WebBachpan:
Project Report

Project Overview
WebBachpan- Towards a digitally literate youth

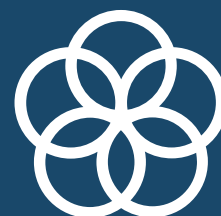**4 QUALITY EDUCATION**

10 REDUCED INEQUALITIES

9 INDUSTRY, INNOVATION AND INFRASTRUCTURE

17 PARTNERSHIPS FOR THE GOALS

Project Aim:

Web Bachpan aims to bridge the digital divide by providing underprivileged children with essential digital literacy skills and knowledge about online safety. Through podcasts, social media platforms, volunteer initiatives, online modules, and an app the project seeks to empower children to explore the digital world confidently and responsibly.

Sustainable Development Goals (SDGs):

- First up, SDG 4: Quality Education. We believe every child deserves access to top-notch learning, no matter where they come from. That's why we're using podcasts, social media, and online lessons to give underprivileged kids the chance to shine in today's digital world. With our fun and informative content, we're not just teaching – we're empowering the next generation with crucial digital skills.

- Then there's SDG 9: Industry, Innovation, and Infrastructure. Our approach is all about thinking outside the box. By harnessing the power of technology, we're breaking barriers and bringing quality education to even the most remote corners. Through our online platforms and interactive tools, we're not just building a bridge – we're paving a whole new highway for education, driving innovation every step of the way.

- Next, SDG 10: Reduced Inequalities. We're all about leveling the playing field. By reaching out to kids who might otherwise miss out, we're closing the digital gap and giving everyone a fair shot at success. No matter a child's background, we believe in unlocking their potential and opening doors to a brighter future in the digital age.

- Last but not the least, SDG 17: Partnerships for the Goals: We know we can't do it alone, which is why collaboration is key. Through partnerships with communities, organizations, and individuals who share our vision, we're amplifying our impact and reaching even more children in need. Together, we're building a brighter future for generations to come.For instance, we are collaborating with Public Policy India, a platform boasting over 50,000 users. Soon, our online modules will be accessible on their website.

The Team

Shuchita Ajmera
Team Leader

As the Team Leader, the primary responsibility is to oversee the project's overall coordination, ensuring that all activities are aligned with the project's goals and objectives. She develops strategic plans for project implementation, including setting targets, timelines, and milestones. Additionally, she engages with various stakeholders such as partners, and community leaders to build support and foster collaboration.

Vasudha Rawat
Content Creator

She is responsible for developing educational content across various digital platforms, including podcasts, social media, and online modules as well us coordinating with other volunteers and contributors. She researches and creates engaging and informative materials tailored to the target audience, covering topics related to digital literacy and online safety. She also ensures that the content is accessible, culturally sensitive, and effectively communicates key concepts to maximize learning outcomes.

Mehar Sharma
Volunteer Coordinator

This role involves organizing and managing volunteer initiatives and outreach programs aimed at reaching remote and underserved areas. She recruits and trains volunteers coordinates logistics for outreach activities and liaises with local communities to ensure successful implementation. She plays a crucial role in mobilizing resources and manpower to expand the project's reach and impact.

Shivam Narhari
Technical Lead

He oversees the development and maintenance of the project's online modules and digital platforms. He manages a team of juniors who are interested in developing and coding to create user-friendly and interactive educational resources. They ensure that the platforms are secure, accessible, and optimized for different devices and internet connectivity levels. Additionally, they troubleshoot technical issues and implement updates to improve the overall user experience.

Together, we collaborate to ensure the success and sustainability of the Web Bachpan project, each contributing their unique skills and expertise to advance the project's mission of empowering underprivileged children through digital literacy education.

What have we done?

We have successfully developed educational podcasts and social media content tailored to the needs of underprivileged children.

We have organized volunteer trips to remote areas to deliver in-person digital literacy workshops, where we taught more than 500 kids.

We have launched online modules accessible to a vast audience, reaching over 500,000 individuals.

We also have an app 'WebSafe Game', which is an innovative educational app that merges the classic game of snakes and ladders with internet safety and web literacy lessons. Designed as an engaging platform, it aims to empower children with essential knowledge about navigating the digital world.

On top of that, we have received positive feedback from beneficiaries, educators, and community leaders about the project's impact on children's digital literacy skills and online safety awareness.

What did we learn?

- We all have engaged with children from diverse backgrounds during volunteer trips which provided valuable insights into their unique challenges and needs regarding digital literacy.
- We have collaborated with educators and experts helped refine the content and delivery methods to maximize effectiveness.
- We overcame technical challenges during the development of online modules enhanced the team's problem-solving and digital skills.
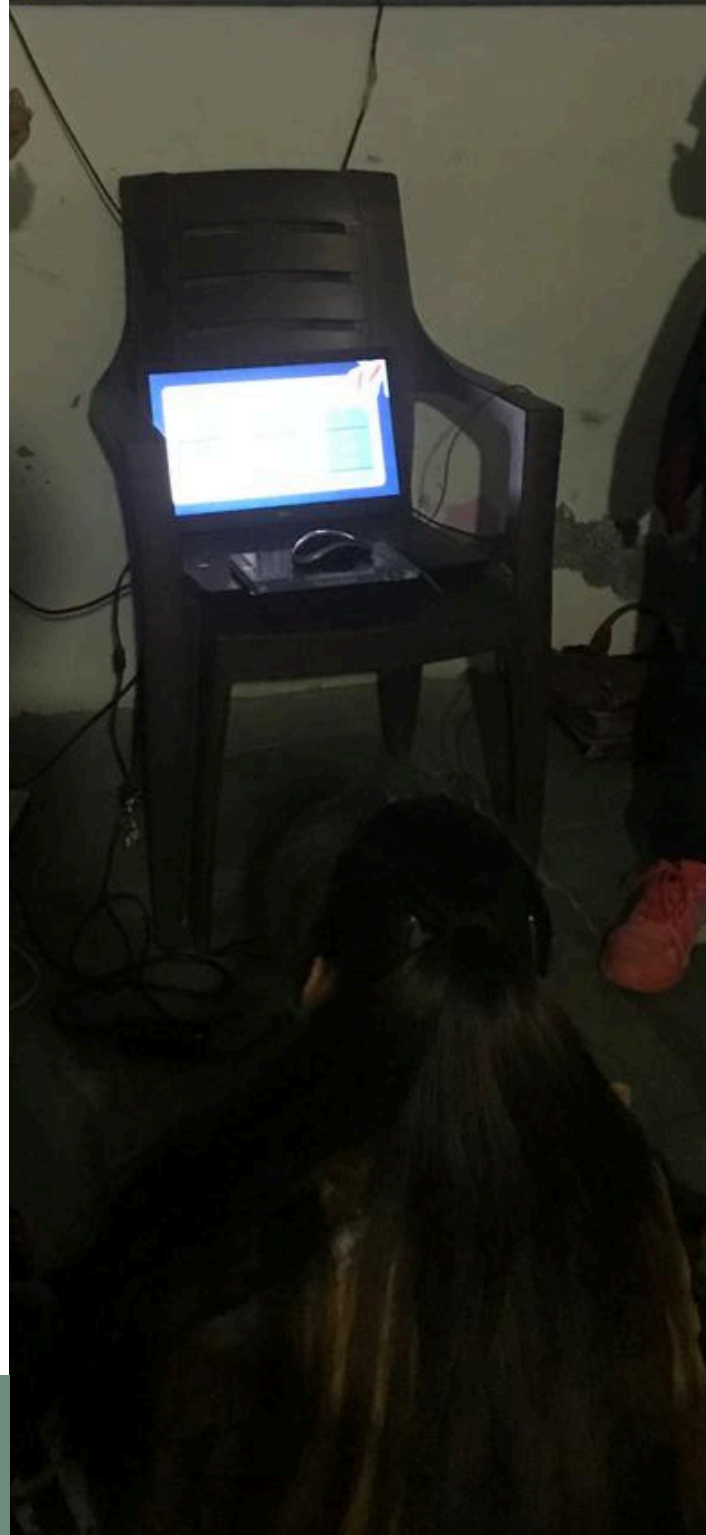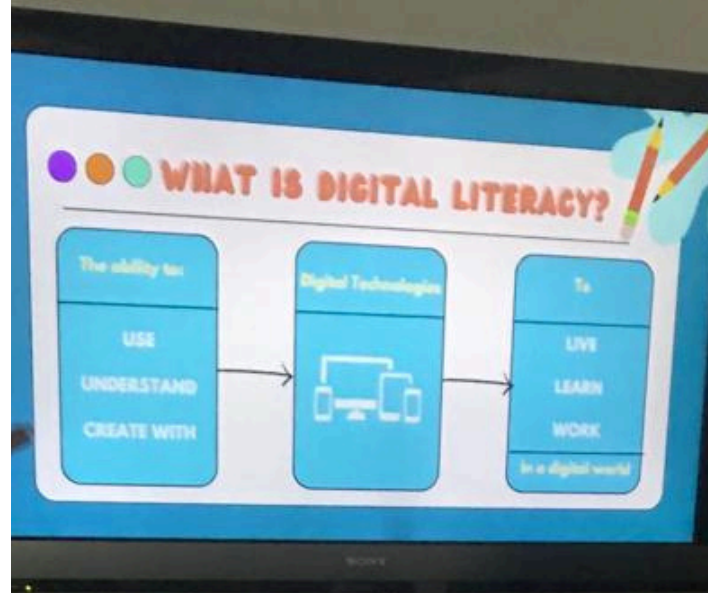
Our App

- We have also created the WebSafety Android Application which is a comprehensive tool designed to enhance internet safety awareness and digital literacy among users. This innovative application serves as an educational platform, offering a variety of interactive features tailored to educate users on navigating online environments securely. Our app will be available on the app store in the Indian subcontinent by the beginning of July.
- Key Features:
- 1. Educational Game: Integrates learning with play through a game that teaches users about cybersecurity threats and safe internet practices. The game is in the form of the classic Snakes and Ladders forma which not only engages but also instills crucial knowledge through interactive gameplay.
- 2. Knowledge Articles: Provides users with access to a wide range of resources on internet safety, enabling them to stay informed about the latest cybersecurity trends and protective strategies.
- 3. Query Submission: Equipped with a help feature where users can submit queries regarding internet safety, ensuring personalized assistance and support from other users or the admin. We are working on integrating an AI chat box for swift and accurate responses shortly.
- 4. Volunteer and Community Involvement: Encourages users to contribute to the community through blogs and articles or by starting a local chapter of Web Bachpan to teach digital literacy to underprivileged children. This not only spreads awareness but also fosters a sense of community involvement and responsibility.

Outcomes and Impacts:

- We have empowered over 1,000 underprivileged children with essential digital literacy skills and knowledge about online safety.
- We have garnered 30 volunteers across 7 cities through our app.
- We have significantly increased awareness about the importance of digital literacy among communities and policymakers.
- We did and still choose to inspire children to pursue further education and careers in technology-related fields, contributing to long-term socioeconomic development.

Knowledge & Skills:

- This project has enhanced our team's understanding of the challenges and opportunities in promoting digital literacy among underprivileged communities.
- We have developed skills in content creation, digital marketing, project management,app building, and community engagement.
- We have also gained insights into effective strategies for leveraging technology to address social inequalities and promote sustainable development.

Web Bachpan has made significant strides in advancing digital literacy and online safety among underprivileged children in India. By addressing the Sustainable Development Goals of quality education, industry innovation, reduced inequalities, and partnerships for the goals, the project has demonstrated its commitment to creating a more inclusive and equitable digital future for all.

Stay safe on the internet!