

**wokober**  
ingeniously a better world



20  
23

# ANNUAL REPORT

NURTURING YOUNG  
INNOVATORS & CREATORS



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We do this by harnessing the uncultivated creative culture of TOY MAKING using scraps in northern Uganda, as a new approach to creative learning.

Wokober works with children from the age of 3 to 17 years with strong focus on underserved communities in Acholi sub region, recovering from 20 years of war. The region currently faces severe educational crisis, trailing behind the rest of Uganda and the world in accessing quality education. There are limited opportunities and resources for creative learning, practical exploration of science, innovation, technology, and self-development among learners. This has resulted in underdeveloped youths with constrained career opportunities. According to the National Planning Act of 2021, every 6 in 10 youths in the region are unemployed.



#### OUR VISION

A generation of young creators, innovators, and leaders nurtured, to their full potential creating a better world.



#### OUR MISSION:

To empower young learners, creators, innovators and leaders through leveraging the ingenuity of toy making using scraps as an approach to creative learning.



#### CORE VALUES:

**INGENUITY:** We always strive to create unique scalable solutions

**DARING:** We challenge ourselves to try the impossible, recognizing failure as a significant process to create the new.

**EXCELLENCE:** For the routine activities we do, we challenge ourselves to do the best and continuously improve with every opportunity.

**ACCOUNTABILITY:** We stand for our beliefs, do what is right and take responsibilities for all that we do.

**SOCIAL IMPACT:** With our creations, we strive to solve real problems in the society or create new experiences to make the world a better place.

## Introduction and welcome.

Welcome and we hope you enjoy the Wokober Annual Report 2024. We are happy to share our journey so far and looking forward to have you part of our future success.

Wokober Education Foundation, is a registered CBO in Gulu City that nurtures children in creativity, innovation and self-development, fully developing their potential for a competitive global career prospects, and as innovators, entrepreneurs and leaders building a better world.

# Letter From The Founder



It's these amazing talents and passion that give us purpose, the reason to continue widening the base of our platform to allow more and more children to not only showcase their creativity, but most importantly be nurtured to their full potential as creators, innovators and leaders to make our world a better place.



## Dear Valued friend

I bring you warm greetings from Wokober and best wishes to embrace this New Year 2024, promising a spectrum of opportunities.

As we eagerly step into 2024, I reflect with immense joy on the incredible journey we embarked upon in 2023. As a team, we achieved significant milestones and also overcame many challenges along the way. The team's passion, hard work and dedication propelled us forward to a tremendous growth. Both Wokober Mentorship pilot programme and Wokober Toy and Innovation Festival was nothing short of success.

In the mentorship program, it was truly reassuring to witness the impact we've made on the lives of 15 mentees (identified during 2022 festival). Our team designed and launched the project based curriculum, followed by study

tours to different industrial places and eventually mentees personal projects, which ranged from flying helicopter toy, elephant sculpture, hunting traps, chandelier lightings to advance solutions like a dancing robot that integrates mechanics, electronics and programming.

The festival was amazing in many ways, 85 brilliant participants showcased their creativity in ways that surpassed our expectations. Not only were the quality of the creations so good, but also we got some good surprises worth sharing. There was a boy who rode his bicycle all the way from Lalogi, Omoro district, (about 30 kms from Gulu city) to participate in the festival, he sculpted an amazing jaguar. There was another boy who also came on the second day of the festival, he made a very small radio using a discarded phone scrap and it was re-

ceiving Mega FM live during the festival. It's these amazing talents and passion that give us purpose, the reason to continue widening the base of our platform to allow more and more children to not only showcase their creativity, but most importantly be nurtured to their full potential as creators, innovators and leaders to make our world a better place.

In this report, you shall find detail progress made in mentorship programme 2023, Toy and Innovation festival 2023, Wokober Community and also insights into our plans for 2024.

We are thrilled about the possibilities that lie ahead and would love for you once again to be an integral part of this exciting journey.

Warm regards,  
**Ben Wokorach**

**BEN WOKORACH**

C.E.O Wokober Education  
Foundation,

Co-Founder Fruiti-Cycle

# » Mentorship Programme 2023

From the success of 2022 Festival, we selected 18 learners who underwent through Wokober Mentorship program. The focus was designing the project base curriculum, launching and testing it as a pilot to further nurture the creative skills and innovative exposure of the learners.

Key achievement included conducting a baseline survey to gain a deeper understanding of the 18 selected learners during the 2022 festival; curriculum design which included learning program, facilitators guide and parents' guide; launch; mentees personal project development and post exhibition of the projects during the 2023 festival. Some few challenges included proper monitoring and evaluation of the processes due to limited resources and Logistical difficulties in coordinating activities and ensuring timely engagement with participants residing outside Gulu city, particularly in areas like Opit, Adjumani, and Soroti.

## I. Mentorship curriculum

The curriculum design leveraged the uncultivated potential of Toy making using scraps. The toy making is not only very low costs, but also a creative exploration culture already embedded within the northern Uganda community.

The mentorship team Lead by Opiyo Morris, Conducted an in-depth analysis of toy making as a central concept, exploring its uniqueness and how to leverage it to develop and pioneer a new approach to creative learning.

The final product of the curriculum therefore provided a framework and guide to nurture these learners through a period of 8 months, from school holidays of term one in May to school holidays of term three in December. During this period, learners work on personal projects while being guided by facilities and mentors through a series of learning modules (inspired from Toy making process i.e. Exposure, Ideation, creation, product application and personal leadership) designed to fully nurture their creative gift.



## II. Mentorship Program Launch

After design and thorough review of the curriculum, it was launched on 15th May, 2023 at Pearl theatre, Elepahnte commons. The event brought together all the mentees, parents and Wokober partners such as GWED-G, Elephan-te Commons and Wend Africa. The launched sought to create an avenue where Wokober engages with all the stakeholders in one space to share its vision and to also receive feedback from the community, local leaders and partners as it co-creates its programmes for sustainability.



### Mentorship Programme Stats

**11** Enrolled boys (3-18yrs)

**7** Enrolled girls (3-18yrs)

All the students completed the program and each was able to create a personal project.

## III. Study Tours

The study tours is the first module in the curriculum aimed at broadening and exposing the minds of the learners to different possibilities beyond what they already know. Every creation process starts with imagination! Imagination often is from what surrounds us – either to improve on it, use it in a different way, change it or create something totally new. This is very important so that Learners imagination are elevated and with that they become better creators.

Wokober partnered with many institutions who offered space for learners to tour and be part of their creation experience. Major emphasis were various kinds of products, materials, creation process and techniques, tools and machines. Wokober made visits to;



- a) **Fundi bots;**  
Exposure to robotics and science education
- b) **Wend Africa;**  
Exposure to products designs and production such as bags, beads and packaging.
- c) **Mtindo Designs;**  
Fashion design.
- d) **Taka-Taka plastics;**  
products from recycled plastics, machines and tools.



Sparky Technologies;



Daniel Comboni

- e) **Sparky Technologies;**  
food drying technologies and packaging.
- f) **Daniel Comboni;**  
fabrication tool, machines, sculpting and products.
- g) **Oysters and pearls;**  
science learning, robotics and virtual reality.



Oysters and Pearls



Mtindo Designs



Oysters and pearls



**Sparky Technologies**



**Fundi Bots**

#### IV. Mentees Personal projects

The personal projects allowed the learners to explore; Ideation, focusing on free and easy generation of ideas, identify problems, and generate creative solutions; Creating/building, focusing on developing hands-on skills in design and making; Production use/application, focusing on purposeful creation and application in their day-to-day life; Leadership, focusing on personal development such as self-discipline, self-esteem and confidence, communication skills, critical thinking, communication skills, decision making skills, team work etc.



**Laker Angel**  
**Project: Dancing Robot**

*I am now working on a dancing robot. I chose this because I like dancing. I have learnt how to use motors and how to programme them and was excited the first time I got it to work. I have enjoyed the mentorship programme because they teach us practically which is better than at school where they teach us only on the blackboard and things are hard to understand. I also made alot of friends during the mentorship programme and was happy to see them excited about my dancing robo. In the future I would like to create a robot that can assist doctors during sugeries.*



**Obama Daniel**  
**Project: Sculpture**

*Obama is a young upcoming sculptor who is very passionate about sculpting. He is working on making an elephant with cement. He said the elephant is a presentation of Acholi personality and making a sculpture of an elephant will help the Acholi people remember who they are.*



**Aber Sharon**  
**Project: Necklaces**

*I made necklaces using beads and strings. I chose this project because I enjoy making jewelry. I learned how to design different patterns and colors. The mentorship program is exciting because we do hands-on activities. In the future, I would like to learn more about fashion and trends and to keep developing my creative skills alongside school.*



**Edimo Patrick**  
**Project: Hunting trap**

*Patrick is working on a hunting trap, while at home he likes hunting both wild birds and small wild animals like the big rats, he said the hunting trap will help him hunt while at home.*



### Judith

#### Project: Chandelier

*Judith has a strong passion for purposeful creation and art. She is working on a chandelier, her design is inspired by how flowers grow which is reflected in the very growth process of a human being, from when they are covered inside their mother's womb to when they now shine as an adult.*



### Rwotngeyo Genesis

#### Project: Hydrogen Balloon

*Genesis is a lover of flight and flying objects. And he chose to explore a flying balloon. Both hot air and helium balloon.*



### Arthur

#### Project: Car

*Arthur is very optimistic about automobiles, especially formula 1 racing cars; this inspired his decision to work on a racing car during the mentorship program. He built the car using cardboard and bottle caps.*



### Shadrack

#### Project: Racing car

*Shadrach is also a lover of racing car with more attachment to monster trucks because of its ability to move and go anywhere, this influenced his decision to work on a monster truck as his project during the mentorship program.*



### Opiro Derick

#### Project: House

*Derick built a house using cardboard and paper. He chose this project because I am interested in architecture. He learnt about building structures and design from my elder brother who is a builder.*



### Komagum Aron

#### Project: Concrete Mixer

*Gum created a concrete mixer car using cans and sticks. He chose this project because he is fascinated by construction vehicles, and because his father is a builder, i was inspired to create this from watching him become so tired using a wheel barrow and he wished he could be in a position to afford an concrete mixer.*



**Olanya Jonathan**  
**Project: Fire Truck**

*I made a fire truck using plastic bottles and straws. I chose this project because I want to be a firefighter. I learned about the parts of a fire truck and their functions. The mentorship program is fun because we make things that interest us. One day, I hope to design advanced fire-fighting equipment.*



**Princess**  
**Project: Christmas tree**

*During the first module of our mentorship program, learners tour different innovative and entrepreneurial companies to help spark imagination and creativity in them. It's during this time that princess was inspired to work on a lighting Christmas tree.*



**Olara Samuel**  
**Project: Helicopter**

*I am working on a helicopter made from cardboard and plastic bottles. I chose to make a helicopter because I am fascinated by flying objects. From this project, I learned how to design and balance the helicopter blades. The mentorship program has been fun and educational because we learn by doing things ourselves. In the future, I want to create a drone when I grow up.*

## V. Engagement with parents

Our relationship with parents is deeply rooted in collaboration, empathy, and inclusivity. At the start of Wokober mentorship program, our main approach was purely on the child's creative skill development. However interacting with the parents, we realize that there are challenges parents face while nurturing their children.

Some challenges are as simple as limited time to offer the child, especially parents with demanding career. Some challenges are deeper, like trauma, domestic violence and poverty limiting their parenting ability and ultimately affecting their children's personal development. This allowed the team to iterate the learning program to include the child's personal development and parent's engagements program such as quarterly meetings and parenting counseling session tailored to the parents.

With this approach of collaboration and engagement Wokober strives to create solutions that are not just imposed on the community but co-created with them, ensuring sustainability long-term impact of our programs.





# » Toy Making & Innovation Festival 2023

## I. Organising the Event

From the success of 2022 festival, the team led by Paul Kaggwa set out to organise 2023 festival with the objectives to increase the number of participations, to enhance the judging process and to increase stakeholders' participation. The team reached out to over 30 potential partners including Stanbic Bank, UNDP, UNICEF, Save the Children, World Vision and many others.

### Organizing Committee

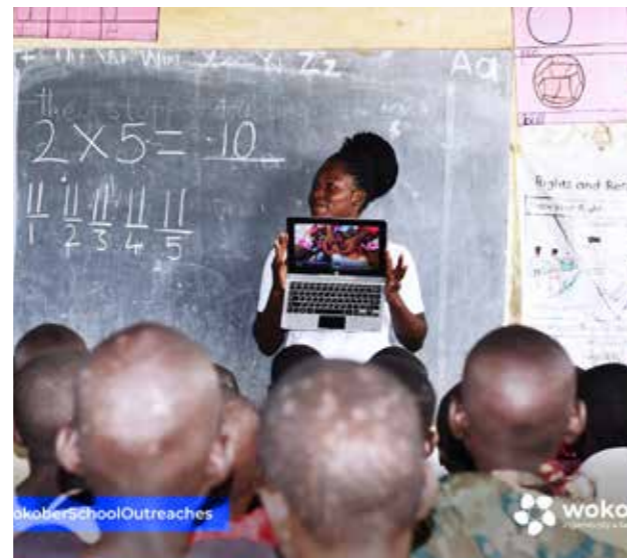




## II. School Outreaches

To increase participation, the team planned an elaborate school outreach activities where 12 schools were visited and toys/innovations and videos showcased to about 10,000 children.

Additionally Wokober also had two radio interviews at Mega FM and Favour of God FM. This enhance reach especially to parents.



## III. Exhibition Pavilion

To achieve the objective of enhancing the festival experience, the setup required a pavilion. The pavilion is an important integral part of the festival experience; not only offering the functional space for displaying the toys, but also to inspire and ignite curiosity and creativity in the minds of the participants.

Selected through a student design competition in collaboration with the Uganda Society of Architects and Architecture schools across Uganda. Over 40 students of Architecture and graduate architects registered for the competition. 12 submissions were received. The Zanya Pavilion, designed by Charles Kalungi and Francis Mpano from Makerere University stood out. "The world of reality has limits, the world of imagination is boundless" a quote by Jean-Jacques Rousseau inspired the team to embarked on the design of the pavillion for the Festival. The concept behind the pavilion design was to inspire playfulness and exploration of the the 85 children who participated in the Festival. By creating a puzzle like space, appreciated from different angles and so creating interesting forms from the composition; the team rendered the project with re-usable materials locally sourced like bamboo and vibrant polyethene sacks.

The children would get to play around and within it and see it as a toy to explore as they build, exhibit and interact with toys on display.

This modular design, offering endless configurations from triangles to pyramids to trapeziums, was brought to life through collaboration with Innovation Consortium Uganda that offered workshop spaces and materials.

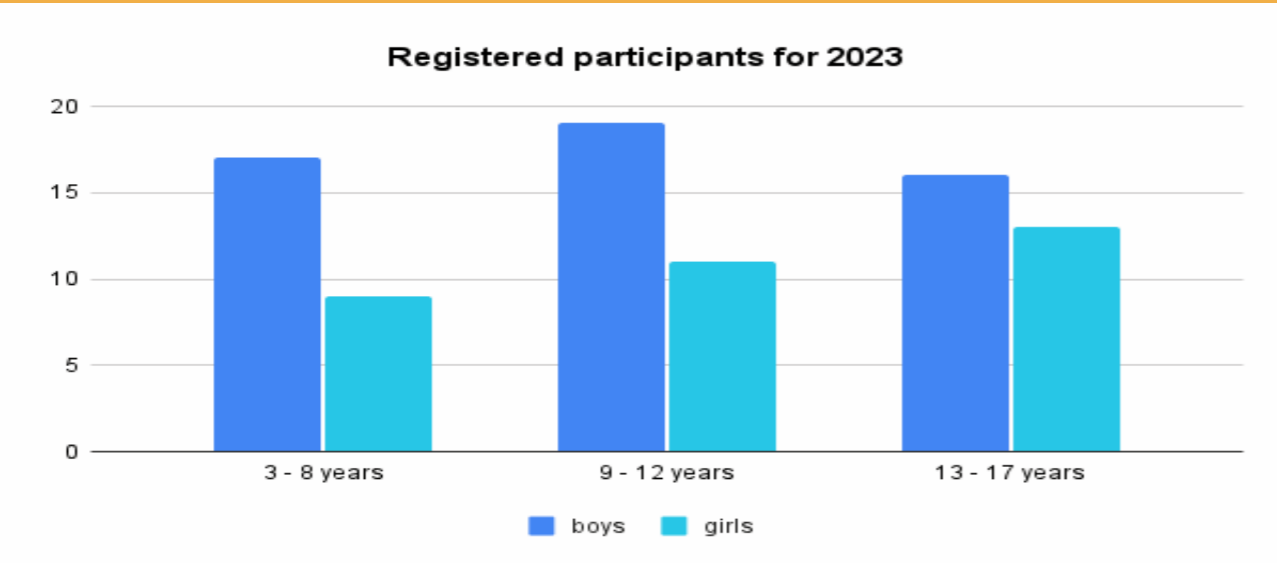
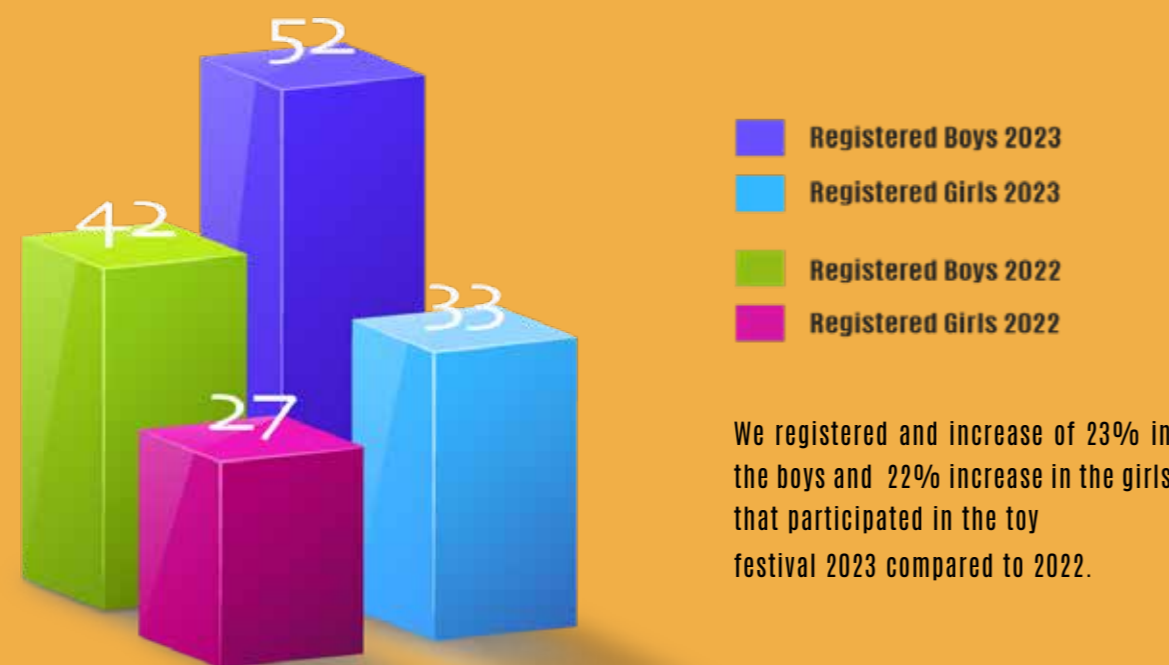




# IV. Participation and exhibition

The festival was great, we saw an increase in participants from the toy festival in 2022. We registered 85 brilliant participants who showcased their creativity in ways that surpassed the teams expectations. Besides the diversity of the toy and innovations made, the quality of the creations surpassed 2022 enormously.


This outcome is evidence of inspired community who are now willing to explore the Wokober learning approach. It's these results keeps inspiring us to continue widening the base of our platform to allow more and more children to not only showcase their creativity, but most importantly be identified for future mentorship.



# IV. Event Juries and winners selection

The selection of winners was done by two brilliant individuals who constituted the jury members. Every participant was observed and interacted with right from the idea stage to the final toy product and marks were awarded in that that growth process.

**MICHEAL OJOK**  
*Executive Director of Hash-Tag Gulu*



Wokober are clearly on to something here through Wokober Toy making & Innovation Festival. Seeing our children get their hands dirty while passionately creating something is truly inspiring and it evokes hidden memories of our own childhood.

As a judge, I had a front-row seat to this explosion of creativity. The sheer variety of ideas and the passion behind each entry was incredible! It was a challenge to pick winners, but the real win lies in celebrating the power of play itself.

**RABWON AHWERA**  
*STEM Educator & Enthusiast.*



Judging the Toy Festival was an exhilarating experience! Every toy, from classic wood creations to tech-powered marvels, showcased unique ideas and impressive skills. The sheer variety and enthusiasm of the entries made it a challenge to pick winners, but the true triumph was the celebration of play itself. Leaving the festival, I felt inspired by the future generation of inventors and dreamers, fueled by the power of imagination and fueled by the toys they created.

Winners selection

The team used judging rubrics developed in 2022 and embedded in a web application that tallies the marks automatically, making the process very effective and efficient.

Fun

The team evaluated the toys based on the level of enjoymen they brought to the children. Toys that were engaging, interactive, and brought smiles to the children’s faces were highly regarded.

Function

The team considered the practicality and functionality of the toys. Toys that could be used for play or other purposes scored highly.

Creativity

The team appreciated the originality and ingenuity of the toys. Toys that demonstrated unique and innovative designs, use of materials, and creative thinking got high scores.

Craftness

The judging team assessed the quality of craftsmanship in the toys. Toys that showed skillful construction, attention to detail, and precision in the assembly were highly valued.



Aski Daniel Rubangangero  
(3-8yrs)



Opini Fred  
(9-12yrs)



Moses Onen  
(13-17yrs)

FIRST PRIZE WON 200,000UGX



Emmanuel Obangatwero  
(3-8yrs)



Araku Godfrey  
(9-12yrs)



Laker Doreen Lagal  
(13-17yrs)

SECOND PRIZE WON 150,000UGX



Serene Aol  
(3-8yrs)



Paska Aloyo  
(9-12yrs)



Mwa Samuel  
(13-17yrs)

THIRD PRIZE WON 100,000UGX

Honorable mentions in each category received scholastic materials worth 20,000ugshs each.

## Highlights from the Wokober Toy and Innovation Festival 2023



#### IV. Speech from Guest of Honor Amb. Olara Otunnu

Ambassador Olara Otunnu expressed his gratitude to Ben Wokorach, the founder of Wokober, and the entire team for organizing this event. He also extended his appreciation to the parents for bringing their children to participate in the event. Ambassador Otunnu continued by thanking all partners who supported this creative learning initiative, including Elephante Commons, Wan Luo TV, Resident Architects, Uganda Society of Architects, Luo Foundation, Kweyo Shopper's Village, Innovation Consortium, Namoni Africa, Gwed-G, and all patrons. He encouraged these partners to continue supporting the initiative, emphasizing that transforming our education system requires a collaborative effort.

Addressing the participants directly, Ambassador Otunnu conveyed the importance of recognizing the unique vision, dreams, potential, and talent that God has bestowed upon each individual. He emphasized that these gifts vary among individuals and that the opportunity provided by Wokober Education Foundation serves as a blessing, offering a platform for exploration, discovery, and further development of these potentials.

Ambassador Otunnu also shared a crucial insight, expressing concern over the current emphasis on exam results in schools and by parents. While acknowledging the importance of testing and passing examinations, he highlighted that true learning goes beyond exam scores. He encouraged young learners not to fear asking questions if they haven't understood and urged them to continue exploring and discovering beyond the confines of textbooks.

In a powerful message, Ambassador Otunnu commended the participants for their creations, emphasizing that the toys and innovations brought to life during the event were products of their imagination and initiative. He underscored the value of self-directed learning and creativity, noting that these skills will be beneficial throughout their lives.

In closing, Ambassador Otunnu extended his gratitude to all participants, parents, and partners. He urged everyone to share the message about Wokober and its opportunities with friends and families, concluding with a blessing for all involved.



**Gifts vary among individuals and that the opportunity provided by Wokober Education Foundation serves as wwa blessing, offering a platform for exploration, discovery, and further development of these potentials.**

## SPECIAL THANKS TO OUR SPONSORS



#### PATRONS & DONORS

- Arch Miriam Lawino (Chair ARB)
- Arc Jaqueline Namayanja (President USA)
- Faith Achola
- Roselyn Amato Otunnu
- Jimmy Oringa
- Eng Stephen Wokorach
- Arch Patricia Rutiba
- Arch Imara Richard
- Arch Bongomin Martin
- Arch Trevo Angeletti
- Arch Moses Kinobe
- Arch Gloria Bazira



# Financial Overview

To date, Wokober has invested about 30,000USD in its activities. The incomes streams has been from the founder (80%), local partners/patrons (15%) and revenue (5%).

Wokober plans to diversify and strengthen its resource mobilization drive to stabilize its financial foundation, this has allowed the organization to create a grant management department which is tasked with year-round resource mobilization (to be supported by 2 grant assistants)

# » What is in store for 2024?

## Mentorship program 2024

The mentorship program shall focus on refining the creative learning approach with proven evidence base. This shall involve research and redesign activities from beginning of year to December 2024. 25 new learners identified during the 2023 toy festival shall join the 15 continuing learner to make a total of 40 learners to be further nurtured through the Wokober approach/ curriculum.



## Toy & Innovation Festival 2024

The 2024 Toy and innovation festival shall be better, targeting 150 participants, twice the number of 2023.

This year's objectives are to enhance the participants experience, increase participation, increase parents and stakeholders engagement during the festival.



# Get Involved



## DONATE

Donate to the Mentorship program activities where we are mentoring 40 learners (15 continuing learners and 25 new learners identified from 2023 Toy festival).

Donate towards the annual toy and innovation festival. This year we are hosting 150 children.

Get in touch for more details of the program and activities budget or visit [www.wokober.com](http://www.wokober.com) to support our cause.



## BECOME A PARTNER OR PATRON

Wokober has numerous opportunities to globally engage individuals/patrons, businesses, and institutions to support the organisation through volunteering, donations, and partnerships. We look forward to collaborating with individuals and organizations who aligns with our vision, mission and core values for a mutually beneficial relationship.



## BECOME A VOLUNTEER

As a volunteer, you shall be part of activity planning and implementation. You can register your interest early for the 2023 festival or the ongoing mentorship program

We look for proactive individuals, smart, open minded, daring and align to our core believes and values





# wokober

ingeniously a better world

*"Children learn as they play.  
Most importantly, in play,  
children learn how to learn"*

**O. Fred Donalson**

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