Become an Education Partner

Coding and problem solving in your classroom: building the next generation of digital makers

Apps for Good
Powered by cdi

Help your students create apps that change the world

Apps for Good is an open-source technology education movement that aims to build the next generation of problem solvers and makers. We partner with educators in schools and learning centres to deliver our course to young people 10-18 years of age. We provide the course content, training and connections to our Expert volunteers, and then let teachers do what they are best at – inspiring and guiding young people.

Our programme equips students to research, design and make digital products and take them to market. Students work together in teams to determine the issues they want to tackle and how best to solve them using social, mobile and web apps. With a focus on solving real issues that matter to young people and their communities, our students learn about the full software product development process in a hands-on way.

"Apps for Good is the most motivating and inspirational way of delivering computational thinking, creativity and digital media to all age groups."

Ariadne Lish, Gladesmore Community School, London

Who can become an Education Partner?

The Apps for Good course has a proven track record in a wide range of contexts and can work in most cases where you want to give your students an inspiring and meaningful computing education.

We are accepting applications from across the UK for Primary and Secondary schools, FE Colleges, learning centres and informal education settings. The course is designed for students 10-18 years of age. It can be part of the ICT/Computing curriculum/Curriculum for Excellence, as a timetabled enrichment activity or as an extracurricular club/offer.

Teachers can have any level of experience or subject knowledge.

With the support of our partners and sponsors, becoming an Apps for Good Education Partner is free of charge for non-fee paying UK schools, colleges and not-for-profit learning centres.

We charge a £250 annual fee to private and fee-paying schools, as well as for-profit learning centres.

What does Apps for Good offer?

Delivers the computing curriculum and more

Meets the demands of the new curriculum, including coding skills, and offers opportunities for cross-curricular work and supporting student literacy and oracy.

Goes beyond coding

Builds skills in teamwork, communication and problem solving and provides business and entrepreneurship experience.

Brings the real world to the classroom

Gives access to our community of Experts and events with our sponsors and opportunities for students to engage with the local community.

Raises school profile

Creates press opportunities for the school to showcase its ethos in action.

Develops teachers' knowledge and expertise

Helps teachers learn up-to-date subject knowledge, technical skills and pedagogy in a fast-moving field.

Lets students become real-life entrepreneurs

Offers all student teams the opportunity to enter a national competition in which winners have their apps developed professionally.

"The pedagogy Apps for Good uses has transformed my teaching of IT."

Jonathan Kemp,
Bolton St Catherine's Academy,
North West England

"Never has an educational programme opened up so many opportunities to students and so many doors to industry."

Chris Aitken, Wick High School, Scotland

As an Apps For Good Education Partner

You will have access to

- Course Content, including videos, presentations, student activities and teaching notes, based on the latest thinking in the technology industry

- Connections to our Expert community of technology professionals and entrepreneurs

- Training and support, including course induction, coding and school-to-school support from our Ninja Education Partners

- National Apps for Good competition and the chance for your students' apps to be professionally developed and publicly launched

You will be committing to

- Delivering the course in full to at least 20 students

- Students, educators and senior team member completing the pre- and post-course questionnaires

- Educators receiving the online training and induction

- Named lead educator being responsible for the delivery of the project and named senior team member overseeing the project at a whole school level

To find out more visit appsforgood.org or email education@appsforgood.org

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