Project Let's code

Capgemini

# Executive Summary

**About the Project**

The **Let's Code project,** implemented by Change Initiatives under Capgemini's Digital Citizenship initiative, focuses on strengthening digital education among students in government schools. The program is targeted towards students from **Grades VI to IX**. Access to **Tinkering Labs and Coding,** are provided to build foundational skills in **digital literacy, coding, and problem-solving.** Through a structured and experiential learning approach, students are trained in **Scratch programming, Python, website designing, and computer-aided design,** while also encouraging students to apply their learnings to solve real-life problems. The project aims to bridge the digital divide and prepare students from disadvantaged backgrounds for future education and career opportunities in the digital space.

**Key Features of the Project**

The project focuses on strengthening **digital literacy through instruction in coding and experiential STEM learning.** Through computer and tinkering labs in schools **hands-on learning, problem-solving, and project-based activities are integrated** to enhance students' creativity and critical thinking. Additionally, the program supports **career awareness and mentoring,** helping students understand opportunities in the technology sector while building confidence and future readiness.

**Expected Outcomes**

- Enhanced digital (technical) skills like coding, Scratch programming, Python, website designing
- Enhanced **problem-solving, creativity, and critical thinking abilities.**
- Increased **confidence and participation in STEM-related activities.**
- Greater awareness of **technology-driven career opportunities.**
- Reduction in the **digital learning gap** among students from underserved communities.

**Key Findings**

- All respondents expressed attending various activities where,97% of respondents regularly attended coding sessions, making it the most actively participated activity, while 25% engaged in tinkering labs and others joined mentoring and career counselling sessions, showing strong interest in digital learning.
- All respondents expressed to participate in all activities where,75% of respondents applied their learning in school projects, followed by 13% in group activities and 6% in competitions, indicating effective practical application of STEM knowledge.
- All respondents expressed to enhance their learning through this project where,75.2% of respondents reported that the tinkering lab enhanced hands-on learning, with 11.4% highlighting teamwork, showing strong experiential and collaborative learning outcomes.
- All the respondents stated to have improved skills out of which, 51% of respondents improved coding skills, 48% confidence, and 40% logical thinking, along with gains in teamwork (36%), creativity (33%), and communication (28%), reflecting overall skill development.

- 98% of respondents felt confident using technology, indicating a very high positive impact of the STEM program on digital confidence.
- 96% of respondents reported improvement in tinkering and coding skills, showing strong potential for future academic and career benefits.
- 98% of respondents agreed that the program improved creative thinking and real-life problem-solving, demonstrating long-term impact and sustainability of learning.

### Gaps Identified

- The student-to-computer ratio is very high, as each school has only 4 computers and in some schools ICT lab computers are not accessible for the Let's Code project, leading to sharing among 4–5 students and reduced learning effectiveness.
- The number of Raspberry Pi kits in tinkering labs is limited compared to the number of students, which restricts hands-on learning opportunities.
- Students expressed interest in increasing the number of learning sessions per week, as they find the activities engaging and want to learn more.
- Students showed interest in presenting their projects in inter-school exhibitions to showcase their learning and innovations.

### Recommendations

- Capgemini may provide additional computers based on school needs or collaborate with school management/government to improve access to ICT lab computers for the Let's Code sessions.
- Increase the number of Raspberry Pi kits so that more students can actively participate in practical learning and gain better hands-on experience.
- Conduct at least two sessions per week for each class and increase facilitators to improve learning effectiveness and student engagement.
- Organize at least one inter-school exhibition annually in each school to encourage project presentation and increase participation of parents, teachers, and the community.