

The 2022 Wall of Fame

Below are examples of a challenge and students projects. Note that these are just excerpts of students' projects which are originally part of a full presentation.

SDG 4: Quality Education (May, 2022)

A good education is the foundation for a stable and productive life. However, access to quality education has remained a pressing challenge in many parts of the globe.

It is estimated that the pandemic has wiped out 20 years of education gains, as countries are reducing their budget for education funding, especially in the poorest countries. During the pandemic, at least two-thirds of children were affected by school closures and had to stay home with caregivers. Growing poverty and the lack of access to technological learning resources also meant that these children were more likely to drop out of school permanently. The net impact is that in 2020, an additional 9% of children worldwide (or 101 million people) from grades 1- 8 have fallen below minimum reading levels, with the number now totalling 55% (584 million in 2020).

It is crucial that we begin to address the increasing gaps in education, as the lack of learning opportunities can diminish the chance for these individuals to succeed throughout their lives and to contribute meaningfully to society. Companies can contribute in different ways to improving quality education, such as through launching global educational initiatives to help poor communities in need, or through promoting lifelong learning for employees within their companies. As young entrepreneurs, how will you act to support quality education?

Reference from official SDGs website:

<https://sdgs.un.org/goals/goal4>

<https://www.un.org/sustainabledevelopment/education/>

Example:

The Challenge

Create a digital poster for your product (Tablet). Design a program to help the poor improve their lives and employment opportunities via digital inclusion. State clearly who and where you will help. Identify the problems and solutions and how you plan to help SDG4: Quality Education. Introduce your product to the audience and remember to explain your choices.

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Student Project

Problems and solutions

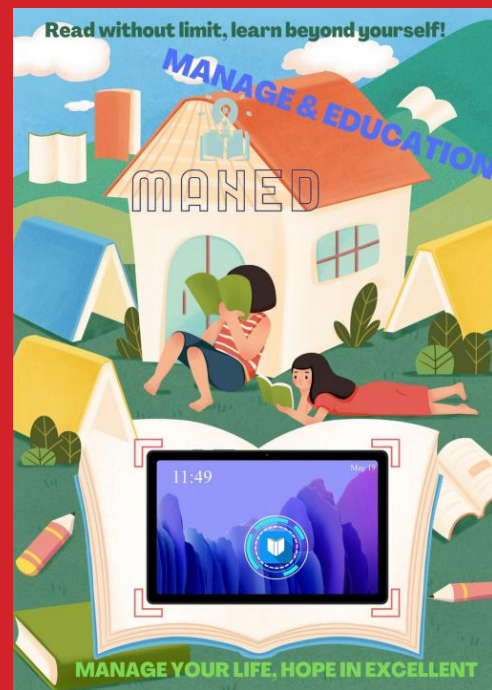


Network signal problems

We will build mobile wifi into the product, so that the Internet can be continuously connected all day long, which can avoid the situation of no signal in poor areas

The scarcity of books in poor areas

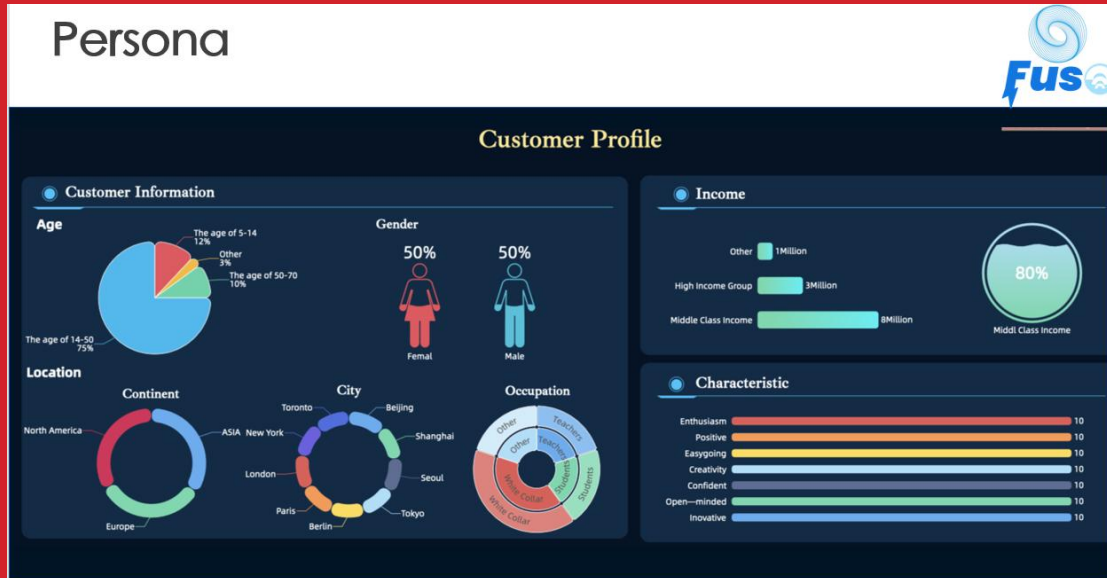
Built-in e-book and e-book online library, the world's books can be read at any time



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Student Project

Persona



Product

