



Kid-KATHON

(Cohort 1, 2022)

Project Closure Report

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Reported by: **Tech for Kids Academy**

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Acknowledgement

On behalf of Tech for Kids Academy, we would like to thank the whole team, mentors, trainers, organizers, and volunteers for making this program success possible.

Most importantly, we would like to thank Smart Axiata Co.,Ltd for their exclusive sponsor toward Kid-KATHON Cohort 1 and help bring it to reality. We also like to thank our venue sponsor, Cambodia Academy of Digital Technology (CADT) where they provide a suitable venue for our training.

We would like to give a big appreciation toward participants, parents, and media partners to make this impact even greater.

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Executive Summary

Kid-KATHON (Kid + HACKATHON) is a 1 and half day sprint-like event for students who are 12-15 years old initiated by Tech for Kids Academy with exclusive sponsor from Smart Axiata under the purpose of encouraging students' participation in solving existing global and local issues through technology. The goal is not to establish a perfectly coded or professionally developed product and service, but rather for them to come up with an implementable solution to tackle the issued-theme. At Kid-KATHON, kids come here to learn, think outside of the box, initiate, and implement. The topic theme will be chosen under the framework of UN SDG and relevant topics under Cambodia's SDG are also highly encouraged to choose from. The objective is to provide passionate children with the opportunity to collaborate, think critically, perform under pressure and to be aware of the world's existing problems. In addition, the event also aims to serve as a platform for kids to express their passion through technology, innovation, and establish a debugging mindset.

There were 95 applications and 41 candidates were selected through the screening of application videoS under the topic of "If you could have a superpower, what would it be?". With selected participants, a total of 10 teams were formed and 10 prototypes were developed. During the program, all participants had the chance to receive a hand-on-hand experience with the chosen tool for prototype development, micro:bit. In addition, participants were also offered the opportunity to learn about the Sustainable Development Goals under the United Nations' framework and conduct research on existing world problems. Three teams were chosen for the three categories of best prototype, most creative and best idea.

On the 2nd/last demo day, all prototypes were displayed in a form of exhibition for the public at CADT, Innovation Center. Around 100 public attendees attended the exhibition and witnessed the live demo presentation by all 10 teams.

It is noteworthy to mention that the program was implemented when the situation of Covid-19 in Cambodia had been ameliorated and less severe. However, despite the majority of children having been fully vaccinated against the pandemic, Kid-KATHON still required a high operational flexibility and a lot of adjustments over plan, timeline, and resources.

Kid-KATHON is exclusively sponsored by Smart Axiata and the venue is supported by the Cambodia Academy of Digital Technology (CADT).

1 Project Overview

1.1 Purpose

Our purpose is to spark interest and introduce kids to coding while helping to solve the world's problems through a digital way.

1.2 Project Description

During the weekend, 41 participants had come and joined Kid-KATHON which is a one and a half day hackathon for kids in Cambodia. Participants are introduced to coding in a fun and engaging way through a pocket-sized computer called Micro:bit. Students were also given a task to find a solution and create a prototype which aims to solve and tackle problems that are related to UNSDGs.

1.3 Training Information

We have received a total of 95 applications from students in Cambodia. Among all the applicants, there are 40 females. The majority of the applicants are living in Phnom Penh city but there are also some that come from Kampong Cham, Kampong Thom, Battambang, Kapot etc. After finishing the assessment day, all the selected 41 candidates are kids that are active, willing to learn and easy to adapt with each other. Before the training session, there is 1 dropout and 1 absent during the training.

With all these 39 participants, we have divided them into 10 teams that each team consists of 4 members except 1 team will have 3 members. We also have 10 volunteer mentors that have been trained several times regarding Micro:bit and have a coding background as well. Our mentor to team ratio, 1:1.

For the detail of our training agenda can be found here (bit.ly/KKAgenda)

For the training material we mainly focus on coding with Micro:bit both version 1 & 2. We also provide them servo motors for some movement in the prototype, an alligator clips, battery pack, connectors, micro cable, double end wires and along with laptops that they can use for coding. Beside that, we also provide stationary such as cardboards, A0 papers, pens, pencils, color markers, scissors, several types of tape, sticky notes, sharpeners etc.

1.4 Student Achievement

After finishing the introduction to Micro:bit and understanding about SDGs goals, all teams have come up with the solution and prototype to solve the problems.

For group detail, can be found here (bit.ly/kidkathonteam)

1.5 Best Team Selection Structure

With all the teams that we have, we decide to select 3 best teams depending on different categories such as Best Idea, Best Prototype and Most Creative. The reason why we select 3 teams based on these categories is in order for them to compete and think outside of the box while also learning new

things as well. With these judging criteria, we have Earth as the Best Idea Team, Neptune as the Best Prototype Team, and Saturn as the Most Creative Team.

For the judging rubric, can be found here (bit.ly/KKJudgingRubric)

The Best Idea, Best Prototype and Most Creative Team will receive a reward which include a 50% scholarship voucher to study at Tech for Kids Academy, a recognition certificate, Kid-KATHON pin, tumblr, and keychain.

For the 3 teams, can be found here (bit.ly/KKWinningTeam)

2 Project Completion

2.1 Completion Checklist

The following table shows confirmation of the completion of deliverables and scope of works as stated in Appendix A in the sponsorship agreement between Smart Axiata Co., Ltd and Tech for Kids Academy Co., Ltd signed on 3rd January 2022.

Items	Criteria	Achieved
Scope of works and time frame	<ul style="list-style-type: none"> The project scope of works and time frame has been achieved 	Yes
Student Recruitment	<ul style="list-style-type: none"> As stated in the project description, Kid-KATHON aimed to recruit 36 students ranging from age 12 to 15 years old through a rigorous selection process. We increased 41. 	Yes
Training and Mentoring	All training and mentoring activities have been completed. (bit.ly/KK-D1)	Yes
Deliverables	<ul style="list-style-type: none"> After the training, each team had come up with a solution and prototype to solve the world's problems (bit.ly/KK-D2) 	Yes

2.2 Social Media Performance

Overview

- Number of contents generated on Tech for Kids Facebook Page: 20
- Number of total reaches: 374,088
- Number of total engagements: 30,897
- Number of total shares: 489
- Total minutes-view: 1.3K minutes
- Number of crosspost partners: 2

Audiences Profile and Facebook Boosting (from Tech for Kids Facebook Page only)

- Age: 18-50
- Location: Cambodia
- Boosting Goals: Get more engagement
- Budget: USD15 on Application Poster only

- Boosting Method: 3 days with a total budget of USD15.

Statistic ReportNote: the data collection was conducted in multiple dates, therefore the number of “reach” and “engagement” could be more than the data provided in the above graph.

Partner page	Posts	Total Reach	Total Engagement
Tech for Kids	20	67,892	8,298
Smart for Cambodia	3	301,953	39,806
Noppon Chhim	1	4,243	293

2.3 Story Highlight

By: Han Sokaniaka, one of the Kid-KATHON participants.

“ My name is Han Sokaknika. I am one of the 41 chosen students to participate in Kid-KATHON which is a 1 and a half day sprint-like technology event. I decided to apply for Kid-KATHON because I love technology and I want to engage myself with coding. In addition, I came from the province. I find that it is necessary that I set a path for my fellow juniors from my province so they can look up to me and see the importance of engaging with technology. My family has been my biggest supporters so far. After participating in Kid-KATHON I received many life experiences, knowledge with coding, teamwork, and time management. As a result, I know many good friends that came from different schools. In addition, the event helped me improve my critical thinking skills, good connection with mentors and received many gifts to encourage our fellow students to participate further in events like this. I would like to say thank you to Tech for Kids Academy for initiating Kid-KATHON, allowing kids from 12-15 years old to experience coding. Thanks to beloved mentors for spending their valuable time to teach us about coding, facilitate our project when we need help. Thanks to Smart Axiata for exclusively sponsoring Kid-KATHON. Finally, I encourage all fellow students who love technology to participate in the next Kid-KATHON and not be scared because we have many mentors to be there for us at the event. Especially, I want to encourage my fellow juniors from the provincial areas as this offers additional experience / extracurriculars to prepare you for university in the future.”

By: Samuel Pheak, one of the best idea team

“Hello Kid-KATHON, it was great at the competition. I was having fun and the unexpected skill I got. And I have learnt and made many friends there, what I have learnt is how to be a great leader, how to make a big idea, and how to make plan A-B. I am very happy and I wish there is another competition for other kids who haven’t joined yet to let them learn new skills from the competition. My experience is great at team leading, presentation with great examples, plus with coding and ideas. I want you to hear it about: “Be with anyone, whoever is useful nor useless, shy nor not. It doesn’t matter. What matters is a great team leader and making the team active” god bless you and your team mentor for work this program for all children in Cambodia.”

By: Boreth Sethy, Lead Mentor

“I am very grateful for the opportunity to be a lead mentor and make an impact in the Kid-KATHON program. All the preparation and learning materials have inspired kids to create a better future by solving existing global and local issues via tech. Although the program was only under 24 hours, what we’re celebrating is our kids making progress as they have made through the program and experiencing what it means to come up with an idea – then apply their digital skills to create real-world solutions. Watching each child working together as a team and overcoming the various challenges such as brainstorming, programming, making prototypes, and presentations was inspiring. Learning and practicing as we did in Kid-KATHON will tap on kids’ innate curiosity to realize their potential and have great fun learning alongside code.”

By: Sokly Ham, Parent of Participant

“The coming future of our next young generation is digitalization that will happen to all sectors as the tools to make the kids can reaching they professional skill at University. Kids Kathorn is one of the technology research programs that I know that is useful for my kids to join and unlock their potential with technology and teammates. I am very delighted to know Techforkids and will join the next programs for my kids.”

3 Project Closure

3.1 Deliverables

Task	Schedule	Status	Remark
	Deliver		
Logo and branding		Done	
Application Form	03/01/2022	Done	
Poster call for application	03/01/2022	Done	
Video call for application	13/01/2022	Done	
Recap Video x1	17/02/2022	Done	
Training day	29/01/2022	Done	
Exhibition Day	30/01/2022	Done	
Photos Activities	31/01/2022	Done	

3.2 Lesson Learned

WIN or CHALLENGE	What happened	What was the impact	How should this be kept / improved in the future?
Win	We received the application more than we expected	We save time to reach to produce other material to push application	<ol style="list-style-type: none"> 1. Keep the quality of the content of the “call for application’ content 2. Use some personal network to get the application viral
Challenge	The LED display is not big enough for the training	We try to let each group sit next to each other so that they can see the lesson and explanation well, which lead to unorganized room	Find venue where they provide big LED Screen
Challenge	The training room is not organize	Due to the work with micro:bit and laptop, it requires a lot cables for charging, which we didn’t organize it well enough	Have a bigger space and organize the cables well.
Win	We successfully selected 36 candidates that we were looking for	Selecting the right candidates help us to proceed the rest of the activities smoothly	In the selection processes, we should keep the video submitting stage since it will show how potential and active the kids are. Moreover, it’s kid friendly as well.
Challenge	The event flow on the 2nd day is not good enough	We waste quite a bit of time and we can’t organize the giving certificate flow which give us a bad image	We should have planned a flow and communicated well with MC.
Win	All team has come up with prototypes	This helped us a lot in term of performance as they were all committed to the program with their best	Set a very clear training plan and make sure students are capable enough to abstract the lesson while also providing them a well trained mentor in order to push and finalize the solution/prototype.

Win	Training was successfully implemented as planned	Students have a clearly understanding of how to use and code with Micro:bit while also learn about SDGs	We had a very well planned and structured of the training lesson and always put into consideration of how the students implemented what they learn from a very short amount of time into their solution and prototype
Challenge	The exhibition flow is not good enough	With the amount of visitors and students displaying their project make the place too crowded	Find a bigger space and set a better place for students to display their project so that visitors easily to walk and explore each project
Challenge	The venue is too far	Some students is not happy and have complained about the venue	Find a venue that located in the middle of Phnom Penh city that will also able to provide us a big space and full facilities
Challenge	Duration of the program is too short	With the short amount of time, students will need to learn new coding while also involve in ideation and engineering their prototype which is hard for them as well as mentor	We can consider letting them know about what is Micro:bit beforehand by providing them with training lesson, materials... So they will only focus on solving the problem and making their prototype on the event day or change it into a whole 2 day event.

3.3 Report Sharing

Receiver	Intended Message	Method Used	Dispatch Date	Dispatch Owner
Smart Axiata	<ul style="list-style-type: none"> Project was successfully completed Requesting a Post project reviewing meeting 	<ul style="list-style-type: none"> Email attached with project closure report Or a formal text sent in Telegram with report attachment 	16 February 2022	Mr.Chhorleang HORM

3.4 Background of Organizer

Tech for Kids Academy is a visionary tech and education startup company that aims to shorten the path of learning and make an impact for the young generation in a way that it has never done before. Tech for Kids Academy provides technology and entrepreneurship learning services through project-based learning, and extra-curricular activities with a pool of missionary outstanding team, mentors and innovators in their field of expertise.

4 Appendix

Document	Link
Training Agenda	bit.ly/KKAgenda
Activities Day1	bit.ly/KK-D1
Activities Day2	bit.ly/KK-D2
Teams	bit.ly/kidkathonteam
Judging Rubric	bit.ly/KKJudgingRubric
Top 3 Team	bit.ly/KKWinningTeam

Checked and Approved by:

Name: HORM Chhorleang

Position: Chief Operation Officer, Tech for Kids Academy

Date: 16 February 2022