

Team4Tech's Volunteer Micro-Matching Program

team4tech

Team4Tech's Micro-Matching Program is a virtual, skills-based volunteering program connecting small groups of skilled volunteers with education NGOs for short-term, pro bono consulting support.

Contributing up to 12 hours of support over an 8-week virtual engagement, volunteers collaborate with NGO staff to understand their needs, provide strategic guidance, get feedback, and create deliverables that help the NGO make a bigger impact for their learners.

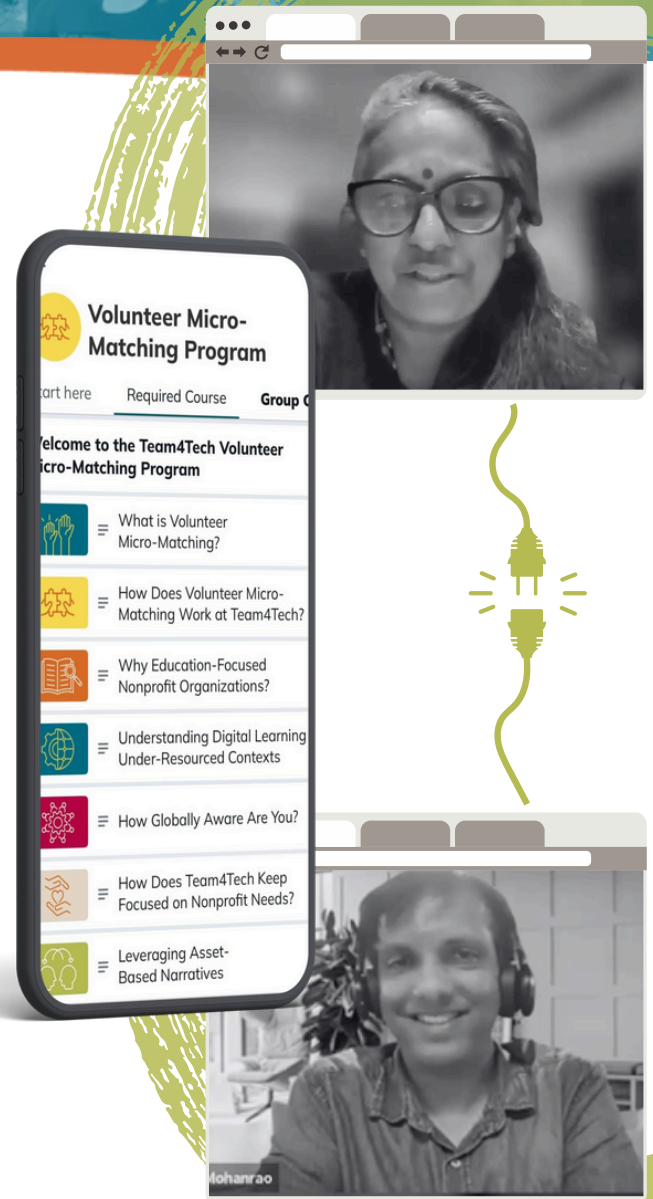
To date, this program has engaged 30+ employee volunteers who contributed nearly 438 hours of consulting in support of 20 NGOs.

Pre-scoped micro-projects fall into the following project type categories:

- AI Strategy & Capacity Building Support
- Communications & Marketing
- Curriculum Development
- Data Management & Enhancement
- Digital Strategy Preparation & Support
- Tech Tool Assessment & Selection
- Tech Tool Evaluation
- Tech Tool Training & Support

Past project scopes have included:

- development of a student mental health curriculum
- proposed technology solution for organizational asset management
- needs assessment and recommendations for data management
- creation of AI lessons and instructional resources for ICT training program



MICRO-MATCHING CASE STUDIES

VOLUNTEERS DEVELOP STEAM-BASED ACTIVITIES FOR UNSTRUCTURED STUDIO

Unstructured Studio is an India-based NGO, active in Team4Tech's Community of Practice. They develop tools, activities, and resources to engage children from under-resourced communities in creative learning experiences. This year, two Team4Tech skilled volunteers supported Unstructured Studio's curriculum development through our Micro-Matching Program. Alex Leigh, an employee volunteer from Cadence Design Systems, and Kanimozhi Sengottuvel, an employee volunteer from Procore Technologies, collaborated virtually with the Unstructured Studio Team to develop two STEAM-based activities created with low-cost materials. The volunteers generated a storytelling activity leveraging Octo Studio to help students foster computational thinking skills, and they also created a mapping activity using OpenStreetMap that helps learners develop spatial awareness, digital literacy skills, and bring a community's story to life. The STEAM activities are publicly available on Unstructured Studio's learning platform for partners and educators worldwide.



"This collaboration has been an incredible learning journey for all involved. Through our partnership with Alex, Kani, and Team4Tech, we were able to push the boundaries beyond our current "non-technical" focus, incorporating digital tools to develop essential future skills like visual coding and open-source mapping."

— Unstructured Studio

VOLUNTEER BUILDS DIGITAL LITERACY CURRICULUM FOR KENYA CONNECT

Kenya Connect engages students and teachers in rural Kenya to succeed in the 21st Century. They requested support with developing a monitoring and evaluation protocol and a set of practical data collection tools that their team could use to assess the impact of a new digital curriculum. Team4Tech facilitated a Micro-Matching project with Carsten Heinelt, Senior Account Technical Executive at Cadence Design Systems. Over 8 weeks of virtual collaboration, Carsten worked with the Kenya Connect team to co-design a comprehensive digital literacy curriculum, assessment framework, and tools. Carsten and Kenya Connect developed data collection tools, including a digital literacy questionnaire for students, teacher surveys for ongoing assessment, and parent feedback surveys. Carsten's support in developing tailored assessment tools enabled Kenya Connect to gather critical feedback from students, teachers, and parents during their pilot program. This feedback helped improve teacher training, enhance digital literacy support for students, and provide a clear pathway for scaling the program to more schools.



"I am so proud to work with Carsten on this work. I really love the way we came up with the different assessments—we are proud. This is going to help us so much when it comes to assessing the program and seeing the learning outcomes."

— Patrick Munguti, Director of Education and Technology,
Kenya Connect