

Offer of sponsorship of the educational activity of the League of Extraordinary Minds Foundation



Join our team!

**WE WIN
EDUCATION**

**WE TEACH A PRACTICAL APPROACH TO PROGRAMMING AND
DIGITAL TECHNOLOGIES. WITH A SMILE AND NO COMPLEXES**





We use the latest technological solutions to teach technology effectively.

“

IF YOU THINK **EDUCATION IS EXPENSIVE**, TRY **IGNORANCE**

A WORD FROM THE BOARD



PEOPLE, TECHNOLOGY,
EDUCATION



Radosław Błasiak

CEO

Information technology in education - unpaved paths.

Since 2015, the League of Extraordinary Minds Foundation has vigorously pursued its statutory goals related to the dissemination of practical knowledge in the field of digital technologies, with particular emphasis on a practical approach to programming among young people. We have diagnosed a serious gap in the education system between the early grades of primary school, for which there is a wide range of programs introducing children to the world of algorithmic and computational thinking, and universities that educate IT specialists. There is no ef-

fective educational path between these two worlds. Our team creates innovative technological solutions that allow us to set this path. Already with us, more than 20,000 students and teachers follow it.

In this offer, we present in detail our activities and possible fields of cooperation. We hope you will join us!

LEM PLATFORM



A professional, web platform for learning and teaching programming and other information technologies, developed by our company Soft Power Ltd.



LEARNING AND GAMIFICATION

PLATFORM CONTAINS TOOLS FOR TEACHERS AND TRAINERS TO HELP STUDENTS AND TRACK THEIR PROGRESS

The League of Extraordinary Minds platform is a web browser-based tool for learning and teaching a practical approach to programming and other information technologies, such as databases, network administration, etc. Courses on the platform are intended for people aged 12 to 112. The platform contains a constantly growing database of over 1,500 tasks in various courses.

We use the LEM platform in all projects conducted by the foundation. This allows us to economically reach target groups with professional educational content.

Automatic evaluation of user solutions and immediate feedback enable fully individual learning, and with educational institutions in mind, there are functionalities for teachers / group administrators related to license management, progress tracking, communication and support for students / course participants.



**GOLD MEDAL AT THE POZNAŃ INTERNATIONAL FAIR
EDUTECH 2020**



OUR PROJECTS

Overview of the largest projects implemented by the foundation together with partners from all over Poland

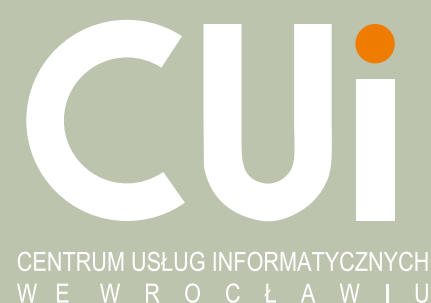
WROCŁAW CODES 2.0 GALA, 2017/2018 EDITION



Rozdanie nagród podczas uroczystej gali na Politechnice Wrocławskiej

WROCLAW CODES 2.0

THE 6TH EDITION OF THE PROJECT IS CURRENTLY UNDERWAY



ONE OF THE THREE LARGEST MUNICIPAL DIGITAL EDUCATION PROJECTS IN EUROPE RUN JOINTLY WITH CUI IN WROCLAW



PARTICIPANTS

Over 100 schools, 120 teachers and 3,000 students from Wrocław participate in the project



SCHOOL AND INDIVIDUAL RANKINGS

In each edition, we distinguish the best schools and students in the league



TASKS

During previous editions, students have solved 300,000 programming tasks

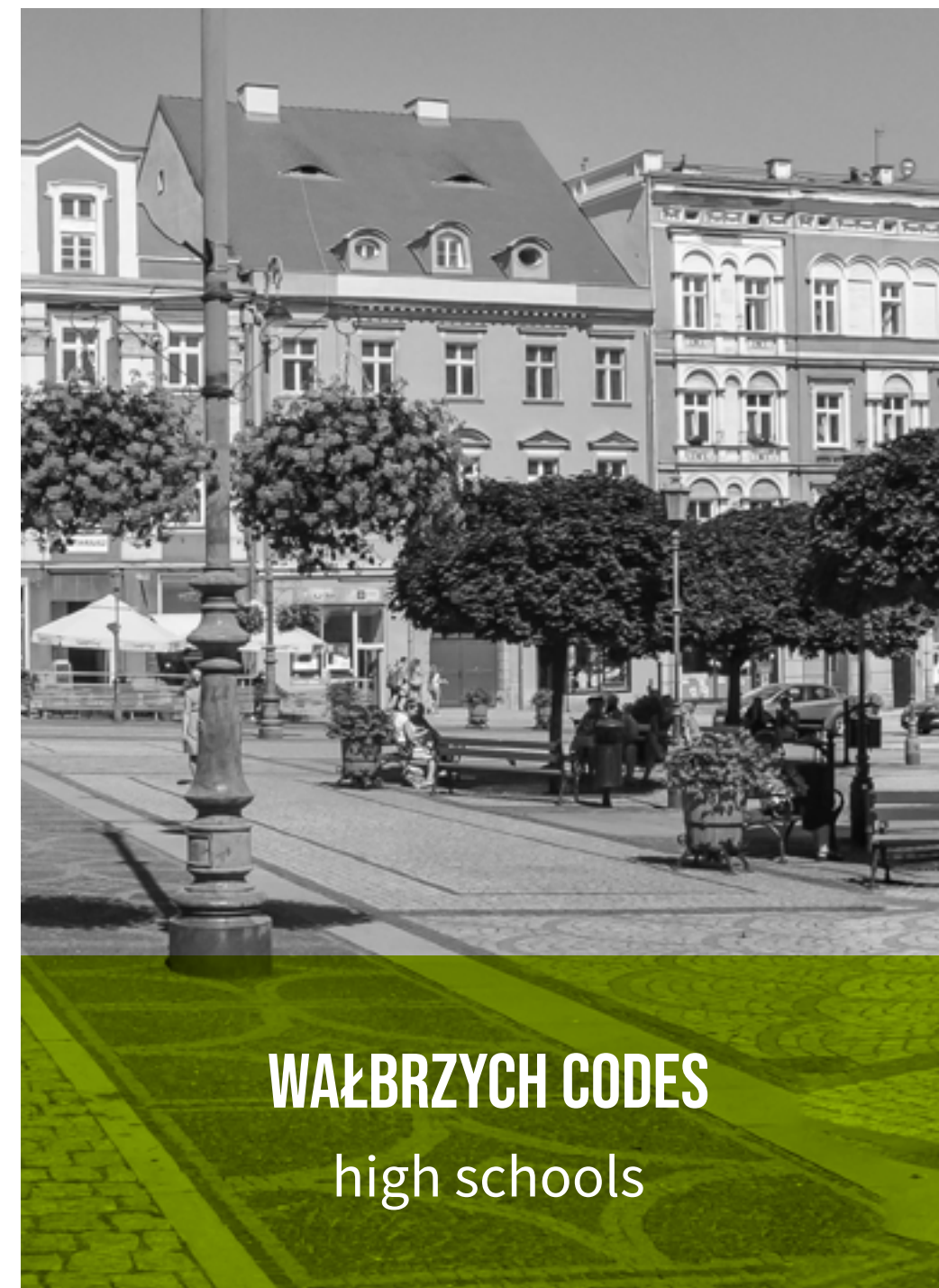
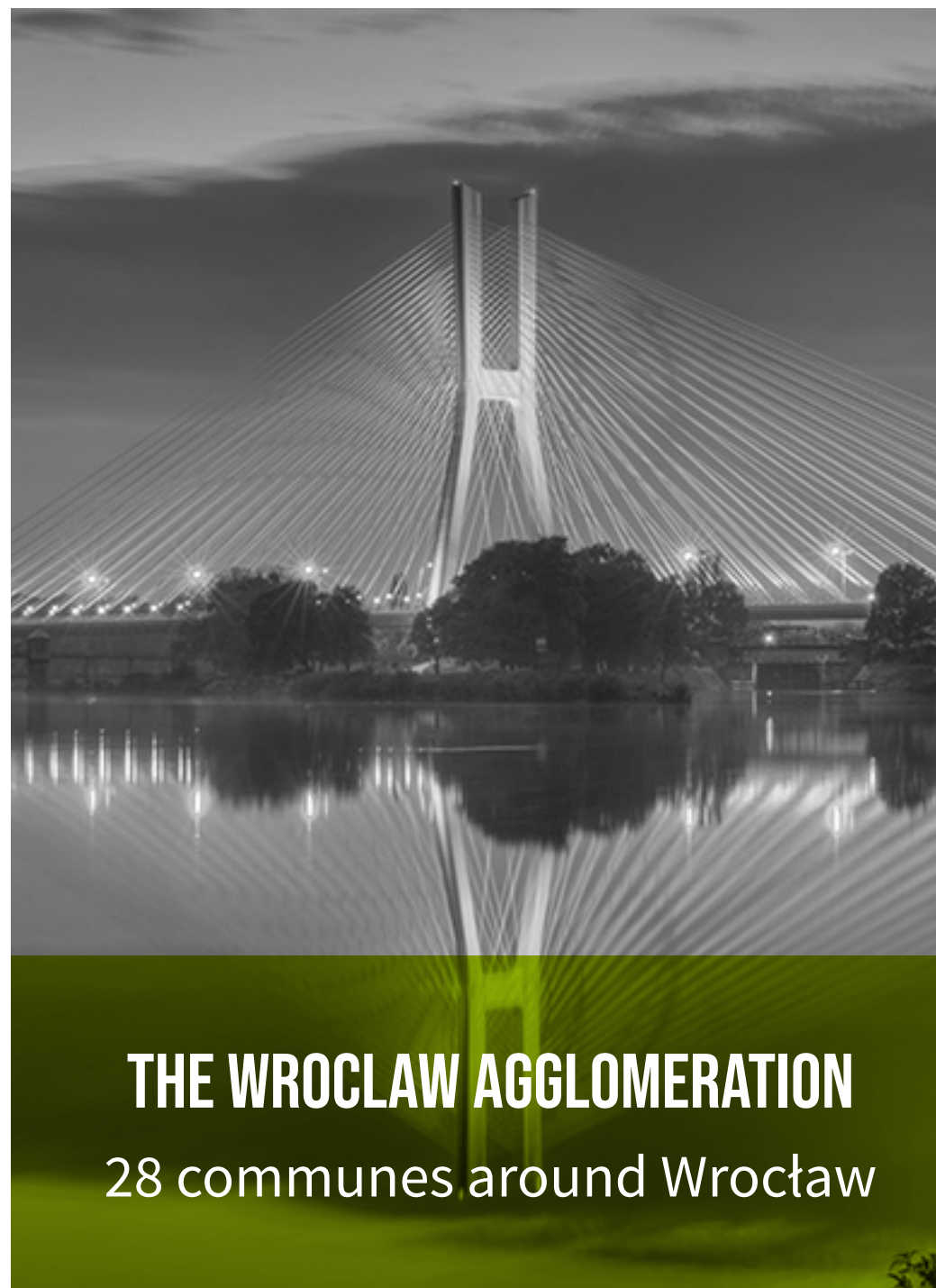


CERTIFICATION EXAMS

We certify participants' digital competences in accordance with the European e-CF methodology

LOCAL PROJECTS

We run local and agglomeration projects similar to Wrocław Codes 2.0 all over Poland. In total, over 20,000 students and teachers from almost 200 localities participate in them.



BIG BIT GIRLS!

WE SUPPORT THE INCREASE IN THE PARTICIPATION OF WOMEN IN THE IT INDUSTRY

37,4%

THE SHARE OF WOMEN
AMONG LEM USERS

We have handed over
over 3,000 licenses to
women

ADDITIONAL STUDENT LICENSES FOR GIRLS

To each concluded contract, we add free of charge 20% of licenses above the provisions in the contract, which are intended for female students. We increase teachers' motivation to search for IT talents among women.



KODUJ PRO

NATIONWIDE PROGRAM FOR LIBRARIES

As part of the project conducted in cooperation with the Information Society Development Foundation, libraries from all over Poland, especially municipalities and small towns, will receive free licenses for programming courses, which they can make available to their readers. All librarians administering accounts on the LEM platform are provided with training in the use of the platform and the support of our consultants. In addition, some of them take part in basic programming and database courses, which are a preparation for running coding clubs and other classes using LEM.

PRESENTATION OF THE PROJECT IN LOWER
SILESIA PUBLIC LIBRARY IN WROCŁAW

WE TRAIN **TEACHERS**

Raising teachers' competences is one of the most important factors determining the effectiveness of programs implemented in schools. We have already conducted dozens of training courses, incl. in cooperation with the Wrocław Teacher Training Center and the Olsztyn Teacher Education Center.



PYTHON FOR TEACHERS IN OSTRÓDA

Training for teachers from the
Warmian-Masurian Voivode-
ship

TOWN HALL IN OSTRÓDA



PYTHON COURSE FOR TEACHERS FROM BEŁCHATÓW

Training for 12 primary school
teachers.

HIGH SCHOOL NO. III IN BEŁCHATÓW

THE C ++ COURSE IN WROCŁAW CODES 2.0

Over 80 teachers from Wrocław
underwent the training.

PRZEJŚCIE INNOVATION CENTER



SQL COURSE FOR TRAINERS FROM THE KODUJ_PRO PROJECT

SQL basics for trainers te-
aching at local coding clubs.

LOWER SILESIA PUBLIC LIBRARY





PROGRAM LOWER SILESIA

HACKATHON

Inter-school competition referring to the problem of climate change, organized with the Marshal's Office of the Lower Silesian Voivodeship



DELL EMC CHALLENGER

APPLICATION CONTEST

A team project lasting several months - a competition for a pro-social application, carried out jointly with DELL EMC



BEYOND IMAGINATION

ONLINE COMPETITION

Competition during the Beyond Imagination conference as part of the Polish-American Innovation Bridge at Wrocław University of Technology



LEM IN NUMBERS

Statistics on the number of users participating in the League of Extraordinary Minds and their achievements

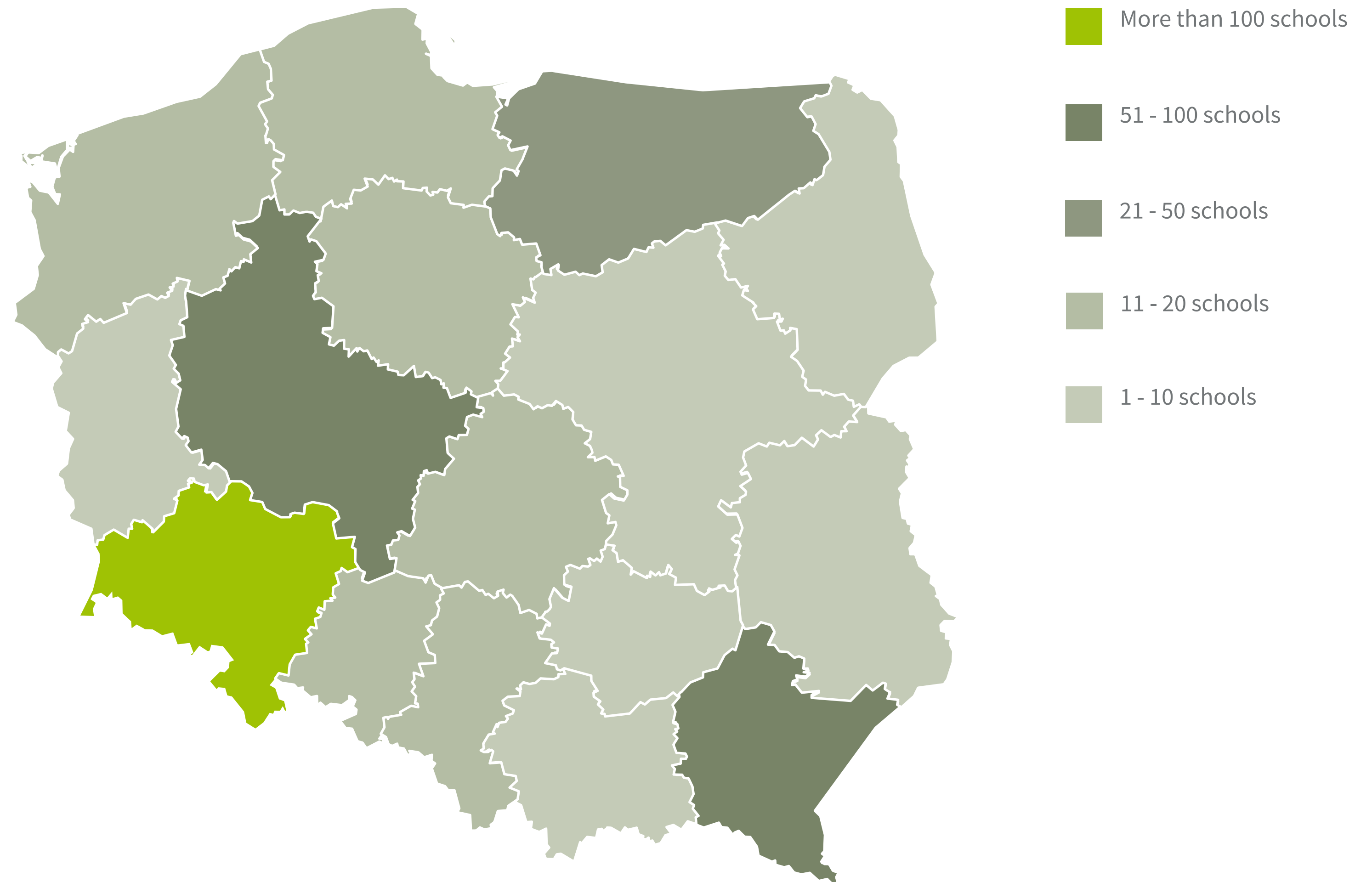
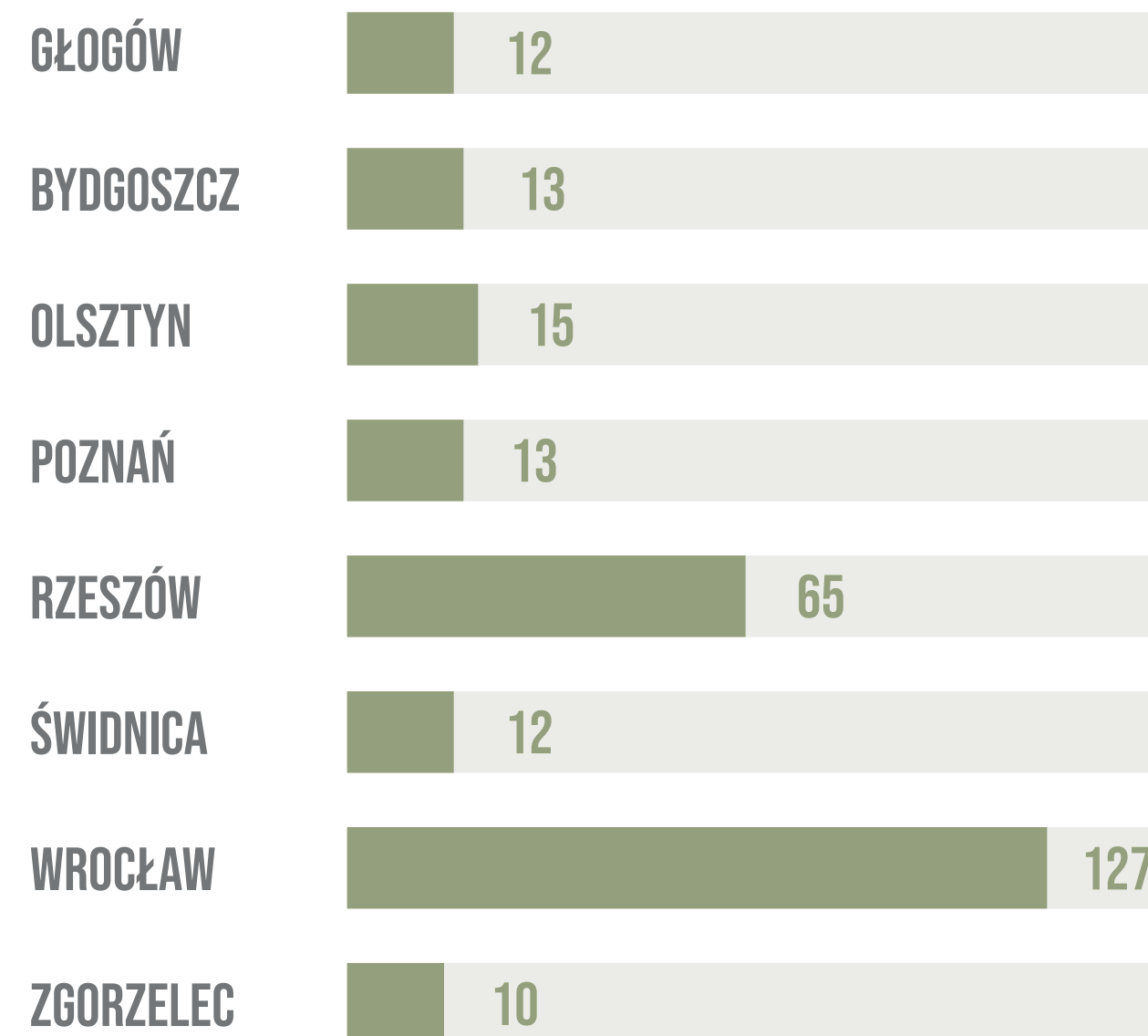
HACKATHON AT THE WROCŁAW UNIVERSITY OF TECHNOLOGY

GEOGRAPHY OF PROJECTS

Map with the distribution of schools in Poland participating in the League of Extraordinary Minds project

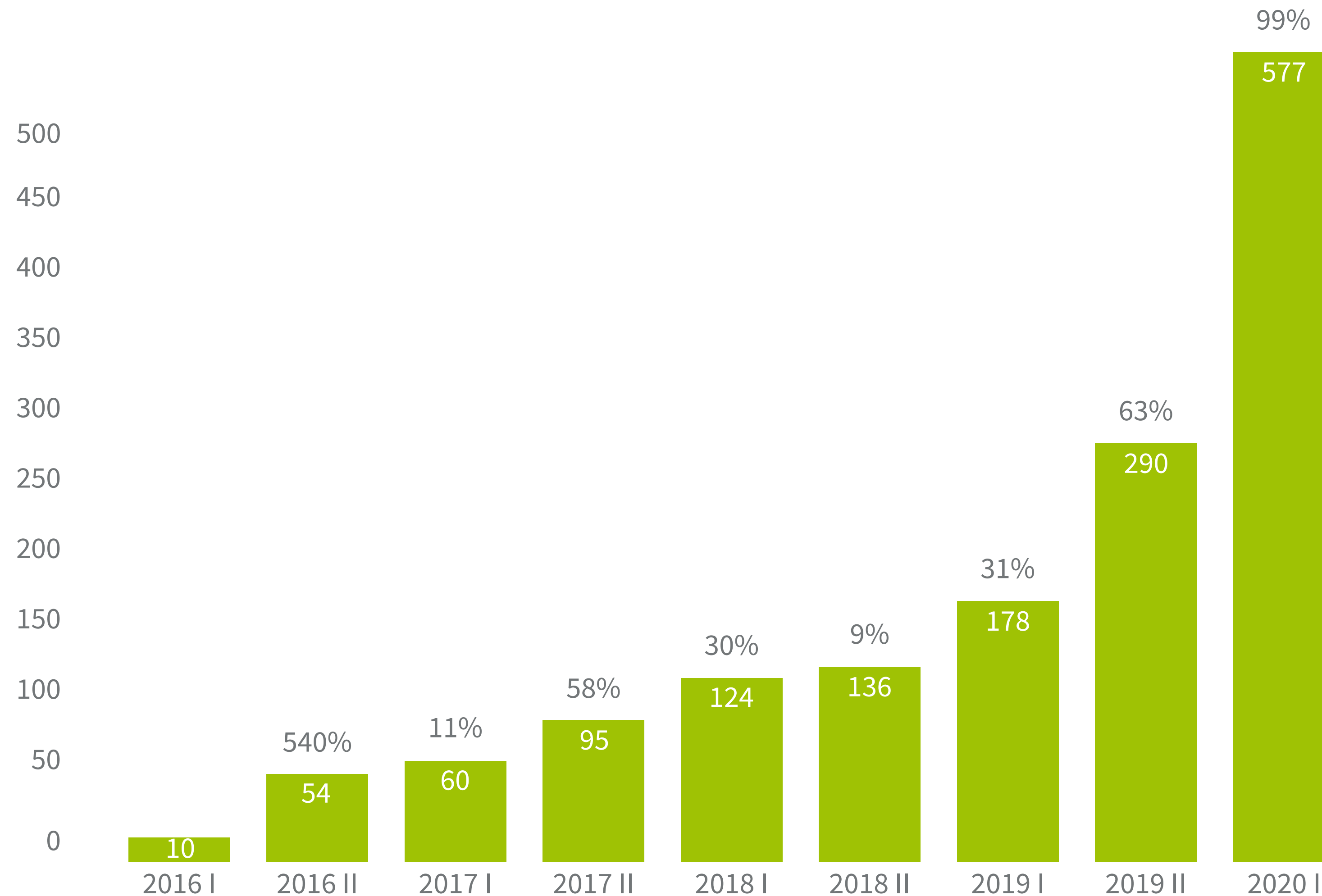
3,1% POLISH SCHOOLS IN LEM

Until July 2021, 649 schools participated in the League of Extraordinary Minds. It constitutes 3.13% of all Polish primary, secondary and technical schools.



INCREASE IN THE NUMBER OF SCHOOLS IN LEM

6-month change in the number of schools participating in the League of Extraordinary Minds across Poland



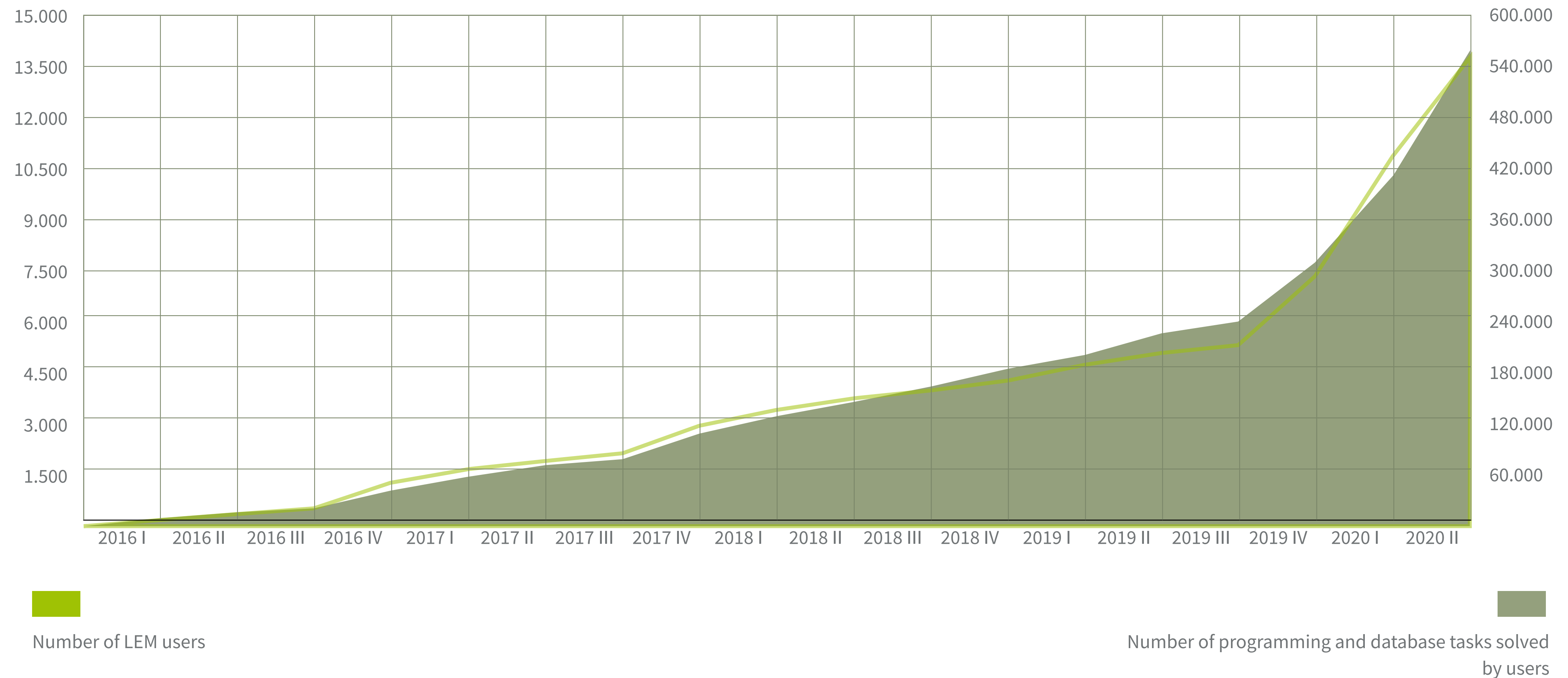
EDUCATIONAL CONTENT FOR SCHOOLS BASED ON THE CURRICULUM

Courses based on the curriculum of the Computer Science in the part concerning programming and using computers to solve problems are very popular among teachers and students.

We develop Python, C ++, SQL courses especially for use in school. When creating these materials, we cooperate with methodologists from teacher training centers.

USERS AND TASKS

Changes over time in the number of LEM users and the number of solved tasks on a quarterly basis



PLATFORM USERS

At the end of July 2021, 26,122 users were registered on the LEM platform. Below is the percentage of users from the presented groups.



PRIMARY SCHOOLS

students

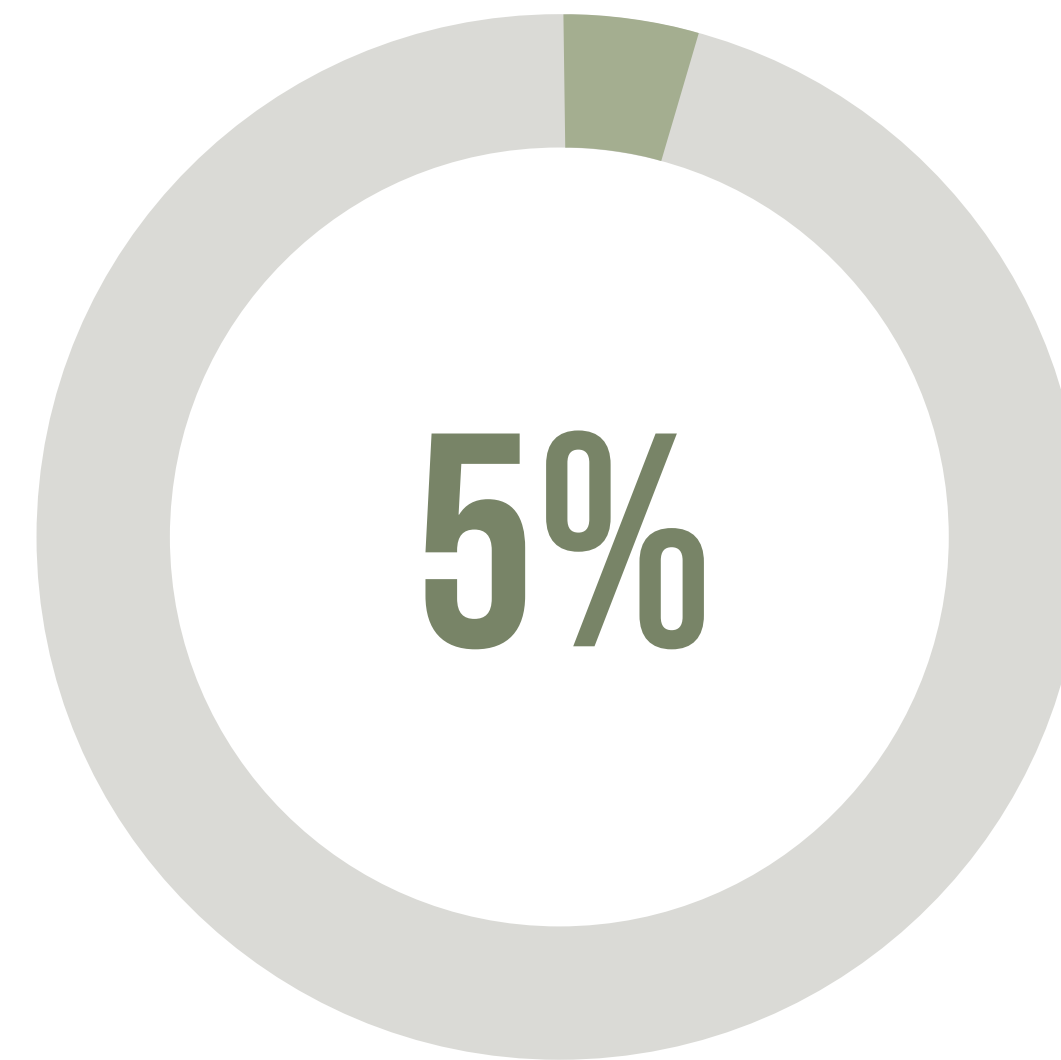
359 primary schools are registered on the platform



HIGH SCHOOLS

students

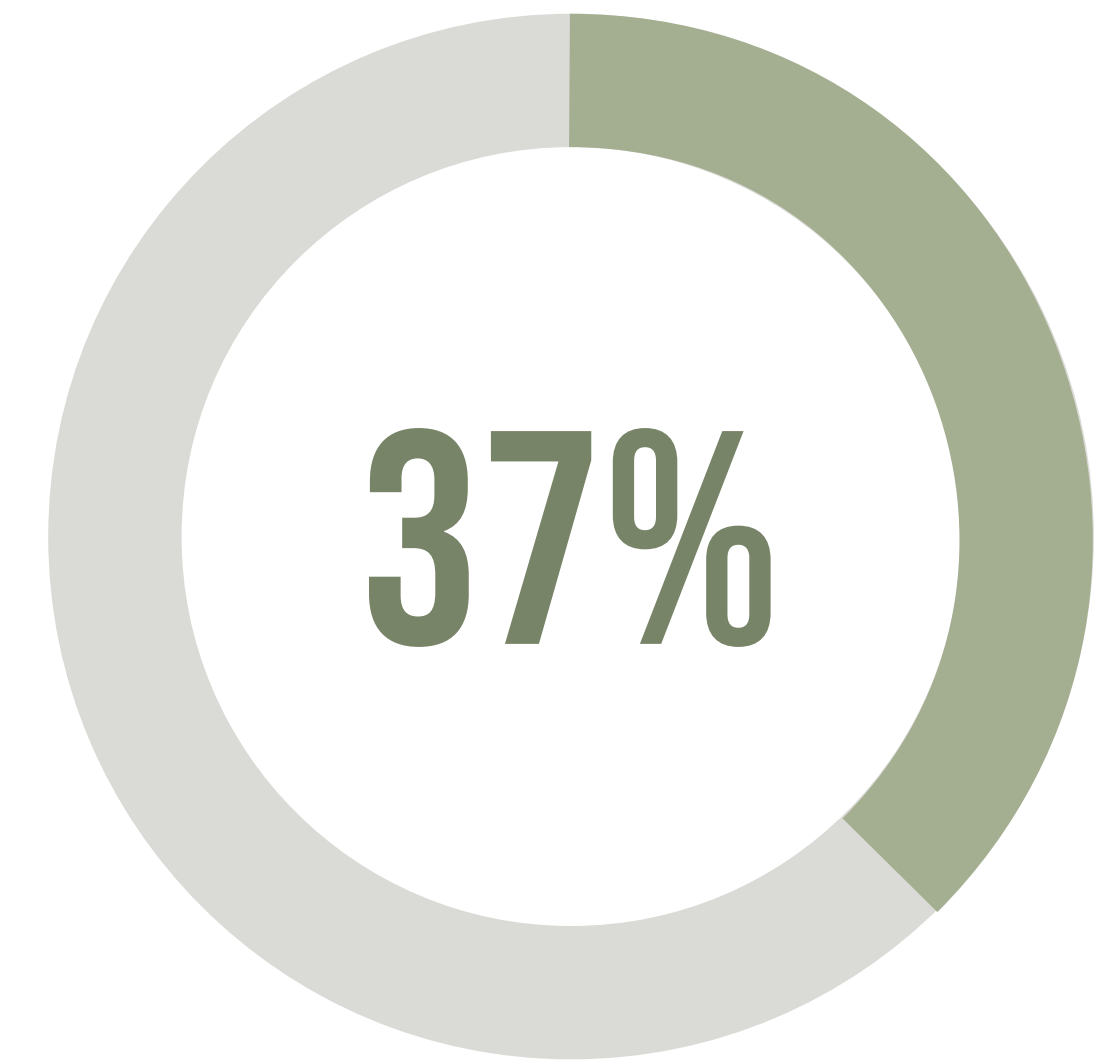
290 high schools are registered on the platform



TEACHERS

from all schools

Including librarians running coding clubs



OTHERS

in total

individual clients

635%

LEM DURING A PANDEMIC

Increase in tasks performed during the school closure period due to the pandemic compared to the same period in 2019



The LEM platform in general education

Special activities of the foundation during a pandemic

01

Unlocked Licenses for students

We have suspended the limits of available licenses in all participating schools

02

Test accesses for new schools

We admitted new schools free of charge on a testing basis from the beginning of the pandemic to the end of the summer holidays

03

Python for schools accessible to everyone

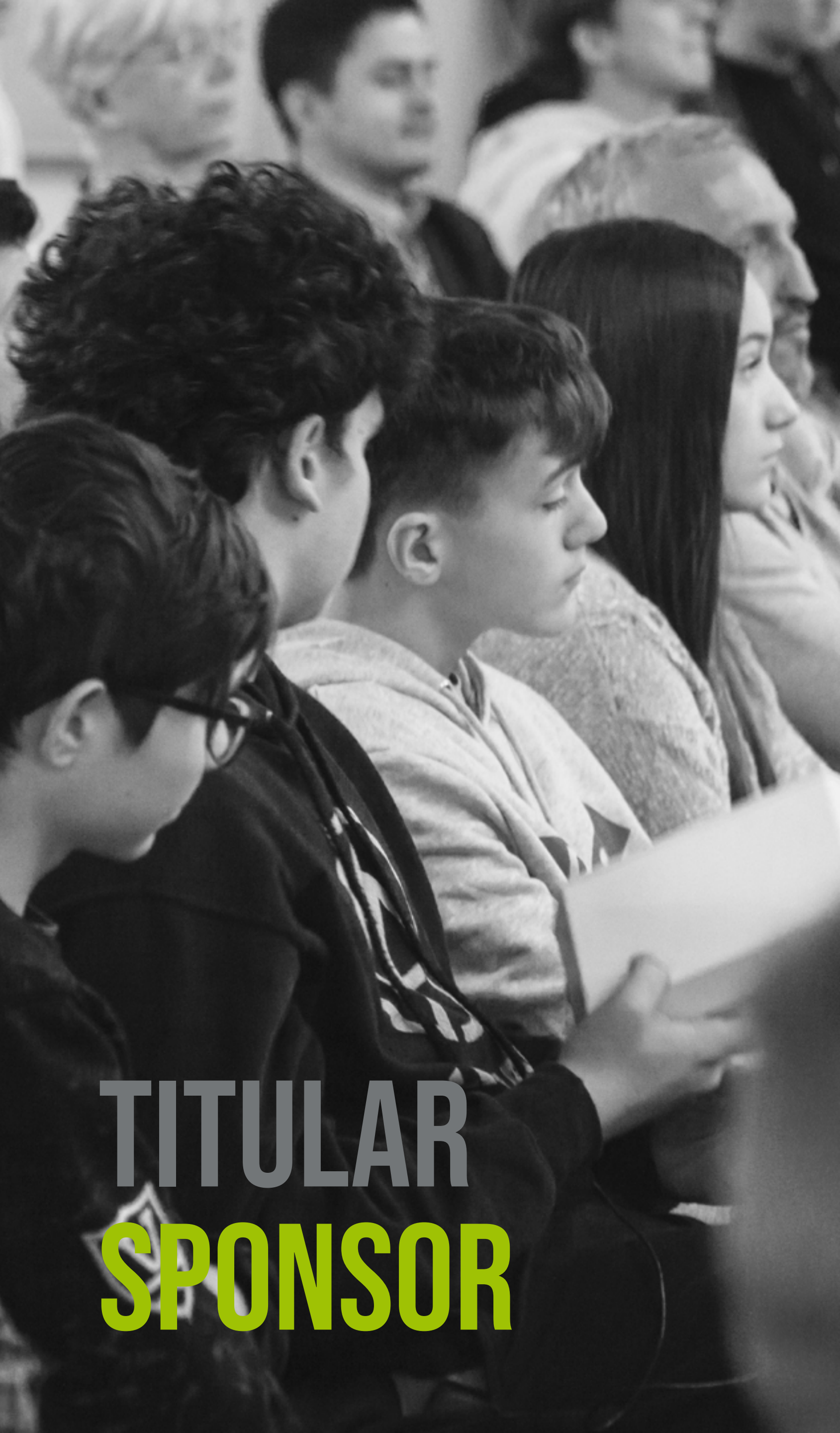
to make it easier for students all over Poland to learn remotely, without having to register the school



LET'S ACT TOGETHER

Proposals for sponsorship and joint educational activities

CORPORATE SOCIAL RESPONSIBILITY



ANNUAL LEAGUE EDITION

League of Extraordinary Minds by ...

We organize the entire annual edition of the League under the patronage of the titular sponsor. The patron's logo appears as a permanent graphic element on the LEM platform, as well as on all other electronic and printed materials, including on the foundation's website, social media profiles, banners made available to partners as part of joint projects, leaflets, etc.



Patron's logo on all materials

TITULAR SPONSOR

WE CAN DO MORE TOGETHER

We will allocate additional funds to statutory activities.

We will agree with the sponsor how to use the funds provided for the implementation of the statutory activities of the foundation as part of a given edition of the League, including we will provide free participation in the League to 500 new schools with unlimited access to courses based on the curriculum, we will implement programming competitions, create thematic missions, and train teachers.



TITULAR SPONSOR

Media service for the nationwide edition of the League according to a jointly developed strategy.

1

MARKETING MATERIALS

We prepare professional marketing materials related to the project

2

START

We announce the start and details of the League's edition at a joint press conference

3

MEDIA

We allocate 15 percent of the funds obtained from the sponsor to the promotion of the project

4

GALA

We end the project with a gala with a summary and awarding of prizes to participants from all over Poland

LOCAL SPONSOR



Annual edition of the League in the region / town

We allocate the funds obtained from the sponsor to join all schools from a given region in the League. Each school obtains a Premium license package for its students, sufficient to run an IT club with the support of the foundation's consultants and unlimited access for all students to courses based on the curriculum. We train teachers in the use of the platform.

The sponsor's logo is a permanent graphic element on the LEM platform for all users participating in the regional project.

PROJECT SPONSORSHIP

Support and become a patron of any of the Foundation's activities in the field of digital education. The financial support of the foundation in the implementation of its statutory goals is the basis for appropriate deductions from tax income.



BIG BIT GIRLS!

Help us attract more women to the IT industry. Together, we can teach programming to an additional 500 students from all over the country.



KODUJ_PRO

Provide libraries to participate in the League, so that the inhabitants of - especially smaller - towns have access to modern digital education.



HACKATHON

Let's organize a stationary, interschool programming competition for 10 teams from all over Europe, preceded by interesting lectures introducing the competition issue.



ONLINE MISSION

We will design and conduct an individual online programming competition in the form of a mission on an agreed subject. The competition will be open to all interested students.

PROMOTION OF PROJECTS

STANDARD ACTIVITIES



BE WITH US
AT IMPORTANT EVENTS



WE PROVIDE
FOR ALL ACTIONS



SOCIAL MEDIA

we report on the course of all actions on our profiles and on the website



FAIR

we present all projects in various forms at education and technology fairs



PRESS, RADIO, TV

we share information about our activities through local and national media



THANK YOU!

Let's meet, let's talk about the details.

WWW.T-LEM.COM

 **THE LEAGUE OF
EXTRAORDINARY MINDS**