RESULTS	INDICATORS	ASSUMPTIONS/RISKS	RESOURCES	
Goal	More women across Africa work in and create jobs in the sector of ICT and coding			
Outcome 1 Young girls are accessing educations and careers within coding and ICT	Indicator 1.A: Percentage of girls entering higher education in ICT and coding <u>Baseline</u> : TBD by national education statistics at phase II inception. <u>Target 2022</u> : Baseline + 20% <u>Source</u> : National education statistics	High interest of the Girls in ICT and coding Limited number of ICT / coding universities in priority countries	2021-23: 950,000 USD	
Output 1.1 Young girls have increased skills in digital literacy and confidence and personal development through Coding Camps across Africa	Indicator 1.1.A: Young girls with increased skills to be builders and entrepreneurs. For example, young girls indicate equipped with digital literacy, coding and personal development skills <u>Baseline</u> : 70% of the 600 girls trained in phase I <u>Target 2023</u> : over 90% of participants feel equipped at the end of each camp <u>Source</u> : Pre- and post-assessment among participants at camps			
Activity 1.1.1 Conduct one re	egional Training of Trainers (ToT) for 50 trainers from	10 countries		
Activity 1.1.2 Host 10 nation	al coding camps in 5 priority African country (2 per co	untry)		
Activity 1.1.3 Purchase 500 computers/ tablets for 500 girls that will take part in national coding camps during the 1st quarter of 2022				
Output 1.2 Young girls and women are inspired by media to choose education and career within coding and ICT	Indicator 1.3.A: Percentage of girls citing media and/or role models as their inspirational source <u>Baseline: 0</u> <u>Target by 2023</u> : 40% measured with pre- questionnaires before the Coding Camps <u>Source</u> : Pre-Questionnaire for participants at the Coding Camps.			
	ion of 10 media campaign in 5 countries to raise in collaboration with media bureau and using role m			
Outcome 2 Ministries of Education and Ministries of ICT in all countries across Africa have mainstreamed ICT, gender and coding into the national curricula	Indicator 2.A: Percentage of African countries that have ICT and coding as part of their national curricula. Baseline: TBD (as soon as phase 2 is kicked off)) Target 2023: 80% of participating countries have mainstream ICT, gender and coding into the national curricula. Source: Interviews/questionnaires with Ministries of Education in all countries at phase I project inception and reviews of documents and policies from the ministries.	Social - Political crisis affecting normal continuity of government plans Unclear mandates of Ministries of education and the one in charge of ICT if different.	2021-23: 85,000 USD	
2.1. Relevant ministries have the capacity (tools) to mainstream and implement ICT, gender and coding into the national curricula	Indicator 2.1C: Percentage of Staff indicating to have the capacity (tools) to mainstream and implement ICT, gender and coding into the national curricula. Baseline: 18 (From Phase 1) <u>Target 2023:</u> 75% of trained staff in relevant ministries (in 80% of participating countries) indicate to have the capacity (tools) to			

curricula Activity 2.1.2. Coordinate mu	mainstream and implement ICT, gender and coding into the national curricula. <u>Source</u> : Interviews/questionnaires with Ministries of Education in all countries at project inception and completion and pre- and post-assessment among the trained distribute specific tools manual on how to mainstrear ulti-country (20 countries) training and dialogue platfo on gender mainstreaming in education curricula as we	orms to promote exchang	e of promising
Output 2.2 Secondary and high schools include education and career options within ICT and coding in their career advice to girl students.	Indicator 2.1.A: Number of ministries that have printed and distributed manuals to schools on gender sensitive education and career advice Baseline: 1 Target 2023: 5 ministries have printed and distributed manuals to schools on gender sensitive education and career advice. Source: Interviews/questionnaire with ministries dealing with Gender, ICT and Coding situation analysis of the existing curriculum to identify		
Activity 2.1.3: Develop a mo	and statistics isting ICT and coding curriculum in selected countries del gender responsive ICT and Gender curriculum k review to document lessons learned of the AGCCI ar		
Outcome 3 Young girls and women seek employment through connections with key actors in the ICT sector.	Indicator 3.A: Percentage of trained young girls and women accessing tech clubs Baseline: 0% Target 2023: 20% Source: Pre- and Post-Questionnaire to the tech clubs Indicator 3.B: Number of young girls and women employed in ICT sector and other related companies Baseline: 0 Target 2023: Baseline + 20 girls Source: Pre- and Post-Questionnaire to tech clubs and related companies	Limited internet access in different locations.	2021-23: 16,000 USD

Activity 3.1.1. Revitalize e-learning platforms to ensure it is user friendly for the girls to stay connected and can develop together and support each other across borders promoting regional integration.			
Direct Project Management Costs	326,758		
Monitoring and Evaluation	15,000		
Communication (in addition to activity 2.1.2)	21,119		
Programme costs	1,277,064		
Coordination Levy cos (1% agreed with Donor)	10,958		
GMS (8%)	102,165		
Grand Total	1,392,145		