

☐ ■ digischoolhouse



Ukie's Digital Schoolhouse, in partnership with Kucheza Gaming, uses play-based learning to deliver Computer Science lessons to young people in Nigeria. The global not-for-profit programme seeks to engage the next generation of pupils and teachers with the Computing curriculum, using fun games-centric resources and forward-thinking expertise.

We deliver free computing workshops without computers!



Digital Schoolhouse's play-based approach to learning has achieved award-wining status and evidence-based success in the UK, reaching over 100,000 pupils through Computing education and esports to date.

The UK programme, together with Nintendo UK, is delivered by the UK games industry trade body Ukie and is backed by the creative digital industries and government. Sponsors include PlayStation®, SEGA, Ubisoft and Outright Games.

Kucheza Gaming is an Africa focused esports and games company for 6 - 18 year olds (primary and secondary schools). "Kucheza" is a Swahili word meaning "play" or "to play".

Kucheza embraces "play" as a force for youth development and empowerment in Africa, the youngest and fastest growing continent. By building a network of school leagues and teams, focusing on mobile esports, showcasing career pathways and embedding a playful computing curriculum, we are catering to the demands of African consumers and demonstrating a new level of value in gaming.

How does it work?

Digital Schoolhouse and Kucheza Gaming work with a growing network of local teachers.



Local teachers deliver creative and cross-curricular computing lessons using play-based learning in schools.



support the Computing Lessons programme of study for the national curriculum.



Pupils and teachers feel inspired about computing and careers within the wider creative digital industries.





