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Ameri-STEAM Leadership and Coding Bootcamp for Girls



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<https://bit.ly/4gx6LoQ>

Executive Summary

The 2025 Ameri-STEAM Girls Bootcamp, held from **August 18–27, 2025** in Assouindé, Côte d'Ivoire and virtually via Google Meet and Zoom, successfully brought together **30 young girls** from the Sud Comoé region, along with **5 mentors** and **7 guest speakers** from across the United States (New Jersey, West Virginia, Texas), Côte d'Ivoire, and Lagos, Nigeria.

This year's bootcamp built on the momentum of the 2024 outreach program, piloting a modified program model to evaluate its effectiveness in motivating and engaging girls from the Sud Comoé region. The continuity of this initiative reflects our commitment to delivering a suitable and sustainable program that expands opportunities in STEAM for the Assouindé community and beyond.

The primary goal of the bootcamp was to open participants' eyes to the vast possibilities within STEAM careers and to inspire them to apply themselves toward building brighter futures. As Mrs. Annick Sackoh, Country Leader Côte d'Ivoire & Government Affairs Director, Oracle Sub-Saharan Africa so memorably expressed, *"The sky is the limit."*

Main Achievements

- Empowered girls to imagine new career pathways in STEAM and beyond.
- Inspired participants to believe in their potential for leadership, innovation, and success.
- Demonstrated the real-world relevance of STEAM skills through coding, communication, and applied learning activities.

Program Highlights

- **Coding Sessions:** Hands-on learning with Alice 3 and Oracle Academy resources.
- **English Sessions:** Strengthening communication skills for global opportunities.
- **Interactive Learning:** Practical computing & digital literacy sessions with Mr. Koné Daouda.
- **Wellness, Art & Fun Sports:** Activities that promoted teamwork, wellbeing, and creativity.
- **Guest Lectures:** Enlightening talks by distinguished professionals across STEAM fields including Oracle and Oracle Academy leaders and U.S. professors.





Purpose & Context

Ameri-STEAM's mission is to broaden access to STEAM education for young women in Côte d'Ivoire, combining technical training with leadership development and cultural pride. The 2025 bootcamp focused on the Sud Comoé region—an area where well-targeted interventions can catalyze long-term educational and social change. The program aligns with national priorities to close gender gaps in STEM and contributes to Sustainable Development Goals related to education, gender equality, and decent work.

Program Objectives

The bootcamp was designed to:

1. Provide foundational and applied digital skills (Alice 3, basic computing).
2. Strengthen leadership, public speaking, and teamwork capacities.
3. Apply project-based learning to address community challenges.
4. Facilitate mentorship and exposure to STEAM career pathways.
5. Promote wellness, cultural identity, and inclusive learning.

Participants & Partners

- **Participants:** 30 girls (ages ~13–20) from the Sud Comoé region.
- **Mentors & Staff:** 5 mentors plus local counselors and technical trainers.
- **Guest Speakers (7):** Cross-regional representation from Côte d'Ivoire, Nigeria, and the USA.
- **Key Partners:** Oracle Academy (educational resources, Alice 3), Rowan College at Burlington County (curriculum support), Ministry & local authorities (logistics & participant mobilization), local trainers (Koné Daouda).

Program Structure & Daily Flow

The intensive 10-day program combined technical labs, leadership workshops, and cultural activities. (Below is an illustrative daily flow used during the bootcamp.)

Sample Daily Flow

- **Morning:** Sports & wellness warm-up; daily standup & goals.
- **Mid-morning:** Coding labs (Alice 3 — storytelling & 3D animation).
- **Afternoon:** Workshops — public speaking, pitching with impact, English sessions.
- **Late afternoon:** Team project planning or interactive lessons (e.g., Dr. Sonya Armstrong's origami math project).
- **Evening:** Reflection circles, mentoring sessions, or cultural activities.

Core Modules:

- Alice 3 coding & computational thinking
- English language for global communication
- Leadership & public speaking (confidence building/practice)
- Project development: ideation → prototyping → rehearsal → presentation
- Wellness & cultural sessions (dance, art, community dialogues)

Guest Speakers & Mentorship — Key Contributions

The bootcamp featured seven guest speakers whose technical expertise and personal stories elevated the learning experience:

- **Dr. Edem Tetteh** (Rowan College at Burlington County) — Encouraged discipline and resilience in academic and career planning.
- **Dr. Sonya Armstrong** (West Virginia State University) — Led an Origami Math activity that reinforced geometric vocabulary and creative problem-solving.
- **Dr. Anna Lamikanra** (Blazing Trails International) — Delivered “*Light Pollution and You: Just Facts,*” emphasizing that light pollution disrupts wildlife, affects human health, and wastes energy.
- **Bekere Amassoma** (Oracle Academy, Lagos) — Presented pathways available through Oracle Academy tools and the importance of continuous learning.
- **Annick Sackoh** (Oracle) — Motivated girls to imagine boldly and aim high: “*The sky is the limit.*”
- **Amira Traore** (Oracle) — Facilitated coding & leadership workshops, modeling persistence and mentorship.
- **Mr. Aboubacar Coulibaly** (Ministry of Foreign Affairs) — Addressed technology's role in national development and the value of international collaboration.

Mentors and local trainers provided day-to-day guidance, helping teams iterate on their projects and practice presentations ahead of the final showcase.

Project Showcase — Using Alice 3 for Social Impact

Teams developed 3D animations with Alice 3 that tackled pressing social and environmental issues. Each project combined storytelling with a practical call to action.

Presented Projects

1. **Pollution & Environmental Damage** — Visual narratives showing waste impacts and community cleanup solutions.
2. **Forced Marriage** — A story-driven appeal advocating for girls' rights and continued schooling.
3. **Impact of Negative Peer Influence on Academic Performance** — A cautionary tale illustrating how choices shape school outcomes.
4. **Early Pregnancies in Schools** — Animation highlighting prevention, support systems, and the need to keep girls in school.
5. **Raising Parental Awareness on Girls' Education** — A persuasive piece aimed at parents to emphasize the social and economic benefits of educating girls.

Each team presented to a panel of judges and guests during the closing showcase — demonstrating technical skill, teamwork, and civic awareness.

Selected Testimonies (Voices of impact)

Ornela Kichedou (Camper 2023–24, first-year journalism student)

“Ameri-STEAM helped me discover leadership and the art of public speaking. Thanks to the Bootcamp, I succeeded in my first year of university and was vice-champion in a national news presenter competition. The program changed my life.”

Dion Marie Ange Debora (Class of 2022; mentor & medical student)

“Returning as a mentor was deeply rewarding. Ameri-STEAM trains, inspires, and equips young girls. Watching them gain confidence and blossom was an honor.”

Yapi Ruth Epiphanie Victoire (Camper 2025)

“I came for confidence and left with teamwork, public speaking skills, and new goals. Dr. Lamikanra's session on light pollution opened my eyes to issues I had never considered.”

Koné Daouda (Trainer) — excerpt from testimonial

“I trained participants on computing fundamentals — from discovering the computer and mastering the keyboard and mouse, to office tools and Internet navigation. My goal was to equip them with digital skills to build autonomy and confidence. I strongly recommend continuing initiatives like Ameri-STEAM to empower girls toward professional integration.”

(Full transcripts of testimonies are provided in Appendix A.)

8. Outcomes & Impact (Qualitative & Quantitative)

Quantitative highlights

- **30 participants** trained in person (Sud Comoé region).
- **5 mentors** and local trainers supporting learning activities.
- **7 guest speakers** from USA, Nigeria, and Côte d’Ivoire.
- **5 team projects** completed using Alice 3.
- **All participants** received certificates of completion.

Qualitative results & observed changes

- **Increased confidence:** Notable improvement in public speaking and classroom participation.
- **Skill acquisition:** Basic to intermediate Alice 3 programming, digital literacy, and English communication skills.
- **Leadership & teamwork:** Participants demonstrated stronger collaboration and project ownership.
- **Community awareness:** Projects tackled local challenges and positioned participants as advocates within their communities.

Anecdotal impact: Several participants reported applying new skills at school (teaching peers Alice 3), improved academic engagement, and greater clarity on future career goals.

9. Closing Ceremony & Recognition

The final day featured:

- Project presentations to judges, guests, and mentors.
- Awards given for **Best Innovation**, **Best Teamwork**, and **Best Presentation**.
- Certificate ceremony honoring each participant’s commitment and progress.
- A short thank-you video recorded by the girls for guest speakers, mentors, and partners <https://www.facebook.com/share/v/16NcVNPVii/>. Or <https://bit.ly/3VuLd2G>

10. Recommendations & Next Steps

To deepen and scale impact, we recommend the following actions for Ameri-STEAM and partners (including Oracle Academy):

1. **Establish a year-round alumni & mentorship network** to maintain learning momentum, pair alumni with mentors, and track educational outcomes.
2. **Refine the hybrid curriculum** so select modules are available online—allowing broader reach across regions while maintaining in-person project labs.
3. **Implement a monitoring & evaluation framework** (pre/post assessments) to quantitatively measure skill gains, confidence increases, and long-term educational outcomes.
4. **Train local trainers & teachers** to build local capacity for Alice 3 and related STEAM modules, reducing dependency on external facilitators.
5. **Sustain partnership with Oracle Academy** for ongoing access to resources (Alice 3, Java Fundamentals) and targeted mentor engagements (webinars, remote office hours).

11. Acknowledgements

We extend our sincere gratitude to:

- **Oracle Academy** — for providing educational platforms and technical guidance.
- **Guest speakers & mentors** — for their time, expertise, and encouragement (Dr. Edem Tetteh, Dr. Sonya Armstrong, Dr. Anna Lamikanra, Bekere Amassoma, Annick Sackoh, Amira Traore, Mr. Aboubacar Coulibaly).
- **Koné Daouda** and local trainers — for delivering computing fundamentals and hands-on labs.
- **Local partners & authorities** — for logistical support and participant mobilization.
- **Our participants** — whose curiosity, creativity, and courage made this program possible.





