



THE PAIDEIA
PROJECT

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WELCOMES YOU TO
THE PAIDEIA CLUB



The Paideia Project (<http://thepaideiaproject.org>) is a registered grassroots education management initiative based in Lusaka, Zambia, that supports teaching and learning in schools by interpreting teaching methodologies into interactive classroom techniques. The interactive visual learning aids are made from recycled material in the Paideia Clubs that we establish in schools to promote climate education and equip learners with green skills. These classroom transformation programs are coupled with youth advocacy activities that encourage civic engagement among young people.

ABOUT THE PAIDEIA CLUB

The Paideia club mirrors our work as an organisation. It is a creative and innovation club that stands as a supportive platform to inefficient school structures. The club gives pupils a platform to create interactive visual learning aids from recycled material to address challenges such as the high teacher-to-pupil ratio in their classrooms, and incorporate climate education into the existing curriculum. These are incentives that promote an impactful classroom environment, and equip young people with skills to provide solutions to our current challenges.

THE PROBLEM WE ARE TACKLING IN YOUR SCHOOL

There is a missing element to the overall learning curriculum approach – the concept of an atomistic learning style needs revisiting and improvisation at entirely every level of study. There is a need for programs that encourage a holistic approach to learning in underserved schools.

LEARNING THROUGH PLAY

Children learn better through play. Our organisation creates activities that encourage children (below the age of 18) to think beyond where they are now. These activities describe to them how they can learn to make sense of the world around them. Therefore, developing foundational skills that help them learn to shape their worlds.

OUR ACTIVITIES

UKUPANGA IFISHIBILO - *Creating interactive visual learning aids from recycled material with the support of:*

- The Arts Club to encourage creativity.
- The Science Club to encourage innovation.

IMISEPELA MUFITENTE FYABO - *Youth advocacy activities that support existing school structures by:*

- Organising extracurricular activities to keep students motivated.
- Education and climate action initiatives to encourage community participation.

MISSION STATEMENT

To empower young people through interactive learning experiences, as well as youth advocacy initiatives that inspire civic engagement and community led solutions among them.

VISION STATEMENT

To transform education by empowering young people to drive change through interactive learning aids and youth advocacy initiatives, creating a world where their ideas and solutions shape the future.



YOUR TAKE HOME

WHY THE PAIDEIA NAME

PAIDEIA is a Greek word meaning education. Their ancient way of education like ours, focused on a holistic approach, hence inspired the use of the name for our organisation and the approach to our activities. It was vital for us to research what ways we could provide a well-rounded approach to education that was unique and efficient. We settled for, **ukupanga ifishibilo and imisepela mufitente fyabo in schools.**

WHY INTERACTIVE LEARNING AIDS?

The teacher-to-pupil ratio in most Zambian public schools currently stands at 1:80 per classroom. Unfortunately, there is a lack of investment in translating the existing school curriculum into various interactive learning methodologies to help address such challenges in schools. These numbers translate into poor performances and participation because the pupils do not have a direct experience with the subject content to stimulate thinking and encourage learning. On the other hand, only the sciences have room for experiments that make its subject contents seem real to the learners. A lack of interactive learning aids in non-practical subjects is not an inclusive education system.

WHY YOUTH ADVOCACY INITIATIVES?

In addition, there is an insufficiency of creative and innovative approaches in schools that make them pivotal contributors to the United Nations 2030 Sustainable Development Goals (SDG) Agenda. If we abandon the concept of schools actively playing a role in the attainment of these goals, when we know that they are the biggest platform for young people, then we are repeating the mistakes of the past, not actively involving young people in the problem-solving process. It is cardinal that the school environment encourages civic engagement by creating new youth advocacy initiatives that in turn contributes to this agenda.

ADAPTATION TO THE SUSTAINABLE DEVELOPMENT GOALS

The Sustainable Development Goals (SDGs), also known as the Global Goals, were adopted by the United Nations in 2015 as a universal call to action to end poverty and hunger, realise human rights for all, achieve gender equality and the empowerment of all women and girls, and ensure the lasting protection of the planet and its natural resources by 2030.

Our activities revolve around Sustainable Development Goals:

- **SDG4 - Quality Education:** Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all.
- **SDG13 - Climate Action:** Take urgent action to combat climate change and its impacts.
- **SDG17 - Partnerships for the Goals:** Strengthen the means of implementation and revitalise the global partnership for sustainable development.

The Paideia Project harnesses creativity and innovation when implementing our outreach programs in schools to ensure that they reflect SDGs 4, 13, and 17. The pupils and teachers being hands-on to create solutions that address the challenges faced in their schools and community allow them to contribute towards the 2030 SDG Agenda.

We believe Quality Education SDG4, is the hallmark of achieving all the sustainable development goals, and what better way than to implement them in our education system through creative tools and platforms. And Partnerships for the Goals (SDG17), are key to accelerating the implementation of the 2030 SDG agenda.

