

## APPS FOR GOOD

## IN SHORT

'Apps for Good is an award-winning and fast-growing charity that is powering young people to change their world with technology.

Since their launch in 2010, they have reached over 75,000 students in 1500 schools globally, helping young people learn to turn bright ideas into real technology products.'1



Social entrepreneurs are not content just to give a fish or teach how to fish. They will not rest until they have revolutionized the fishing industry.

BILL DRAYTON, SOCIAL ENTREPRENEUR

## **STORY**



'The serious shortfall in young people's employability reflects the need to equip students with the skills to make the most of the challenges and opportunities of the 21st century.'2

'In CBI and Pearson's seventh annual education and skills survey, half of the companies surveyed weren't satisfied with their graduates' problem solving skills.'3

'Many schools are still struggling with the implementation of the curriculum, including training educators.'2

Apps for Good is a community which brings together young people who want to use digital technologies to make things that matter to them; teachers who want to provide more exciting, imaginative opportunities for digital making and experts from the corporate sector who want to encourage young people to develop the habits of collaboration, resilience and entrepreneurship which will be so vital to their future.'2

They want to unlock the enthusiasm and talent of young people, helping them to be more able, selfconfident and collaborative, ready to make a difference in their world.

In the coming years, they want to reach and impact those groups of students who are traditionally less engaged in computing, including ethnic minorities, those from economically disadvantaged background and girls.

'Their mission is to grow a new generation of problem solvers, skilled and confident digital makers, able to develop tangible products and solutions which address the challenges of their world.'2

## IN FOCUS



- **OPPORTUNITIES** & CHALLENGES
- GENERATING IDEAS
- DEVELOPING & TESTING
- IMPLEMENTING & FINANCING
- GROWING & SCALING
- CHANGING **SYSTEMS** 
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