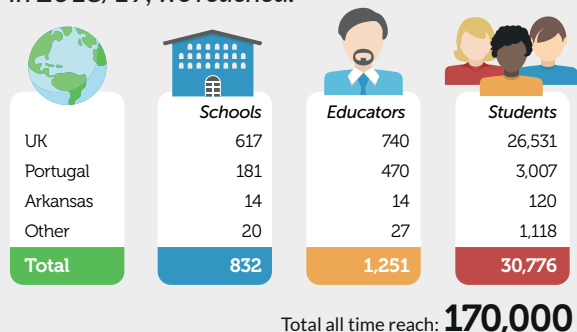# Apps for Good
Impact in 2018/19

The future young people are facing is complex and ever-changing. We're preparing young problem solvers to harness the opportunities of the digital age and be active and aware citizens contributing to making the world a better place.
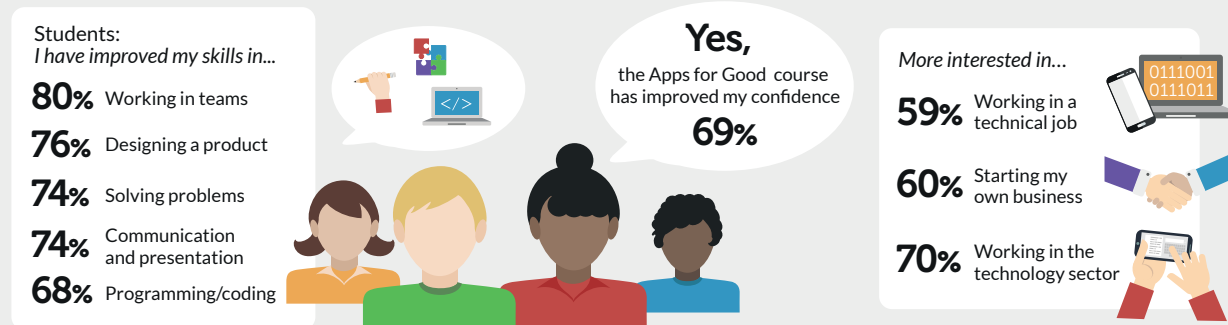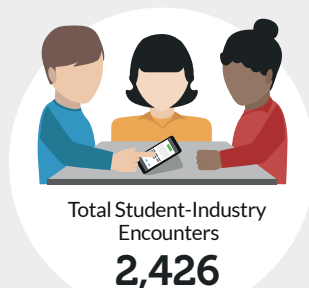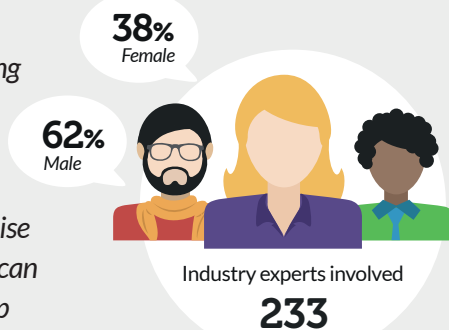
In 2018/19, we reached:

	Schools	Educators	Students
UK	617	740	26,531
Portugal	181	470	3,007
Arkansas	14	14	120
Other	20	27	1,118
Total	**832**	**1,251**	**30,776**

Total all time reach: **170,000**

We believe technology should be an enabler for all, rather than reinforcing existing barriers.

68%
Schools in challenging circumstances (UK only)

52%
Girls

Our courses teach students about new technologies while equipping them with the problem solving, creativity and teamwork skills needed.

Students:
I have improved my skills in...

80% Working in teams
76% Designing a product
74% Solving problems
74% Communication and presentation
68% Programming/coding

Yes,
the Apps for Good course has improved my confidence
69%

More interested in...

59% Working in a technical job
60% Starting my own business
70% Working in the technology sector

We build partnerships with forward-thinking companies, facilitating high quality interactions between employers and students to bridge the gap between the classroom and industry, enabling young people to realise their potential and see how their skills can transfer. Our programme aligns with up to four of the Gatsby benchmarks.

38%
Female

62%
Male

Industry experts involved
233

Total Student-Industry Encounters
2,426

Our programmes boost the confidence of educators who are keen to explore new technologies in their school, but are unsure how or where to start.

Educators: *I am confident in...*

98% Teaching problem solving to my students
94% Teamwork activities in my classes
87% My teaching methods

82% Teaching product design skills to my students
78% My programming ability
76% Teaching programming to my students