Code Caribbean: building human capital across the region

Today, economies and societies are more interconnected than ever by digital technologies. We are seeing how digital technologies and innovation are opening new possibilities for growth, creating demand for new skills and altering the nature of work. As a result, there is a growing recognition of the need to transform education and training systems to prepare people for the digital economy and the future of work.

For this reason, the "Code Caribbean" project seeks to train human capital in the countries of the Caribbean by fostering entrepreneurial and soft skills. This project is funded by the Inter-American Development Bank (IDB) and implemented by Porticus, a non-profit organization in the Southern Cone. Our objective is to train a group of coaches from tertiary education who will in turn teach high school students computer science.

The pandemic revealed the educational exclusion and set of inequalities (economic, social and political) that hamper the progress of education systems in the region. In the last 20 years, education systems have made a great effort to incorporate the digital economy into the curricula, transforming the working and learning world of children, young people and students. This digital economy is transforming world of work and the tools used for teaching processes. However, there are only a few countries that have incorporated computer science in their curricula.

In order to carry out a project of this scale, the IDB is working together with Porticus and the Caribbean office of the University Network for Education in the Digital Age (INESA) to train 50 coaches from 17 universities in the Caribbean. The project will be implemented in two phases. The first will last until February 2023 and involves training students to create curricula that include computer science. The second phase will last until November 2023 and will involve training of coaches who will in turn teach secondary students computer science.

The project also involves evaluating the impact of the project. It is important to note that the project is only focused on training coaches in the countries of the Caribbean. However, the project's impact can go beyond the region if the countries involved, once trained, incorporate computer science into their curricula.

To implement a curriculum that includes computer science, the project benefits from international partnerships at Code.org. Code.org is a non-profit organization, dedicated to teaching all children to code and providing free educational resources for teachers, K-12 students and parents.

By collaborating with an institution with a holistic vision like Code.org, the project benefits from accessible educational materials and curriculum. This is important because the project's success is not only on transforming how we teach but also on rethinking the contents of the curriculum and using technology for teaching processes. However, there are only a few countries that have incorporated computer science in their curricula.

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