



2025 Impact report



Expanding access to coding, robotics, AI,
and STEM education across Ghana

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Executive Summary

In 2025, Ghana Code Club deepened its national impact by expanding access to coding, robotics, AI, and STEM education for children and youth across Ghana—particularly girls and learners in underserved communities.



Through 19 active digital learning centers, large-scale programs, teacher training, and innovative unplugged resources, Ghana Code Club directly reached over 11,000 learners, empowered 1,800 girls, trained 137 teachers, and provided thousands of children with their first opportunity to create with technology.

This impact was made possible through the commitment of our donors, sponsors, partners, and community supporters.

Impact at a Glance (2025)

- Learners reached directly: 11,000+
- Girls trained through 100 Girls in STEM: 1,800
- Teachers trained: 137
- Women / adults trained: 35
- Digital learning centers: 19
- Workbooks produced: 5,000
- Major events & workshops: 5



Our Reach & Infrastructure

In 2025, Ghana Code Club operated through 19 digital learning centers across Ghana, facilitating regular coding, robotics, and AI activities for children and young people.

These centers are supported through partnerships with:

- ATC Ghana
- Samsung Ghana
- Ecobank Ghana

The centers function as community technology hubs, serving:

- Public and community schools
- Schools with limited or no ICT labs
- Large classrooms
- Underserved and peri-urban communities



Flagship Programs & Achievements

✓ Coolest Projects Ghana 2025

Coolest Projects Ghana remains one of Ghana Code Club's most impactful platforms for student innovation, creativity, and confidence-building.

📊 Participation & Selection (2025)

- 225+ project applications received nationwide
- 100 projects shortlisted to represent physically at the event
- 10 outstanding projects selected as finalists after further evaluation

This multi-stage selection process ensured quality, diversity, and depth of innovation, while also introducing students to real-world concepts of pitching, refinement,



Project Categories

Students showcased projects across diverse categories, including:

- Coding & Games
- Robotics & Hardware
- Artificial Intelligence (AI)
- Web & Mobile Applications
- 3D Design & Digital Making
- Problem-Solving for Social Good



Coolest Projects Ghana is not a competition, but a celebration of learning—where students explain how their projects work, the problems they address, and the thinking behind their solutions.

✓ 100 Girls in STEM (2025)

Originally designed as a targeted initiative, the 100 Girls in STEM program exceeded expectations in 2025.

- 1,800 girls trained across 19 centers
- Girls gained hands-on experience in:
 - oCoding
 - oRobotics
 - oDesign thinking
 - oAI basics



- The program intentionally focused on confidence-building, teamwork, and creativity. Many girls progressed from beginners to peer leaders, supporting younger learners and actively participating in exhibitions like Coolest Projects Ghana.

✓ Coding, Robotics & AI Education

Coding, Robotics & AI Education

Across centers and schools, learners engaged in:

- Scratch and block-based programming
- Robotics using Micro:bit, Makey Makey, and electronics
- Introductory AI concepts
- Unplugged coding and AI activities for low-resource classrooms

This blended model ensured access regardless of device availability.



Teacher Training & Capacity Building

In 2025, Ghana Code Club trained 137 teachers, equipping them to:

- Teach coding confidently
- Use unplugged coding tools effectively
- Facilitate project-based and inquiry-led learning

Teacher training remains central to sustainability, ensuring long-term impact beyond direct student engagement

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Curriculum & Learning Partners

Ghana Code Club's curriculum combines local relevance with global best practices, drawing from:

- Code.org (USA) – Foundational computer science education designed for accessibility and inclusion.
- Raspberry Pi Foundation (UK) – Creative computing and hands-on project learning.

These resources are adapted to suit Ghanaian classrooms, including paper-based and offline formats.



Student Spotlight: Impact Beyond Numbers

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Papa Dawson (Age 11)

Papa began his journey with Ghana Code Club through basic coding activities. By age 11, he is already creating software projects, demonstrating the power of early exposure, mentorship, and sustained learning.

His journey reflects Ghana Code Club's belief that given the right environment, children can achieve far beyond expectations



Innovation in Low-Resource Settings ¹¹

In 2025, Ghana Code Club:

- Produced 5,000 Coding & AI Without Computers workbooks
- Enabled schools without ICT labs to teach computational thinking
- Supported large classrooms through scalable, printable resources

This innovation helped bridge the digital divide while maintaining learning quality.



Gratitude to Donors & Sponsors

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Your support in 2025 helped:

- Turn curiosity into confidence
- Transform classrooms into innovation spaces
- Empower girls to see themselves as creators
- Equip teachers with lasting skills

We do not take this support lightly.

Looking Ahead to 2026

In 2026, Ghana Code Club aims to:

- Expand unplugged coding and AI resources
- Strengthen teacher certification pathways
- Scale Coolest Projects Ghana
- Grow and sustain community digital centers
- Deepen strategic partnerships