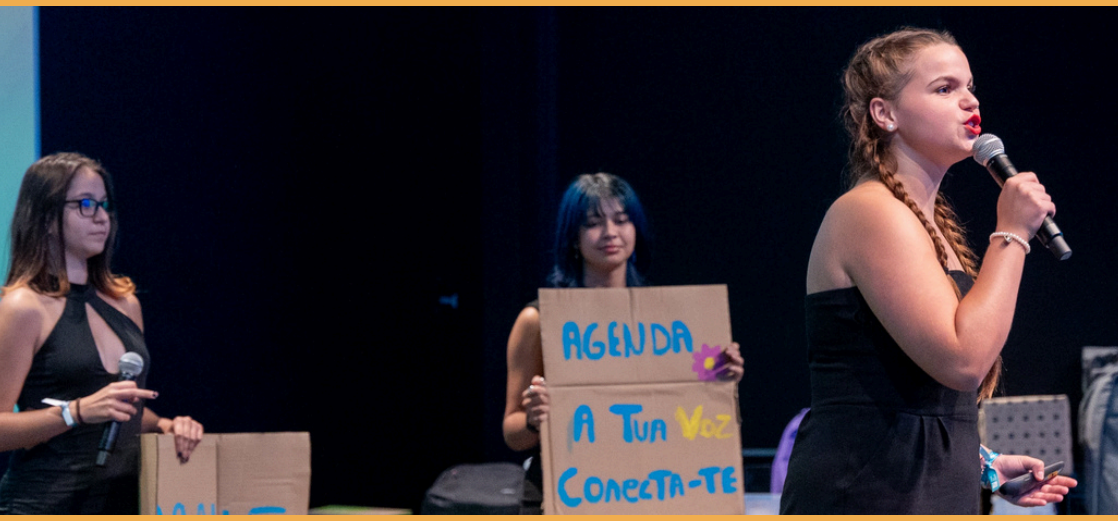
Apps for Good

IDEAS THAT CHANGE THE WORLD



Education, Innovation and Citizenship

The 11th Edition of Apps for Good showed how ideas take shape when creativity, technology and collaboration are combined.

From schools to universities, from mainland Portugal, the Azores and Madeira to the world, teachers and students created real solutions and developed skills for the future.

A community in constant growth and innovation challenges everyone to take part in the next edition.

Throughout the school year, Apps for Good promotes experiences that turn ideas into solutions, with the active participation of teachers, students, experts, principals and the school community.

158 PARTICIPATING SCHOOLS

- **69% had already participated in previous editions**, suggesting continuity and recognition of the program's value.
- **79% of schools implemented the program within the curriculum**, showing its integration into study plans.

337 TEACHERS

- **53% of these teachers had already participated more than once,** reinforcing their commitment and familiarity with the methodology.
- Notably, **51% of teachers worked with students with Special Educational Needs (SEN),** highlighting the program's inclusiveness.
- Additionally, **59% came from non-technological subject areas**, underlining the interdisciplinary nature of Apps for Good and its applicability in different contexts.
- On average, each teacher identified 4 of their students (40% of Apps for Good students) as benefiting from social action.

3207 STUDENTS

- Female participation was significant, with **42% of students being girls**.
- In terms of teaching **modality, 65% attended regular education, 31% vocational education, and 4% adult education**, showing the diversity of the target audience.
- As for education level, **53%** were in **basic education** and **47% in secondary education.**

97% satisfaction rate

THE IMPACT THAT MATTERS

goes far beyond technology.
It's in the sparkle in the eyes of those who discover they can learn differently, in the confidence of those who teach to transform, and in the certainty that every participant

has the power to change the world.

This impact takes shape in numbers and real voices – data and testimonials that reflect the experiences of teachers and students and highlight the program's reach and how it transforms different communities.

IMPACT ON TEACHERS

The data reveal a predominantly positive impact on teachers who participated in the 11th edition, with 97% reporting a beneficial impact:

CONTRIBUTION TO STUDENTS' FUTURE

87% feel they contribute to a better future for their students.

IMPROVEMENT IN TEACHING METHODOLOGIES

84% report an improvement in their teaching methodologies, promoting innovation.

UNIQUENESS OF THE PROGRAM

84% state they do not know of any program similar to Apps for Good.

PROFESSIONAL INVOLVEMENT

78% report an improvement in their professional involvement at school.

COLLABORATIVE WORK

76% observe an improvement in collaborative work, both in their relationship with colleagues and with students.

IMPACT ON STUDENTS

91%

feel students are more prepared for the future.

A teacher describes the experience as “transformative”, where students “learned, evolved, and created with purpose.”

AI FOR GOOD

New Course

- **73%** of students increased their self-esteem
- **70%** acquired new technological knowledge and basic skills
- **70%** expressed the desire to develop their own project

“I met new people, had new experiences and learned to see the world from other perspectives.”

“It was an incredible experience: teamwork, problem-solving, and transforming ideas into real solutions with a positive impact. It was also an opportunity to develop technological and creative skills that will be useful in the future.”

- **SOFT SKILLS DEVELOPMENT**
  93% improved their soft skills, especially Teamwork and Creativity
- **COMMUNICATION SKILLS**
  93% improved their communication skills
- **STEAM SKILLS**
  92% developed new STEAM skills (Science, Technology, Engineering, Arts, and Mathematics)
- **ENTREPRENEURIAL SPIRIT**
  89% expressed the desire to develop their own project and showed increased entrepreneurial spirit
- **SELF-ESTEEM & CONFIDENCE**
  89% of teachers noticed an increase in students’ self-esteem and confidence

(Observed by Teachers)

“Apps for Good gave me the opportunity to develop practical skills in technology, teamwork, and real-world problem-solving.”

“Now I see the world from another perspective and I want to change something with technology.”

Student Testimonials

IMPACT ON SPECIFIC GROUPS

- **in Higher Education**
- **in Students in Prison Contexts**
- **among Girls**

HIGHER EDUCATION (UPCOMING EDUCATORS PILOT PROJECT)

Higher Education is taking its first steps in creating a new generation of future teachers using the Apps for Good methodology.

92%
satisfied with the program

- **+100 university students**
- 96% reported improvement in creativity
- 92% highlighted improvement in teamwork
- 88% of university students more motivated to teach

STUDENTS IN PRISON CONTEXTS

For this group, the impact is particularly relevant, with: **79% reporting increased self-esteem** and STEAM skills, **79% feeling more prepared for the future** and **71% increased creativity and desire to develop their own project**

The program brought a profound and significant change in this group, demonstrating its capacity for inclusion and social impact.

GIRLS

Significant improvements were observed among girls, with **74% improved teamwork, 72% improved technological skills and 71% improved soft skills and entrepreneurial spirit**

These specific data show that the program is particularly effective in developing key skills among girls, contributing to their empowerment in often underrepresented areas.

> "I experienced the type of teaching I want to promote in the future: creative, collaborative, and with real impact."

90%

of School Principals highlight that the program contributed to pedagogical innovation.

A prison institution director emphasizes:

"The program was an asset for Education for Rights and for strengthening the Social Responsibility of young inmates."

A university participant says:

"I experienced the type of teaching I want to promote in the future: creative, collaborative, and with real impact."

MOMENTS THAT MADE A DIFFERENCE

Highlights of initiatives and key events that expanded the program's impact and reach, both nationally and internationally, and in training new educators.

APPS FOR GOOD IN HIGHER EDUCATION WITH THE UPCOMING EDUCATORS PILOT PROJECT

This pilot project represents a significant milestone in creating a new generation of future teachers using the Apps for Good methodology.

Involved 5 Polytechnic Institutes and Universities
With +100 university students participating

APPS FOR GOOD

(GALICIA | MOZAMBIQUE | ANGOLA)

The 11th Edition marked the international expansion of the program with:

1st Regional Event - Galicia, with 3 schools, 17 teams, 7 teachers, 60 students, resulting in 2 finalist teams.

In **Mozambique and Angola**, 4 schools, 116 students, 10 teachers participated.

An Online Regional Event of Portuguese Schools Abroad, with one team reaching the final.

REAL WORLD & COMMUNITIES

The **Electronics for All Category** promoted the creation of technological solutions, receiving **27 applications, distributing 18 electronics kits to 11 schools, and resulting in 2 finalist teams.**

The **1st Online Fellows' Event was held.**

Each edition of Apps for Good involves a series of activities and main milestones, promoting meaningful meetings, challenges, and transformative experiences, where ideas take shape with everyone's involvement.

WHAT HAPPENED

11th EDITION 2024/2025

WELCOME SESSION FOR TEACHERS
85 teachers participated

APP START UP
10 teams, 10 teachers, 34 students, 2 intensive days

FACE-TO-FACE TRAINING FOR TEACHERS
In Lisbon, Maia, and Azores, with 41 teachers

INITIAL SCHOOL VISITS
64 schools, 214 teachers, 1,797 students, over 11,000 km traveled

WEBINARS
3 webinars (Idea Wheel, AI, and Pitch) with over 450 views

ONLINE TRAINING FOR TEACHERS
2 sessions, 82 teachers

7TH ANNUAL NINJA TEACHERS MEETING
11 teachers participated

OPEN DAY SYNOPSYS
11 schools, 54 students

FINAL SCHOOL VISITS
45 schools, 79 teachers, 592 students, over 5,500 km traveled

EXPERTS
196 Experts from various fields supported students throughout the program

REGIONAL EVENTS
5 meetings, 175 teams, 113 teachers, 571 students, 90 jury members

PITCH ACCELERATOR
28 finalist teams received direct support from partners to improve their pitch

FINAL EVENT
with the participation of the 28 finalist teams

PARTNERS, THANK YOU.
11th EDITION

Apps for Good is supported by the **Directorate-General for Education (DGE)** and **UNESCO**.

Apps for Good

33.651 students

1.197 teachers

866 schools

492 experts

Internacional Apps for Good

Don't throw me away just yet.
I'm more than just paper: take me with you and discover what I hold.

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www.cdi.org.pt/impacto