



BUILD v1.0

A school-embedded innovation system for secondary students

"BUILD turns every secondary school into an innovation lab."

Detailed Programme Proposal

50

secondary schools

900–1,000

students

30+

solutions built

60

Teacher Champions

Submitted by Tech Now Global · **Location** Badagry Division, Lagos State, Nigeria · **Duration** 6–7 weeks (September–October 2026) · **Total budget** ₦12,500,000

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1. Executive Summary

Tech Now Global is seeking partners to co-fund and co-implement BUILD v1.0 — a school-embedded innovation programme designed to turn secondary school students in Nigeria’s underserved communities into builders of real solutions to real problems.

Over a 6–7 week innovation cycle, the programme engages 50 secondary schools across Badagry Division, working with 900–1,000 students aged 14–18, guided by the proprietary B.U.I.L.D Framework. Student teams move from problem identification through community validation, prototyping, and a public Demo Day — with professional mentorship, structured accountability, and a post-programme pathway to accelerators and funding for the strongest solutions.

BUILD is an innovation pathway built to outlast the pilot — through trained Teacher Champions, a fully documented Programme Playbook, and a replication model ready for deployment across Lagos State and beyond.

BUILD at a glance

- 50 schools engaged · 30–35 completing the full programme · ≥50% female participation.
- 30+ student-built solutions: web apps, mobile apps, WhatsApp/chatbot tools, and system designs.
- Top 3 solutions connected to accelerators, impact investors, and grant funding opportunities.
- 60 Teacher Champions trained (2 per school) for long-term sustainability.
- Total investment: ₦12,500,000 · average cost per student ~₦12,500 (~USD 19).

2. Our Commitment

Tech Now Global makes one bold, public commitment with BUILD v1.0:

Within three years, BUILD will be running in every local government in Lagos State.

This is not a projection — it is a design principle. Every decision in BUILD, from the Teacher Champion model to the Programme Playbook to the government partnership strategy, is built to make this claim true.

3. Why BUILD, Why Now

Three converging forces make 2026 the most urgent moment to launch BUILD:

01 Lagos State is actively expanding its digital education agenda. The policy window is open. Programmes that demonstrate results now will be embedded into the state’s school calendar within the next two to three years. BUILD is designed precisely to seize that window.

02 Youth unemployment in Nigeria has reached a generational crisis point. The pipeline from secondary school to employment is broken for millions of young people in underserved communities. BUILD addresses the skills gap at the source — before students leave school.

03 The innovation gap between Lagos Island and communities like Badagry is widening, not narrowing. Without deliberate intervention, the next wave of Nigerian innovators will again come entirely from privileged urban spaces. BUILD disrupts that pattern.

4. About Tech Now Global

Tech Now Global is a youth-led nonprofit committed to bridging the digital and innovation gap in underserved communities across Nigeria and Africa. Founded in 2020 by David Onilude — a native of Badagry who

experienced firsthand the innovation gap he now works to close — the organisation has deliberately evolved from delivering training programmes to installing lasting innovation infrastructure within communities.

- Empowered over 20,000 young people across Africa with practical digital and innovation skills.
- Reached over 102 schools and 32 communities through structured, accountable programmes.
- Built a reputation for programming with measurable, documented, and transparent outcomes.
- Championed a generation-wide shift from technology consumption to technology creation.

CAC Registration: 184262. Tech Now Global operates with full organisational accountability and is committed to transparent reporting to all partners and funders.

5. Theory of Change

BUILD is built on a clear, testable theory of change: the right inputs produce the right outputs, which generate outcomes that compound into long-term systemic impact.

Stage	Detail
Problem	Students have potential, but no structured system to build solutions.
Inputs	B.U.I.L.D Framework + mentors + Teacher Champions + programme platform + community validation.
Outputs	30+ working solutions. 60 trained teachers. ~1,000 students with hands-on experience.
Outcomes	Students build with confidence. Schools develop an innovation culture. Top solutions attract funding.
Impact	A replicable innovation system embedded in Lagos State schools — a new pipeline of builders from underserved communities.

Key assumption: students who build something real, with guidance, in a supportive structure, develop lasting confidence and capability — and the schools around them change as a result.

6. The Problem We Are Solving

Secondary school students in Badagry Division are surrounded by solvable problems — seasonal flooding, market traders with no digital infrastructure, limited healthcare access, high transport costs, and school absenteeism. They are also surrounded by technology. What they lack is a structured system to connect the two.

Four failures explain the gap

01 Theory over practice. Curricula prioritise examinations over applied, real-world learning. Students study technology — they rarely build with it.

02 No innovation culture. Schools have no framework or expectation that students should identify problems and attempt solutions.

03 No mentorship. Students lack access to working professionals who can coach real project development.

04 Community problems go unaddressed. Young people live alongside challenges they could help solve — but no system exists to channel that potential.

A story from Badagry. Aminat is 16, in SS2. She walks 40 minutes to school through a neighbourhood that floods every rainy season, and watches traders at Badagry Market struggle to track inventory by hand. She has a smartphone and uses WhatsApp every day — but no one has told her that the phone in her hand is a tool to build with, not just to consume. No mentor has asked her what problem she would solve if she could. BUILD exists for Aminat.

7. What Makes BUILD Different

BUILD is a distinct model. Five design choices set it apart and make its outcomes durable:

- **Sustained structure.** BUILD runs for a full 6–7 weeks with weekly progress reviews and teacher-led continuity — not a one-off event.
- **Problem-first.** BUILD starts with a real community problem and works backward to the tools needed to solve it, rather than teaching skills in isolation.
- **Real in every dimension.** A real project, a real mentor, a real community, and a real outcome — beyond curriculum delivery.
- **Built to last.** BUILD installs Teacher Champions, a Programme Playbook, and an alumni pipeline that run future cycles without Tech Now Global staff.
- **Inclusion by design.** BUILD actively targets public schools in the underserved Badagry Division and mandates ≥50% female participation. Inclusion is structural, not optional.

8. Project Goal & Objectives

Overall goal

To equip senior secondary school students in Badagry Division with practical problem-solving, design-thinking, and digital creation skills — enabling them to build functional solutions to real community challenges — and to validate a scalable, school-embedded innovation model for expansion across Lagos State and Nigeria.

Specific objectives

- Engage at least 30 secondary schools in a full 7-week innovation programme, with ≥50% female student participation.
- Train student teams in problem identification, design thinking, and iterative solution development.
- Facilitate 30+ student-built solutions: web apps, mobile apps, WhatsApp/chatbot tools, and system designs.
- Deploy a 15+ strong Mentor Corps, domain-matched to team solution types.
- Train 60 Teacher Champions (2 per school) to sustain and replicate the programme independently.
- Include a community validation step so solutions are assessed by the people they are designed to serve.
- Connect the Top 3 solutions to relevant accelerators, impact investors, and grant funding opportunities.
- Produce a fully documented, replication-ready Programme Playbook for scale-up.

9. Who We Serve

Primary beneficiaries

- Senior secondary students (SS1–SS3, ages 14–18) across Badagry Division.
- An estimated 900–1,000 students across 50 schools (25 public, 25 private).
- Minimum 50% female student participation — enforced through school onboarding agreements.
- Students from underserved communities are actively prioritised in public-school selection.

Secondary beneficiaries

- 60 Teacher Champions (2 per school) trained to run future programme cycles independently.
- Participating schools that permanently embed innovation practices into their culture.

- Local communities in Badagry Division that benefit from student-built solutions.
- The Lagos State youth innovation ecosystem — through documented, replicable evidence.

School selection criteria. Schools are selected on principal buy-in, Teacher Champion availability, student population (minimum 300 students), geographic spread across Badagry Division, and a balance of public and private institutions. Schools apply through a simple expression-of-interest form; final selection is made by Tech Now Global and confirmed before launch. A reserve list of 10 schools is maintained for replacements.

10. Programme Methodology: The B.U.I.L.D Framework

BUILD v1.0 operates on the proprietary B.U.I.L.D Framework — a structured, human-centred innovation methodology designed for secondary students. Each principle maps to a specific programme stage.

	Principle	What students do
B	Begin with the Problem	Investigate and document real challenges in their local communities through direct observation and engagement with Badagry residents, traders, and institutions.
U	Understand the Community	Research the people affected — their lives, needs, and context. Empathy is built before any solution is designed.
I	Iterate Solutions	Design, prototype, test, and refine in rapid cycles. Solutions take the form of web apps, mobile apps, WhatsApp/chatbot tools, or system designs — matched to the problem.
L	Lead with Empathy	All solutions are evaluated for human-centredness, inclusivity, and real-world usability — by mentors, judges, and community members.
D	Deliver Impact	Solutions are validated through community feedback, presented at a public Demo Day, and connected to accelerators and funding for the best teams.

Team structure. 5–7 students per team; each school enters one team. Teams are self-selected but must meet the gender-balance requirement (minimum 2 female members per team of 5, minimum 3 per team of 7). Student time commitment is approximately 3–4 hours per week, including mentor sessions and independent work. The programme complements, not competes with, the school’s academic timetable.

11. Implementation Plan & Timeline

Week 0 — Innovation Readiness Bootcamp (pre-programme). A one-day bootcamp in each school before Week 1, so every team enters with a baseline in design thinking and what building looks like in practice — significantly reducing early dropout. Output: 50 school teams formed and ready.

Stage 1 — Onboarding & Ideation (Weeks 1–2). School orientation, full framework introduction, community problem identification, and structured problem-statement submission scored against a rubric. Output: 30–35 validated problem statements.

Stage 2 — Build & Prototype (Weeks 3–5). Prototyping sprints with weekly mentor-led coaching, weekly digital progress submissions, a Week-4 Community Review Session, and mid-point scoring. Output: ~20 working prototypes.

Stage 3 — Final Build & Demo Day (Weeks 6–7). Solution refinement, user testing, pitch coaching, and a public Demo Day to judges, stakeholders, community, and media. Output: Top 10 schools showcased; Top 3 selected for the accelerator pathway.

Phase	Timing	Key activity	Output
Week 0	Pre-programme	Innovation Readiness Bootcamp	50 teams formed
Weeks 1–2	Stage 1	Ideation & community problem validation	30–35 problem statements
Weeks 3–5	Stage 2	Build, prototype & community review	~20 working prototypes
Weeks 6–7	Stage 3	Final build, pitch prep & Demo Day	Top 10 showcased, Top 3 selected
Post-programme	Ongoing	Accelerator connections & reporting	3 solutions in pipeline

12. What Students Actually Build

BUILD does not restrict students to a single technology format — the right solution depends on the problem. Teams may build any of the following, guided by mentors toward the most appropriate format.

Solution type	Description & Badagry examples
Web apps / websites	Browser-accessible tools. Example: a school attendance tracker for Badagry public schools, or a flood early-warning hub for the community.
Mobile applications	Android-first apps for low-cost smartphones. Example: a market price aggregator for traders, or a youth skills directory for school leavers.
WhatsApp / chatbot tools	Conversational tools requiring no downloads. Example: a health-information chatbot for rural wards, or a transport-schedule assistant for commuters.
System / process innovations	Structured frameworks that solve problems without software. Example: a school absenteeism tracking system, or a market waste-coordination process.

Mentor matching. Mentors are domain-matched — software developers for web/mobile, conversational-AI practitioners for chatbots, process designers for system solutions — confirmed at the end of Stage 1. Minimum ratio 1:2 (one mentor to a maximum of two teams); minimum 3 coaching sessions per assigned team.

13. Implementation Structure & Team

Role	Responsibilities
Project Owner — Tech Now Global	Overall programme design, partner management, quality assurance, and final impact reporting.
Programme Manager	Day-to-day operations, team coordination, stakeholder communications, and full 7-week cycle oversight.
Operations Team	Logistics, school liaison, scheduling, materials distribution, and transportation across 50 schools.
Mentor Corps (15+ volunteers)	Domain-matched professionals; minimum 3 sessions per assigned team; maximum 2 teams per mentor; signed commitment agreements; backup roster maintained.
Independent Judges	External professionals scoring at Stage 1 submission, Stage 2 mid-point, and Demo Day using a defined rubric.
Teacher Champions (60; 2 per school)	Student coordination, weekly check-ins, and independently running future programme cycles post-pilot.

Teacher Champion programme

- Two champions per school (not one) — ensuring continuity if one leaves or changes role.

- Full-day training before launch: the B.U.I.L.D Framework, facilitation, and student coaching.
- Complete Facilitator’s Kit: session guides, evaluation tools, and student materials (print and digital).
- An ongoing WhatsApp community for peer support and Tech Now Global guidance beyond the pilot.
- Formal certification upon successful programme completion.

14. Post–Demo Day: The Accelerator & Funding Pathway

BUILD does not end at applause. The programme is explicitly designed so that the best solutions have a clear, structured pathway forward.

Top 3 solutions — what happens next

- Accelerator referrals to relevant youth innovation accelerators and incubators in Lagos and Nigeria. Demo Day is structured as a live pitch event with accelerator representatives in the room.
- Funder introductions — each Top 3 solution is formally presented to impact investors, CSR funders, and grant-making bodies in Tech Now Global’s network.
- Grant application support, including pitch-deck preparation and submission review.
- Visibility and documentation across the impact report, media partners, and partner-facing communications.
- An alumni leadership pathway — Top 3 teams are invited to serve as junior mentors in the next cohort.

All finalist schools. Every Top 10 school receives public recognition, documentation in the BUILD portfolio, and a verifiable achievement record for teachers and students to use in future professional and academic applications.

15. Beneficiary Reach & Indirect Impact

BUILD v1.0 directly reaches 900–1,000 students across 50 secondary schools, and is expected to reach 8,000–10,000 indirect beneficiaries through peer learning, school awareness, prototype testing, Demo Day visibility, and post-programme pilots.

Indirect beneficiary group	Estimated reach
Students reached through peer learning and school awareness	5,000–6,000
Parents and guardians reached through student participation	1,500–2,000
Teachers and school staff engaged through activation and Demo Day	500–750
Community members reached through testing, campaigns, and local pilots	1,000–1,500

16. Safeguarding, Inclusion & Equity

Child protection & safeguarding

- All mentors, judges, and external staff are vetted and complete a safeguarding onboarding before engaging with students.
- No adult stakeholder interacts with students in unsupervised one-on-one settings; all mentoring is held on school premises with Teacher Champion oversight.
- A designated Safeguarding Lead is appointed within the Tech Now Global team for the duration of the pilot.
- A clear incident-reporting pathway is communicated to all staff, mentors, Teacher Champions, and students at launch.

- A formal Child Protection Policy governs all programmes; a copy is available to funders and partners on request.

Gender equity

- Minimum 50% female student participation — enforced through school onboarding agreements.
- Minimum 2 female members per team of 5; minimum 3 per team of 7.
- Female representation tracked separately in all M&E reporting, including Top 10 and Top 3 outcomes.

Disability & accessibility

- Schools with students with physical disabilities are encouraged to participate and receive tailored materials and accommodation support.
- Solution accessibility — whether a built solution is usable by people with disabilities — is a scored criterion in the evaluation rubric.

17. Intellectual Property Policy

Ownership of all solutions developed during BUILD v1.0 rests fully and exclusively with the student team that built them. Tech Now Global makes no claim to IP ownership of any student work.

- Students retain full intellectual property rights over their solutions from the moment of creation.
- Tech Now Global may document, photograph, and publish descriptions of solutions for reporting and communications only with explicit written consent from the student team and school.
- Students who pursue accelerator or funding pathways do so as the rightful owners of their work.
- A plain-language IP statement is included in the student onboarding documentation signed at programme entry.

18. Monitoring, Evaluation & Accountability

Progress is tracked across three levels — school, team, and student. All data is collected, stored, and reported transparently.

Tracking mechanisms

- Pre-programme skills and confidence baseline survey for all participating students.
- Weekly digital progress submissions from all active teams via the programme platform.
- Structured scoring at three checkpoints: Stage 1 submission, Stage 2 mid-point, and Demo Day.
- Attendance registers maintained by Teacher Champions in every school.
- Community Review feedback forms completed by community members in Stage 2.
- Post-programme student, teacher, and mentor surveys, and a final impact report shared with all funders and partners.

Key performance indicators

Indicator	Target	Measurement method
Schools completing the full programme	≥30	Completion tracking
Female student participation	≥50%	Registration data
Students actively participating	900–1,000	Attendance registers

Indicator	Target	Measurement method
Validated problem statements (Stage 1)	30–35	Submission review
Working prototypes developed (Stage 2)	≥20	Mentor assessments
Solutions presented at Demo Day	≥30	Demo Day evaluation
Solutions rated community-relevant	>80%	Community Review scoring
Students reporting improved skills & confidence	>70%	Pre/post survey
Teacher Champions trained & certified	60	Training records
Top 3 solutions entering accelerator/funding pipeline	3	Post-Demo tracking

19. Sustainability & Scalability

BUILD is designed to outlast the pilot through three interlocking mechanisms:

Teacher Champions. With two trained champions per school, BUILD runs future cycles without Tech Now Global staff — a two-per-school design that protects against a single point of failure.

Programme Playbook. Every activity, tool, template, rubric, and lesson learned is documented in a replication-ready playbook, enabling any future partner to run BUILD with fidelity at any school in any state.

Student Alumni Pipeline. Top-performing students become junior mentors in later cohorts, creating a self-renewing leadership pipeline that reduces dependence on external facilitators over time.

The pilot generates the documented evidence base needed to approach the Lagos State Ministry of Education for formal partnership — embedding BUILD as an annual innovation programme in the state school calendar.

20. Risk Management

Risk	Likelihood	Mitigation
Schools dropping out mid-programme	Medium	50 enrolled with a 30–35 completion target built in; weekly Teacher Champion check-ins flag at-risk schools early; reserve list of 10 schools.
Exam timetable clashes	Medium	Dates confirmed against the Lagos WAEC/NECO calendar before launch; buffer weeks built into the 7-week structure.
Low student engagement	Medium	Competitive league structure creates motivation; Week 0 bootcamp sets expectations early; Teacher Champions monitor daily.
Mentor dropout or underperformance	Medium	Signed commitment agreements before onboarding; quality reviews after each session; backup mentor roster.
Technology or platform failure	Low	WhatsApp groups as a backup channel; offline submission templates for low-connectivity schools.
Funding delays	Low	Phased delivery; a minimum viable budget identified so delivery can begin while remaining funding is secured.

21. Partnerships & Sponsorship

Tech Now Global welcomes partners who share a commitment to youth development, education, and community impact. Partnership is structured into four tiers, so organisations can engage at the level that matches their goals and capacity.

Tier	Contribution	Label	Key benefits
Founding Partner	₦5,000,000+	Lead Sponsor	Naming rights on Demo Day, full programme co-branding, exclusive impact report, VIP Demo Day presence, talent-pipeline access, and first right of refusal on BUILD v2.0.
Innovation Partner	₦2,500,000+	Major Sponsor	Programme co-branding, Demo Day presence, public recognition, impact report, and mention in all communications.
Champion Partner	₦1,000,000+	Supporting Sponsor	Logo on programme materials, Demo Day invitation, public recognition, and a summary impact report.
Community Partner	In-kind	Skills / Tools / Media	Public acknowledgement, Demo Day participation, and acknowledgement in the impact report.

Headline funding asks

Full BUILD v1.0 Funding — ₦12,500,000. The complete 50-school programme: prize pool, continuation support, Demo Day, reporting, and full partner visibility.

Strategic Support Package — ₦7,500,000. A prize-backed Demo Day, selected school activations, prototype support, and limited continuation grants.

22. Project Budget

Budget category	Amount (₦)	% of total
Programme Design & Coordination	1,800,000	14.4%
Training & Workshops (incl. Bootcamp)	2,200,000	17.6%
Mentorship & Technical Support	1,500,000	12.0%
Technology & Platform	1,400,000	11.2%
Logistics & Transportation	2,000,000	16.0%
Demo Day & Final Showcase	1,800,000	14.4%
Prizes, Certification & Accelerator Pathway	1,200,000	9.6%
Media, Documentation & Reporting	600,000	4.8%
Total	12,500,000	100%

Cost-effectiveness. ₦12.5M reaches 1,000 students at ~₦12,500 (~USD 19) per student — producing 30+ community solutions, 60 trained Teacher Champions, 3 accelerator-connected solutions, and a fully documented, replication-ready innovation model.

23. Conclusion & Call to Action

There is no shortage of problems in Badagry Division. There is a shortage of structure — a system that takes the energy, creativity, and potential of young people and channels it into something real. BUILD is that structure.

It is seven weeks that change what a student believes they are capable of. It is 60 teachers who carry the work forward. It is 30 solutions that exist because someone believed these students could build them. And it is a documented model that can reach every local government in Lagos State within three years.

This is an innovation infrastructure — and it starts in Badagry.

To discuss partnership, funding, or mentorship:

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