JA SySTEM

*Sparking youth interest in careers in Science, Technology, Engineering, and Mathematics*

About JA

Junior Achievement (JA) is one of the world’s largest organizations dedicated to inspiring young people and equipping them with the skills they need to succeed in a global economy. JA was founded in 1919 in the US and operates in over 120 countries, reaching more than 10 million young people each year.

JA programs focus on three core pillars - financial literacy, work readiness and entrepreneurship and empower youth between the ages of 5 and 35 by showing them how to 1) generate and manage wealth 2) create jobs for themselves and others and 3) be successful in the workplace as employees.

There is a need for innovative solutions to sub-Saharan Africa’s biggest challenges, but only 4-12% of students graduate with STEM-related degrees.

Program Objectives

- Improved perceptions and interest in pursuing STEM education and related careers
- Increased knowledge of STEM Disciplines: Science, Technology, Engineering, and Mathematics, and their interconnectivity through everyday applications
- Improved ability to apply innovative learning methods, e.g. creative problem solving
- Increased knowledge and ability to acquire and apply transferable professional and personal skills, e.g. time management and public speaking
About SySTEM

SySTEM is a 12-week program born out of the demand for STEM related career development aimed at raising awareness and interest of STEM career opportunities.

Through workshops, hands-on activities, and field trips, students are challenged to think like STEM professionals and brainstorm how STEM can make a difference in people’s lives.

The program is comprised of six stages divided into 11 sessions and one field trip. The curriculum includes a Participant’s Manual and Facilitator’s Manual. It also includes a resource repository with supplementary case studies and additional science activities to tailor content based on region.

Each of the 6 Stages use the following general structure, tied together by case studies and an overarching narrative with relatable characters learning STEM:

**Instruction:** Session introduction, topic overview, and initial perceptions

**Activity:** Hands-on activity designed to teach creative problem solving and innovation

**Discussion:** A review of lessons learned, transferrable skills, and career opportunities

SySTEM also includes a field trip to demonstrate a real local example of STEM solutions, help students identify additional job opportunities, and learn the value of networking.

The target audience is youth between the ages of 10-15.

Pre-program and post program assessments for participants are included in the curriculum and used to allow facilitators to gauge success of initiative.

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**CONTACT**

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