

BUILD v1.0: turning student ideas into solutions for real community problems.

BUILD v1.0 is Tech Now Global's school-based innovation programme across Badagry Division, Lagos. Students identify societal challenges, form teams, build prototypes, present at Demo Day, and receive prizes plus continuation support so the strongest ideas can move beyond presentation.

THE BUILD IDENTITY

BUILD combines innovation education, community problem-solving, technology prototyping, mentorship, competition, prizes, and post-event support in one practical student development pathway.

THE ORGANISATION

Tech Now Global is a youth-led nonprofit founded in 2020 to bridge digital literacy, quality education, and opportunity gaps for young people in underserved communities.

50

secondary schools
engaged

**900-
1,000**

students reached

30+

solutions
presented

₦12.5M

project funding
target

15+

mentors and
judges

1

Demo Day
hackathon final

THE OPPORTUNITY

Many secondary school students can describe problems around them, but few have the structure, tools, mentorship, and motivation to turn those problems into tested solutions.

- Students need practical technology exposure tied to real societal challenges.
- Schools need a competitive format that rewards creativity, teamwork, and problem-solving.
- Communities need young people building useful responses, not only consuming technology.
- Prize incentives can help the strongest student teams continue after Demo Day.

THE BUILD MODEL

BUILD v1.0 will run as a staged innovation pathway: school onboarding, problem discovery, team formation, mentor-guided prototyping, judging, Demo Day presentations, and prize awards.

The project funds both the learning experience and the practical conditions that make student solutions possible: school activation, mentors, data, prototype materials, Demo Day delivery, prizes, and continuation support for winning teams.

HACKATHON JOURNEY

1**2****3****4****5**

Students identify community problems in education, health, environment, safety, enterprise, civic life, or inclusion.	Teams validate the problem through observation, interviews, and community context.	Mentors guide students to build digital tools, AI workflows, data dashboards, campaigns, prototypes, or service models.	Judges assess solutions based on relevance, creativity, feasibility, presentation, and social value.	Winning teams receive prizes and support to improve or pilot their ideas after Demo Day.
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SOCIETAL CHALLENGES STUDENTS WILL ADDRESS

- Education access, school attendance, peer learning, and student support systems.
- Environmental sanitation, waste reporting, recycling, and climate awareness.
- Health awareness, eye care education, diabetes awareness, and first-response information.
- Safety, civic values, leadership, misinformation, and responsible digital behaviour.
- Local enterprise, market access, transport information, and community service workflows.

PRIZE AND SUPPORT STRUCTURE

- Grand Prize: best overall societal-impact technology solution.
- Category Prizes: education, health, environment, enterprise, and civic/community solutions.
- School Awards: outstanding Teacher Champion and most promising school innovation team.
- Continuation Support: micro-grants, tools, mentorship, data, or pilot support for top teams.
- Recognition: certificates, branded awards, media visibility, and Demo Day showcase opportunities.

Why BUILD Works

It gives students a clear route from problem discovery to teamwork, prototype development, presentation, judging, prizes, and post-event support.

Why It Matters

Students gain confidence, teamwork, presentation skills, technology exposure, and a practical sense of civic responsibility while schools receive a visible innovation culture.

Why Badagry

Badagry has young talent and real community challenges. BUILD gives students a structure to compete, build, win prizes, and contribute locally.

BENEFICIARY REACH

BUILD v1.0 will directly reach 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 pilot activities.

MONITORING AND EVALUATION REACH

- 5,000-6,000 students reached through peer learning and school awareness.
- 1,500-2,000 parents/guardians reached through student participation.
- 500-750 teachers and school staff engaged through activation and Demo Day.
- 1,000-1,500 community members reached through testing, campaigns, and local pilots.

DELIVERY OUTPUTS

- 50 participating secondary schools across Badagry Division.
- 900-1,000 students reached through school activations and team formation.
- 30+ student solutions presented at Demo Day.
- Judging panel, mentor pool, Teacher Champions, and safeguarding protocol.
- Prize awards, continuation grants, and post-hackathon support for winning teams.

TRUST AND SAFEGUARDING

- Teacher Champion oversight during student work.
- No unsupervised adult-student mentoring.
- Mentor and judge onboarding before student engagement.
- Minimum 50% female participation target.
- Programme reporting uses approved student and school consent.

PROPOSED ₦12.5M PROJECT BUDGET

BUDGET LINE	PURPOSE	PROPOSED ALLOCATION
Prizes And Awards	Grand prize, category prizes, school awards, and branded recognition for top teams.	₦3,500,000

BUDGET LINE	PURPOSE	PROPOSED ALLOCATION
Continuation Micro-Grants	Post-event support for winning teams to refine, test, or pilot solutions.	₦2,500,000
Devices, Data, And Prototype Materials	Tools, data, materials, and basic technical support for student teams.	₦2,000,000
School Activation And Coordination	50-school onboarding, team formation, teacher liaison, and field coordination.	₦1,500,000
Mentors, Judges, Safeguarding, And Logistics	Mentor/judge onboarding, student protection systems, and operational logistics.	₦1,300,000
Demo Day, Media, And Reporting	Final showcase, documentation, media coverage, partner visibility, and impact report.	₦1,700,000

FUNDING OPTIONS

OPTION	WHAT IT ENABLES	AMOUNT
Full BUILD v1.0 Funding	Complete 50-school programme, prize pool, continuation support, Demo Day, reporting, and partner visibility.	₦12,500,000
Strategic Support Package	Prize-backed Demo Day, selected school activations, prototype support, and limited continuation grants.	₦7,500,000

Project funding target: ₦12,500,000.

Fund BUILD v1.0 as a school innovation, prototype, prize, and continuation-support programme for 900-1,000 students across 50 schools.

Next step: confirm the funding package, prize structure, partner visibility, reporting expectations, and Demo Day role.