



AFRICAN DEVELOPMENT THROUGH ~~ECONOMICS~~ EDUCATION & THE ARTS

As you support various charities during this holiday season, please consider a gift of any amount to ADEA so that we can continue developing fun and engaging programs the develop children.

Because kids learn best when they are having fun!

Contributions can be made at: www.MaKuYaMuseum.org

As 2019 move toward 2020 ADEA is preparing for new, fun and innovative ways to learn effectively where school struggle to do so. Because kids learn best when they are having fun.

Juma Mosa Poa meets The Exploratorium Science Snacks:

Our proven popular Cool Saturday (Juma Mosi Poa) program for 2020 will feature Science Snacks from the celebrated San Francisco based Exploratorium. "Science Snacks are simple but interesting science experiments that are hands-on, teacher-tested, and use cheap, available materials." Each Saturday children will enjoy discovering and engaging with the scientific phenomena that are happening around them, and teachers will be invited to learn easy, cost effective and fun ways to teach their students in their classrooms.

Kuijua Jiografia meets Woman's Football/Soccer



Our Knowing Geography (Kuijua Jiografia) program will give special focus on the emerging place of women in soccer around the world. As we have done with the men's teams previously, we will follow the women's international competitions and pair them with world maps. This combination facilitates children (and adults) understanding geography and also highlights women's increasing participation in the world's most popular sport. We expect to decorate our geography room with pictures of women player and teams as an inspiration to the many girls who come to ADEA. If contributions are enough we will buy a large screen TV and be the only place in town broadcasting women's matches!



"ABC for All" goes to school

With our ADEA team and two young American volunteers who recently graduated with degrees in Education we will be putting a pilot program together to test our alphabet learning game in the context of a primary school. With large numbers of children not having mastered the alphabet by seventh grade, we believe our game put in schools can catch up the majority of students through this fun and cost effective way. If we are right, this program could be implemented in school across the region.