IDIPR Digital Skills Acquisition Programme – Ijebu Ode

IMPACT REPORT
APRIL 2025

Delivered by:

TCK Zone

Partner:

Chronicles Software Development Company
...Infinite Possibilities...

In collaboration with:

IJEBU DEVELOPMENT INITIATIVE ON POVERTY REDUCTION


TAMPA BAY
BUCCANEERS

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Executive Summary

The Ijebu Development Initiative on Poverty Reduction (IDIPR), in collaboration with The Creative Kids Zone Initiative (TCKZone) and Chronicles Software, successfully executed a five-day Digital Skills Acquisition and Training Programme from April 7 to April 11, 2025, at the Awujale Palace in Ijebu Ode.

This initiative aimed to bridge the digital divide among youths and students by equipping them with essential digital competencies.

With 35+ participants from diverse backgrounds (ages 10–59), the program addressed the growing digital divide and empowered attendees with skills in digital literacy, cybersecurity, coding, productivity tools, graphic design, motion design, social media management, AI usage, and branding.

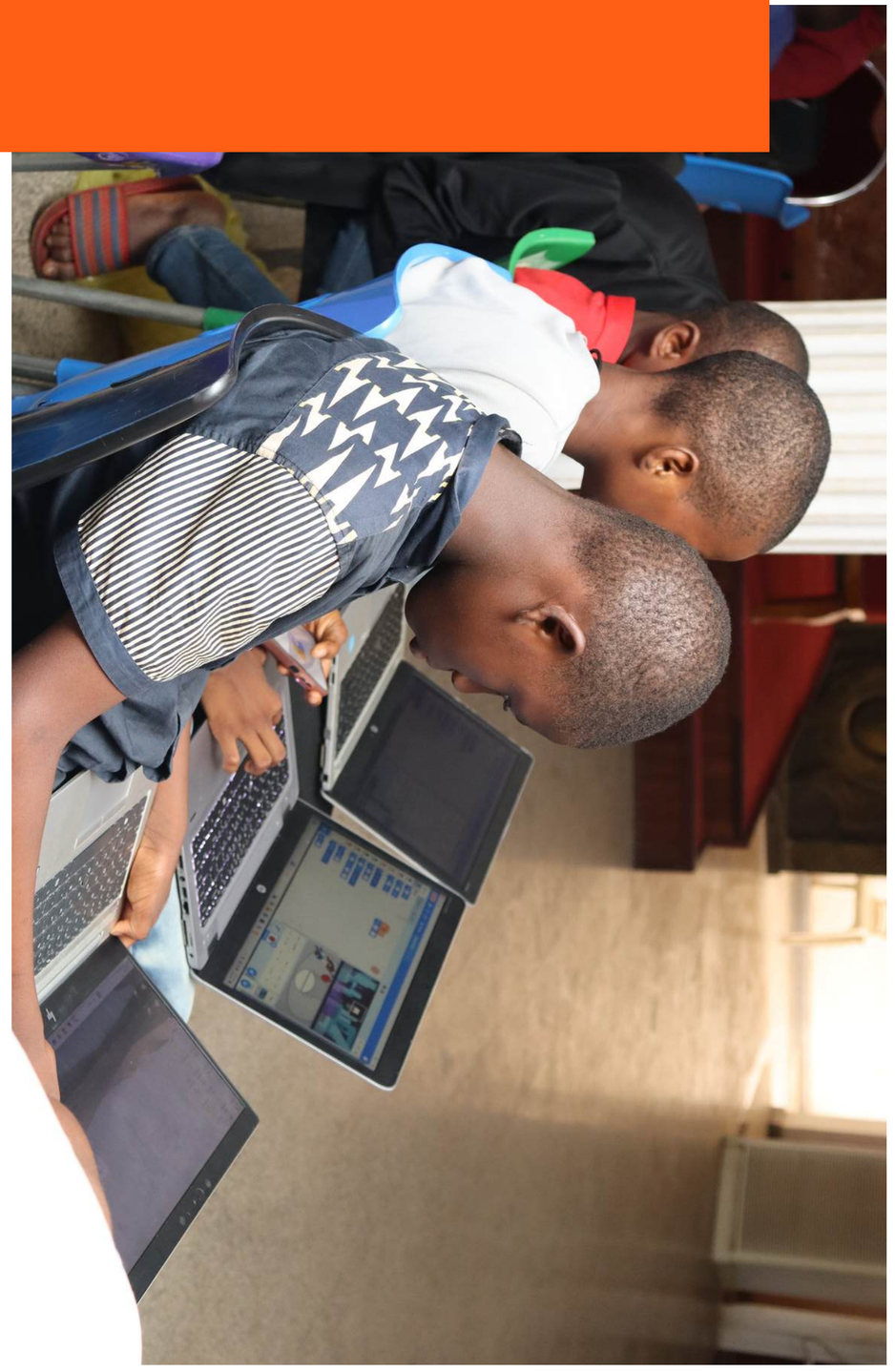
This report provides an in-depth review of the training, its relevance to the local context, data-driven impact analysis, participant outcomes, and strategic recommendations.

Oluwadamilola Ojo
Executive Director

The Digital Landscape in Ijebu Ode, Ogun State

Ijebu Ode, a prominent town in Ogun State, Nigeria, with a population of over 400,000+ as of 2025, is experiencing a gradual digital transformation. Despite the town's rich cultural heritage and entrepreneurial spirit, studies indicate challenges in digital adoption, particularly in educational institutions. For instance, research on the utilization of Blackboard Learn for teaching educational technology concepts in Ijebu Ode revealed limited availability and technical challenges hindering effective adoption.

Furthermore, while internet usage among secondary school students in Ijebu Ode positively influences academic performance, a significant portion of internet activities is directed towards non-academic purposes, highlighting the need for structured digital literacy programs.

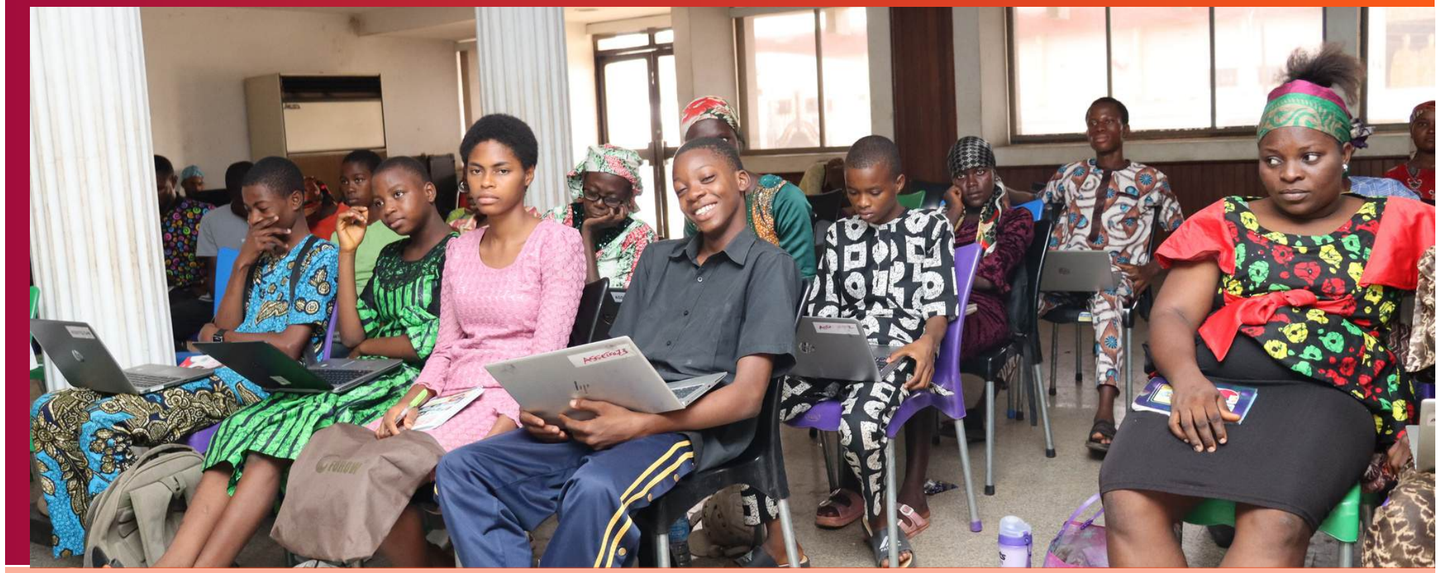


Digital Challenges

- Low internet penetration among youth in rural communities
- Limited access to computers and modern devices in schools
- Inadequate digital skill integration in public education
- A gap in awareness of cybersecurity and digital identity
- Youth unemployment, compounded by lack of digital entrepreneurship pathways

Opportunities

- High smartphone penetration (over 60% of youths own smartphones)
- Growing interest in tech-enabled income opportunities (freelancing, content creation)
- Local government interest in youth empowerment
- Presence of NGOs and initiatives like IDIPR supporting development projects



Program Objectives

- **Enhance Digital Literacy**: Equip participants with foundational digital skills, including safe internet navigation and cybersecurity awareness.
- **Introduce Productivity Tools**: Familiarize participants with tools like Google Docs, Slides, and Sheets to improve academic and professional efficiency.
- **Foster Coding Skills:** Provide an introduction to coding using block-based platforms like Scratch to stimulate interest in programming.
- **Develop Digital Communication Competencies**: Train participants in graphic design and social media management to enhance online communication and branding.
- **Improve Employability**: Offer guidance on resume creation and accessing remote freelance opportunities to boost employment prospects.

Methodology

The program employed a blend of theoretical instruction and practical sessions. Participants engaged in hands-on activities, group projects, and interactive discussions. The use of multimedia presentations and real-time demonstrations facilitated effective learning. Group assignments encouraged collaboration, critical thinking, and creativity among participants.

Component	Approach Used
Participant Recruitment	Open call through IDIPR's youth network and community sensitization
Training Design	Practical, project-based curriculum tailored to local needs
Instructional Delivery	Daily in-person sessions (3 hours each), group work, hands-on labs
Facilitators	5 skilled trainers from TCKZone with instructional aids (projectors, handouts, laptops)
Monitoring & Evaluation	Attendance tracking, quizzes, group project assessment, qualitative feedback

Demographics & Attendance Analysis

A total of 42 participants attended the program, comprising 22 males and 20 females. The age distribution ranged from 10 to 59 years, with the majority (approximately 60%) aged between 14 and 25, indicating a strong youth representation.

Participants included students, educators, and entrepreneurs, reflecting a diverse group eager to enhance their digital competencies.

Total Registered Participants: 42
Average Daily Attendance: 34.4 participants
Session Completion Rate: 83% (29 of 35 participants attended 4+ days)
Group Work Completion Rate: 100%

Curriculum Implementation & Learning Modules

Day	Theme	Core Learning Outcomes
Day 1	Digital Literacy & Cybersecurity	100% understood digital safety, 82% completed quiz
Day 2	Coding with Scratch	5 groups created working games, 92% completed class tasks
Day 3	Productivity Tools (Docs/Slides	89% created and formatted Docs; 4 group presentations developed
Day 4	Graphic Design with Canva	100% designed flyers; 3 groups completed motion graphics
Day 5	Social Media, Excel & Branding	100% participated in content creation exercise using ChatGPT and Excel

Outcomes and Impact

Post-training assessments and participant feedback indicated significant improvements in digital competencies:

- **Digital Literacy: Participants demonstrated enhanced understanding of internet navigation, cybersecurity practices, and ethical online behavior.**

- Productivity Tools: Attendees acquired proficiency in creating and editing documents, presentations, and spreadsheets using Google Workspace tools.
- Coding: Participants successfully developed basic games and animations using Scratch, fostering interest in programming.
- Graphic Design: Trainees created compelling designs for social media and branding purposes using Canva.
- Social Media Management: Attendees learned to develop content calendars, schedule posts, and analyze engagement metrics.

Participant Feedback

“I never thought I could make my own game – now I’ve made three!”
– Participant, Age 14

“Using ChatGPT to plan social media posts was really fun and useful!”
– Participant, Age 16

“I’ve never seen the children this excited about learning. This training has planted a seed in them.”
– Local Educator and Observer

4.8
Relevance of Training

4.9
Facilitator Engagement

4.7
Use of Practical Exercises

4.6
Confidence Boost

Challenges and Recommendations

Challenges

- Technical Limitations: Initial delays occurred due to generator maintenance, highlighting the need for reliable power sources.
- Resource Constraints: Limited access to laptops necessitated group work, which, while fostering collaboration, reduced individual hands-on time.

Recommendations

- Infrastructure Improvement: Invest in reliable power solutions and increase the number of available digital devices to enhance training efficiency.
- Extended Training Duration: Consider lengthening the program to allow more in-depth coverage of topics and individual practice.

Community Impact

The program's ripple effect extended beyond individual participants:

- Educational Institutions: Educators among the participants planned to integrate digital tools into their teaching methodologies.
- Entrepreneurship: Entrepreneurs expressed intentions to leverage acquired skills for business growth, particularly in online marketing.
- Youth Empowerment: The training inspired youths to pursue further learning in digital fields, contributing to community development.

Recommendations & Next Steps

1. Digital Skills Alumni Network
To sustain the momentum, create a WhatsApp/Telegram group for alumni with monthly mini-challenges, digital jobs alerts, and mentorship.

2. Train-the-Trainer Model
Train local educators in digital skills so they can replicate sessions independently.

3. Expand Access to Equipment
Mobilize support to acquire more laptops/tablets. Partner with private sector donors and CSR programs.

4. Certification Program
Issue digital certificates and badges to participants.

5. Advanced Cohort
Consider launching an advanced program for participants who want to deepen their skills possibly a 1 month intensive prigram.

This training programme has significantly shifted the digital competence landscape for youth and students in Ijebu Ode.

Through intentional facilitation, contextual curriculum, and innovative delivery, the program has closed key knowledge gaps, boosted self-confidence, and paved the way for economic empowerment through digital entrepreneurship and freelance readiness.

It represents a replicable model for other rural and semi-urban communities across Nigeria.

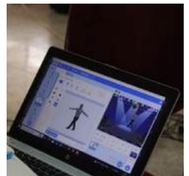


Photo Gallery

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