

Throughout the world, there are more than a hundred million children who have no access to schooling or basic education. Most of these children are in impoverished communities where attending a local school is too expensive (i.e., tuition, uniforms, books) or where there are no educational resources available whatsoever [1].

This lack of education in poor communities is a major problem as these communities continue to stagnate and remain poor. Education is critical to reducing poverty, improving health, and allowing the members of a community to rebuild itself and pull itself out of poverty [1]. No country has ever succeeded in eradicating poverty without educating its people. Not only is poverty reduced, but as people continue to be educated, wealth creation can begin [2].

In order to educate children, resources are needed such as teachers and learning materials. However, in poor communities, these resources may cost too much. There also may be no one in the community that is qualified to teach having grown up uneducated themselves. Without any place to even start, these communities sit still perpetuating a cycle of continuous uneducation.

A software system could be set up to provide educational materials and support to a community. The first part of the system would be a website where a group could register and have an initial curriculum set up for them. A database of groups would be maintained such that a group would have its curriculum modified and updated as it progressed. A large database of education materials would be kept and accessed by each group based on their current curriculum. This database could contain materials for the teacher if they are teaching the subject themselves or videos of someone teaching the course if they are unable. Materials for the children could include almost anything depending on the subject – sample animations for various science courses, printable multiplication tables, audio files, pdf versions of books, etc. Testing could be done on the website or test scores could be manually entered depending on how the test is to be administered. The scores would be stored in the group's database and used to further modify their curriculum.

The second part of the system would be a social site set up to allow groups to communicate with each other. Groups could share experiences and resources and help each other out. For example, if one group has a teacher who is good at math and another nearby group has a teacher good at science, they could arrange to swap teachers on certain days.

Providing educational resources and support through a simple web interface to an impoverished community allows them to educate their children and improve their community themselves. As these educated children grow they will put back into their community improving their quality of education and of life.

[1] "Education and poverty." , Global Village, 2006,
http://www.globalvillage2006.org/en/find_out_about/right_to_education/education_and_poverty

[2] "International Workshop on Education and Poverty Eradication Kampala." , UNESCO, 2001,
<http://www.unesco.org/education/poverty/news.shtml>