



team4tech

CASE STUDY:
KIDSPIRE VIETNAM

In Vietnam, 168,000 children are being raised in state-run orphanages. These children receive minimal exposure to the outside world beyond school and face limited job prospects when they leave the system by age 18. **Kidspire Vietnam**, with support from Team4Tech, helps these children develop the technology skills and self confidence needed to unlock doors to educational and economic opportunity.

Since 2014, Team4Tech has partnered with Kidspire Vietnam to provide technology solutions and training to empower students to develop digital literacy as well as lifelong learning skills.

CAPACITY BUILDING

- Team4Tech has provided more than \$100,000 in technology grants and \$1M in pro bono services, significantly increasing Kidspire's capabilities.
- Team4Tech's partnership has enabled Kidspire to build two Innovation Labs, launch both a maker program and a leadership program for graduates, and advance staff capacity in curriculum development.

STUDENT IMPACT

- Innovation Labs supported by Team4Tech have allowed staff to double the time students spend building digital and lifelong learning skills from 75 to 150 hours per student annually.
- Kidspire students stay in school longer, and 33% of students are now attending college (compared to 1% of students from most orphanages).
- 34% of students in the program are girls. Team4Tech and Kidspire are enabling girls to gain access to technology skills and economic opportunities.



Hahn and My graduated from the Kidspire program with the skills needed to be successful at university. They are now teachers at Kidspire, inspiring students to build a better future.



After Duy and Thu graduated from Kidspire, they were able to use the technology and design skills they acquired through the program to pursue internships at the Australian architecture firm DKO.



While interviewing for a factory job at the shoe company Biti's, Huu shared the digital portfolio he created at Kidspire. Instead of a factory job, he was offered a design job at double the salary.

“Throughout our long-term partnership, Team4Tech been a catalyst in helping us increase impact for students. Our teaching team has greater enthusiasm, we use technology more efficiently and effectively, and our students are inspired and motivated by engaging with Team4Tech volunteers.”

TAD KINCAID, PROGRAM DIRECTOR, KIDSPIRE VIETNAM

Team4Tech’s initial projects with Kidspire Vietnam focused on installing computer labs and delivering workshops for teachers.

The goal was to build digital literacy and ensure that students were equipped with strong technology skills upon graduation.

In 2015, Team4Tech’s partnership with Kidspire Vietnam reached a turning point. “Team4Tech introduced us to human-centered design, and it has helped us improve every facet of our program,” says Tad Kincaid, Program Director at Kidspire Vietnam. After learning the design thinking methodology, Kidspire staff began developing their curriculum and classes using a more iterative and collaborative approach with their students.

As staff capacity and student skills grew, Kidspire staff became excited about the possibility of using maker tools for more hands-on projects to broaden their students’ creativity, collaboration, critical thinking, and communication skills. In 2017, Team4Tech’s technology grants funded maker kits and workshops to help teachers build out a maker curriculum.

In 2018, Team4Tech and its corporate partner Pure Storage helped Kidspire build its first Innovation Lab, an inspirational space that has transformed students’ pride and interest in learning. The Innovation Lab is the first of its kind in the province, and its hands-on classes using maker tools and programming have helped retain students in school.



LOOKING FORWARD

Team4Tech is excited to continue to help Kidspire Vietnam build capacity by:

- Building Innovation Labs and participation in maker competitions
- Expanding the LeadVN career readiness program
- Developing an English language learning curriculum
- Creating a social and emotional learning curriculum

