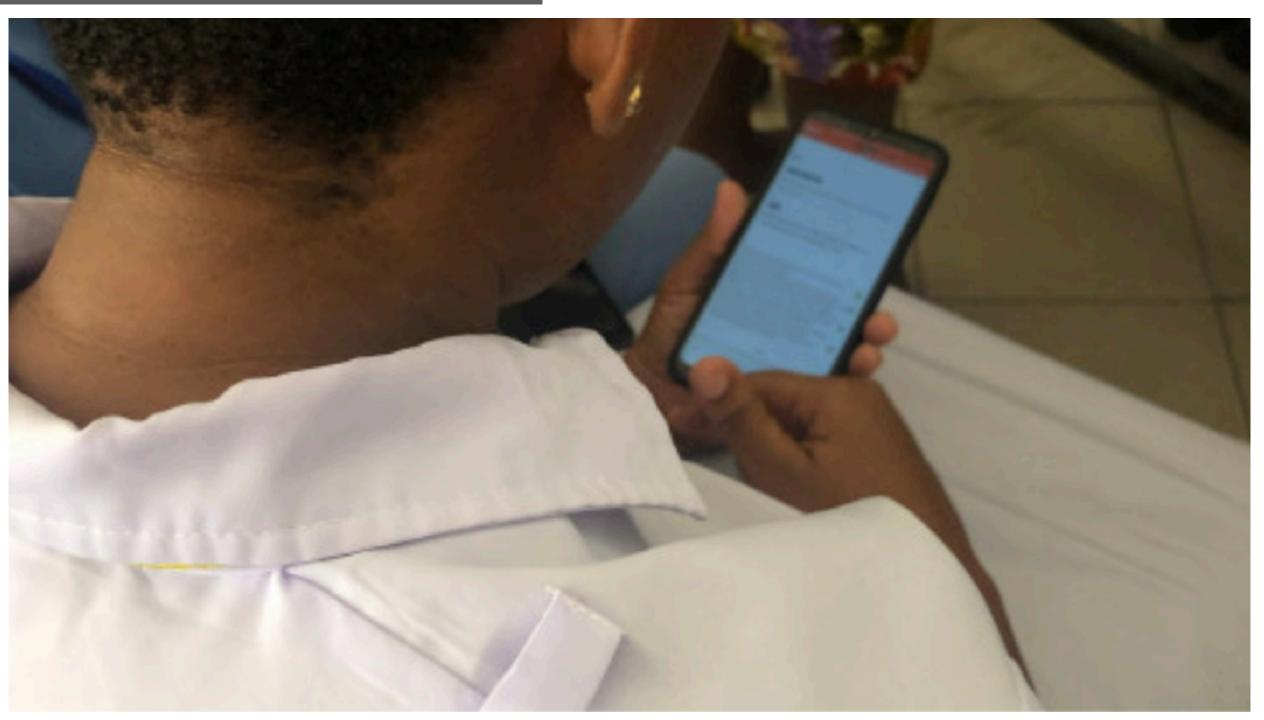


# $C\Lambda ST\Lambda LI\Lambda$

# WHO WE ARE Education for CHANGE

#### Mobile Learning



Tanzania; helthcare learning to midwife

### **GOOCUS** Mobile Learning Platform

#### Code Education

Online based code learning

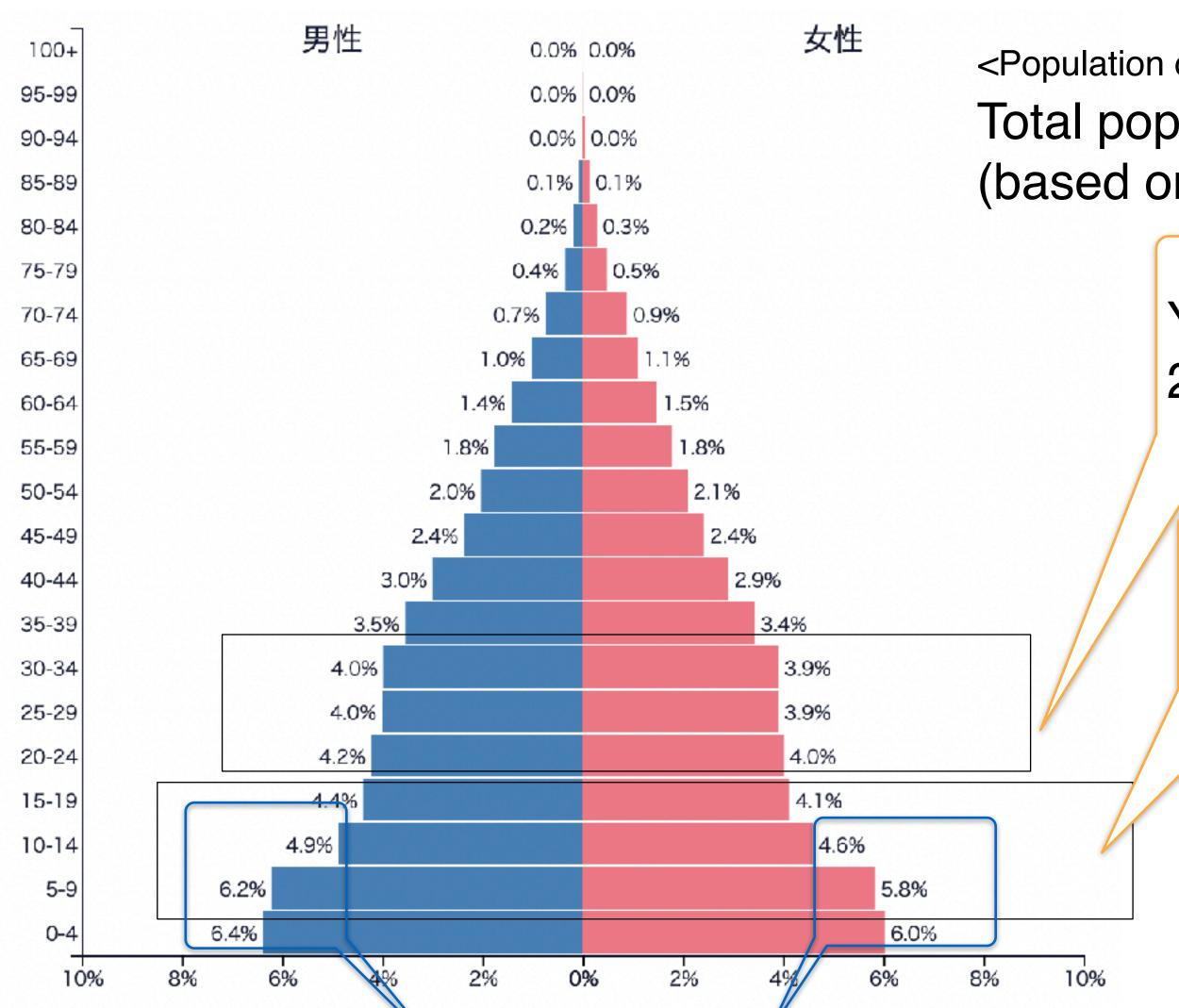
Kenya; robot programming bootcamp for kids





## Issue: Lack of education, not in time





<Population of Egypt> Total population 102,334,403

(based on 2019)

Younger generation of the producer population 20-39 years old 31,723,664 persons (30.9%)

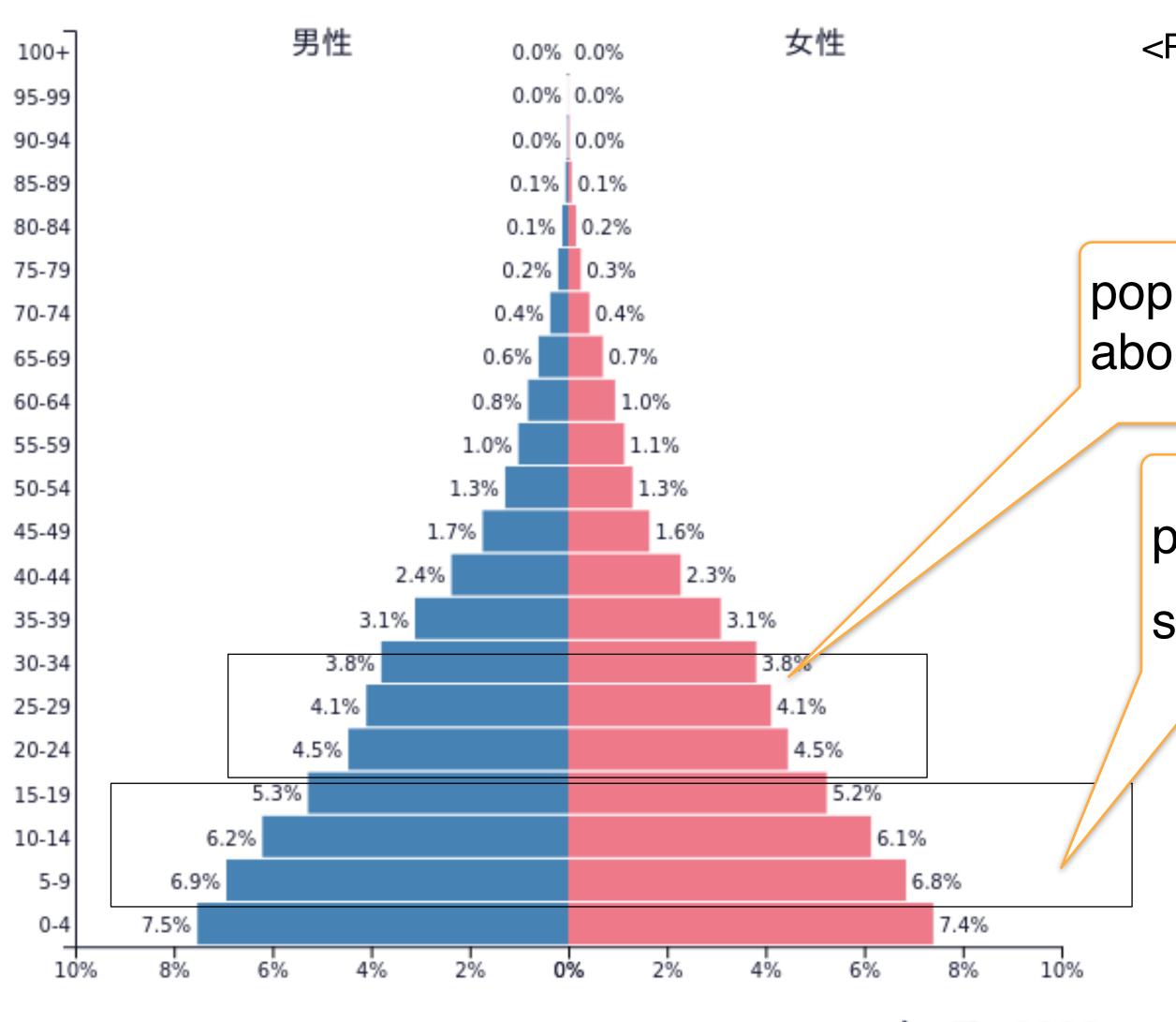
Primary Secondary Needed Generation 0-19 years old 43,481,887 persons (42.49%)

Young adults (0-39 total) Impact on 76.75 million (approx. 75%)

0-4 year olds are 3% (3 million) more numerous in population than 10-14 year olds How many schools for a net increase of 3 million? How many classrooms? Seats? Textbooks? Teachers?

# $C\Lambda ST\Lambda LI\Lambda$

## Issue: employment for younger generations



<Population of Kenya>

population 20-39(main working age) about 15,410,000 (31.0%)

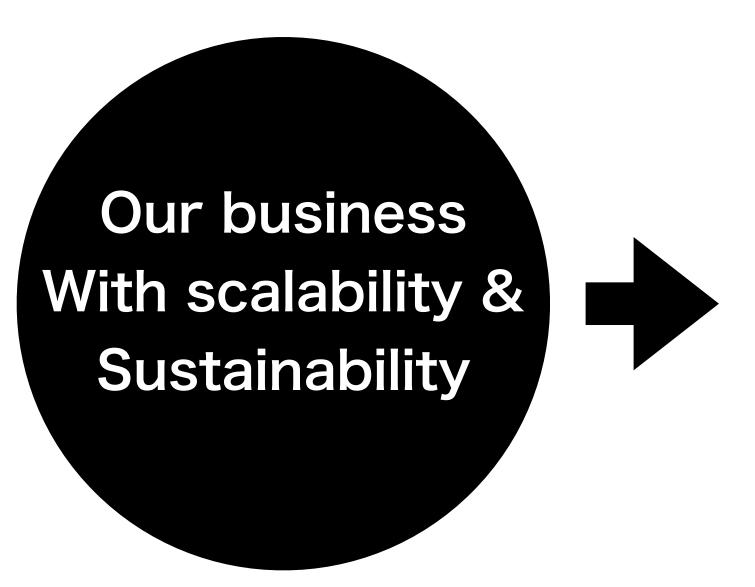
population 5-19 (primary and secondary student age) about 18,140,000 (36.5%)

Coding education can be big impact for 33,540,000people (67% of total population)

ケニア - 2018 人口: **49,695,319** 

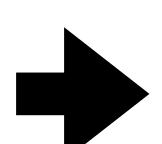
# Our Commitment





Short Term
(1-3years)

Low cost/Native people operation/Digital device



Long Term (5~10years)

IT industry human resource development with volume

