 2020 TO MARCH 2021
B-learning
Creditated
5 Sessions

05
APP STARTUP
OCTOBER TO NOVEMBER 2020
Event for students who have already participated in the Regional Events of previous editions

06
VIRTUAL SCHOOL ROADSHOW
OCTOBER TO DECEMBER 2020
Initial Visit to the newcomers

07
SCHOOL ROADSHOW
APRIL TO JUNE 2021
Final Visit to the newcomers

08
REGIONAL EVENTS
JUNE TO JULY 2021
Semi-Final of Apps for Good competition.
Registrations are open in April and May 2021

09
PITCH ACCELERATOR
SEPTEMBER 2021
Pitch mentoring sessions for the teams selected to the Final Event

10
FINAL EVENT
SEPTEMBER 2021
The Awards Ceremony with the 20 finalist student teams

NOTE: ANY FACE-TO-FACE OR IN-PERSON ATIVITY CAN CHANGE DUE TO THE COVID-19.

Teachers Training and School Roadshows

Regional Events and Final Event

UK Awards

Girls and Technology

Girls and Technology

What happens to girls who participate in Apps for Good?
- Became more closer to STEM
- Promotes the development of multiple skills
- Increases self-confidence
- Greater connection between the knowledge learned at school and the real world
- Promotes school motivation and involvement

What do they learn?
83% to communicate and interact with other people
56% working as a team
56% to be creative and to have ideas
44% leaving their Comfort zone and overcoming barriers
44% making presentations and research

App Start Up

The **App Startup** is an event that promotes key professional skills to succeed, and is an opportunity for former Apps for Good students to present their ideas to companies and stakeholders in order to develop their ideas, in a professional context.

There are no limits to App Start Up events, as long as they are meaningful and provide students with relevant experiences.

2019

2020

IMPACT

GLOBAL GROWTH

- 173.272 students
- 4.254 schools
- 1.100 Experts

NATIONAL GROWTH

- 26.097 students
- 944 schools
- 1388 teachers

Teachers ...

95%
Greater knowledge about students' skills

81%
Collaborative work

82%
Technical competences

Students ...

+ 43%
Girls in the program

73%
Coding / Programming

83%
Team work

PARTNERS

CDI Portugal

Apps for Good Portugal

Facebook /cdiportugal

Twitter @AppsforGood_PT

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UK | www.appsforgood.org

PT | www.appsforgood.org.pt

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