THE ONE DOLLAR WORLD · PARTNER BRIEF

Computer skills & innovation: from first click to working ideas

Every school we renovate gets a computer lab. Our goal is to help children understand why technology matters in their education and their lives, and to give them the skills to turn their own ideas into real solutions.



Concept illustration of a planned computer lab, not a real school yet.

15 schools
Public schools in Osun State, Nigeria: our first project

1 computer per 2 pupils
Planned lab standard, with solar power and battery backup

US$100,000
Budget per complete school renovation, not a confirmed quote

> This is a planned programme. It is not running yet, no school has been funded so far, and school names await the Osun State Governor's consent. No figures in this brief are results.

WHAT PUPILS WILL LEARN

Four levels, one lab

LEVEL 1

Digital foundations

Using a computer with confidence: typing, saving and organising work, searching well, and staying safe and respectful online.

LEVEL 2

Coding and problem-solving

Breaking a problem into steps, then building simple programs, games and web pages, starting with block-based coding and moving on to real code.

LEVEL 3

AI and new technology

What artificial intelligence is, how to use it responsibly and how to check what it tells you.

LEVEL 4

Ideas into reality

In teams, pupils pick a real problem in their school or community, design a technology solution, take it from sketch to working prototype and present it to their community.

Computers are also used in maths, science and reading lessons, so technology supports everyday learning rather than one lesson a week.

PLANNED TIMELINE

Milestones, not promises

1. NOW · 9 NOVEMBER 2026 – 9 NOVEMBER 2027

Fundraising year and partner talks

We are raising this fiscal year's goal for 15 Osun State schools and talking with technology partners. Lessons and these measures are being finalised.

2. WHEN A SCHOOL IS FULLY FUNDED

Site assessment and renovation

Each school starts once its US$100,000 budget is raised and the site is assessed. The renovation includes the computer lab, solar power with battery backup and offline content.

3. BEFORE THE LAB OPENS

Teacher training

The school's teachers are trained to lead every lesson, so learning does not depend on visitors.

4. FIRST SCHOOL TERM AFTER OPENING

Lab opens: Levels 1 and 2

Pupils begin with digital foundations, then coding and problem-solving. Lab usage and girls' participation are reported from the first term.

5. FOLLOWING TERMS

Levels 3 and 4: AI and team projects

Pupils learn about AI and work in teams on a real school or community problem, ending with a community presentation of working prototypes.

6. EVERY TERM

Public reporting

Each school's results are published on the impact dashboard, along with how partner support was used.

No school, lab or lesson dates are confirmed yet. Dates are set for each school once it is funded and assessed, and will be published on the impact dashboard.

HOW WE WILL MEASURE IT

Five measures on the public impact dashboard

Pupils completing each level

Number of pupils who complete each of the four levels, and that number as a share of pupils enrolled at that level.

What counts
A pupil completes a level when they pass its end-of-level practical task, assessed by their trained teacher.

Recorded in
Class register and the teacher's end-of-level task record.

How we check
Our team re-marks a sample of tasks at each school visit.

Girls' participation

Share of enrolled pupils who are girls, share of lab hours used by girls, and share of level completions by girls.

What counts
Counted from the same register and lab log as everyone else, split by girls and boys.

Recorded in
Class register and lab sign-in log.

How we check
Compared with the school's overall enrolment, and with timetabled lab time at each visit.

Teachers trained

Number of teachers at each school who finish the programme's teacher training and are able to lead lessons on their own.

What counts
A teacher counts once they complete the training and lead an observed lesson.

Recorded in
Training attendance records and lesson observation notes.

How we check
Our team observes a lesson at each school visit.

Projects built

Number of pupil team projects that reach a working prototype, with the real school or community problem each one tackles.

What counts
A project counts when the team shows it working at its community presentation.

Recorded in
Project log with a short description and photos (shared only with consent).

How we check
Presentations are attended by school staff and, where possible, our team.

Lab usage

Hours each lab is used for lessons per week, share of timetabled lab lessons that actually took place, and computers in working order.

What counts
A lesson counts when it is logged in the lab sign-in log, including during power cuts on solar backup.

Recorded in
Lab timetable, sign-in log and a termly equipment check.

How we check
Logs are compared with the timetable and the equipment is checked at each visit.

Reporting rules

- Reported per school, once per school term (the Nigerian school year runs from September to July in three terms).
- Only totals are published. No pupil names, and no photos of children without consent.
- Schools are shown by number until the State consents to publishing their names.
- Nothing is shown until a lab is open; until then every measure reads "Not started".

PARTNER WITH US

How technology companies can help

Grants
Fund a school's computer lab, solar power and maintenance, or the programme across all 15 schools.

Equipment
Computers, solar panels, batteries and networking, with a plan for repair and replacement.

Software
Licences for coding, design and learning tools that work offline.

Learning content
Offline lessons and materials for digital skills, coding and AI, suited to Nigerian classrooms.

Teacher training
Help design and deliver training so teachers can lead every lesson.

Volunteer mentors
Staff who mentor pupil teams, remotely or on visits, from first sketch to working prototype.

We will report on our public dashboard how partner support is used and what it achieves.

BUILT TO LAST

- Teachers trained to lead every lesson, so learning doesn't depend on visitors.
- Solar power with battery backup, plus offline learning content, so lessons continue through power cuts and without internet.
- Girls and boys get equal time in the lab.
- A maintenance and replacement plan for every lab.

Start a conversation

Email **hello@1world1dollar.com** with the subject "Technology partnership: computer skills programme".

Programme page: **1world1dollar.com/schools#computer-skills**
Impact dashboard: **1world1dollar.com/impact**

Planned programme, prepared November 2026. Budgets are planning figures, not confirmed quotes. No outcomes have been achieved yet; results will only be published once labs are open and data has been checked.