



KADUNA
AGILE
PROJECT

Success Stories under Digital Literacy Training

1. Building the AGILE Games Website

Student Innovation at GGSS Unguwan Sarki

Students: Na'imat Muhammad Lawal and Hikeemat Auwal (SS2, GGSS Unguwan Sarki Kaduna)

The digital literacy program's focus on practical application bore fruit when two dedicated students, Na'imat Muhammad Lawal and Hikeemat Auwal, took on the challenge of developing a static website for the highly anticipated AGILE Games.

The Achievement:

Using foundational skills in HTML and CSS gained during their digital literacy training, the students designed and built a functional website. They demonstrated a keen eye for detail by incorporating the color scheme of the National Project Coordinating Unit's website and integrating all necessary information for the games.

Demonstrated Digital Competence:

Crucially, the students completed the project in just three weeks with teacher guidance, exhibiting remarkable resilience and, most importantly, the ability to search and assess information from online sources. This skill, a core component of the digital literacy manual, was vital as they independently sourced programming knowledge to overcome technical hurdles. The final product was successfully hosted on Vercel, making it accessible to stakeholders.

Project Link: <https://agile-lilac.vercel.app>

AGILE Games Competition 2025

Empowering adolescent girls through education and digital literacy

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About AGILE

The Adolescent Girls Initiative for Learning and Empowerment (AGILE) is a Federal Government of Nigeria project designed to improve secondary education opportunities for adolescent girls. Our mission is to empower young girls across Nigeria through quality education, digital literacy, and creative expression.

AGILE aims to increase girls' enrollment in secondary schools, equip them with life skills for increased agency, and provide digital and financial literacy skills.

Gallery

2. Roll Up Banner Design using Corel Draw

Student Innovation at GGSS Unguwan Muazu

Students: Maryam, Salamatu & Khadija (SS2, GGSS Unguwan Muazu Kaduna)

Furthermore, Maryam, Salamatu & Khadija also students of digital literacy training under the Kaduna AGILE Project also developed mastery of Corel Draw and have been designing Notepads, fliers and posters. After visiting the school and interacting with the Students, the State Lead of Digital Literacy tasked the Students to design a roll up banner that will be placed in the computer laboratory in their school.

The Achievement:

Using skills gained on Corel Draw obtained during their digital literacy training, the students designed a roll up banner. They demonstrated detailed use of colors, integrating smooth transitions for the banner.

Project Link:

https://drive.google.com/file/d/1IOOf1FAsHMVN6pTVS_qUXxJ4Y8OuEtCS/view?usp=sharing



**UNLEASHING POTENTIALS
ONE GIRL AT A TIME!**

THROUGH DIGITAL LITERACY



*Come along through this
journey of digital literacy....*



BY: MARYAM, SALAMATU & KHADIJA G.G.S.S, U/MUAZU