



MajuRo Project

“Empowering Children Through Digital Education for a
Brighter Future.”



Introduction



We are a husband and wife originally from the Netherlands, called to support underprivileged children in Indonesia by providing them with access to digital education. Through free computer lessons for children aged 6-12, we aim to equip them with essential skills for the future, ensuring they are not left behind in an increasingly technology-driven world. However, we believe that childhood should be more than just survival—it should be a time of learning, creativity, and play. That's why, in addition to digital education, we also want to create a safe space where these children can explore hobbies and express themselves through crafting and other creative activities. By combining education with a nurturing environment, we hope to empower them not only with knowledge but also with the joy of being children.



Background Project

Many underprivileged children in Indonesia lack access to computers and digital education, hindering their success in a tech-driven world. Public elementary schools often lack infrastructure and trained educators, while low-income families have limited technology exposure at home. This project aims to provide computers, structured digital education, and educator training, while also supporting children's overall development and social skills.



Project Objectives

1. Provide Access to Digital Education

- Equip underprivileged children with basic computer skills through a structured, needs-based learning program.

2. Improve Technology Infrastructure

- Provide computers and supporting devices in a safe and conducive learning environment for children.

3. Train Educators and Volunteers

- Offer training to teachers and volunteers so they can effectively and sustainably teach digital literacy.

4. Support Holistic Child Development

- Create a safe space for children to explore hobbies, be creative, and develop social skills through various creative activities.

5. Reduce the Digital Divide

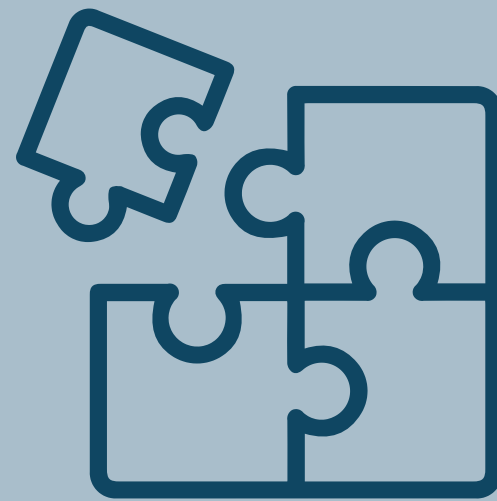
- Help children from low-income families stay up-to-date with technological advancements, providing them with greater opportunities for the future.
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Project Phases



Analysis Phase

- Conduct surveys
- refine objectives



Development

- Design the program
- Secure resources



Implementation Plan

- Establish learning centers
- Reflections

Analysis phase

- Conduct surveys and assessments to understand the digital education needs of underprivileged children and identify key challenges.
- Gather data on existing infrastructure, access to technology, and educational gaps in target communities.
- Engage with local stakeholders, including schools, parents, and community leaders, to collect insights and ensure program relevance.
- Refine project objectives based on survey results and feedback

Check our survey:



Development

- Design a structured digital education curriculum tailored to different age groups, covering basic computer skills, coding, digital literacy, and online safety.
 - Establish partnerships with educators, volunteers, and organizations to support program implementation.
 - Develop training programs for teachers and volunteers to effectively deliver digital education.
 - Secure necessary resources, including computers, internet access, and learning materials, for program delivery.
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Implementation phase

- Set up learning centers and equip them with the required technology and educational materials.
 - Launch digital education programs, ensuring accessibility for underprivileged children.
 - Conduct regular training sessions for educators and volunteers.
 - Monitor student progress and gather feedback for continuous improvement.
 - Evaluate program impact through assessments and adapt strategies based on findings.
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Participant Categories

- Gradeschooler: 6-12 yrs
 - Low socio-economic status
 - Living with Parents (proof by Family Card - Kartu Keluarga)
 - Registered in the system (having a birth certificate)
 - Reside within 2km of MAJURO House
 - Healthy physically and mentally (in relation with no in-house therapist or health practitioner(s))
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MAJURO HOUSE

- East Jakarta (Jatinegara district) - or a district with most eligible survey participants
 - A safe house for children to receive computer lessons
 - Colourful and playful furnitures & decorations
 - Enough room / area for children to learn & play
 - Motivating creativity
 - Healthy Snacks & Drinks
 - Inclusive (not limited by race or religions)
 - Supportive supervisors
 - Let Children be children
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Colour code

soft pastels to create a home-like, comfortable atmosphere



Interior Design

- Soft pastel colors to create a comfortable and homely atmosphere.
- Ergonomic, child-friendly furniture with playful and engaging designs.
- Ample open space for both learning and play activities.
- Good natural lighting with large windows to provide bright light and fresh air.
- A dedicated creativity area, such as tables for crafting and a chalkboard.
- Walls decorated with educational and inspiring artwork to stimulate children's imagination.
- An inclusive and welcoming space, with easy access for all children, including those needing special attention.
- Cozy relaxation corners with bean bags or large cushions for children to unwind.
- Fully equipped computer sets in the learning area, with safe and accessible devices for the children.



Activities



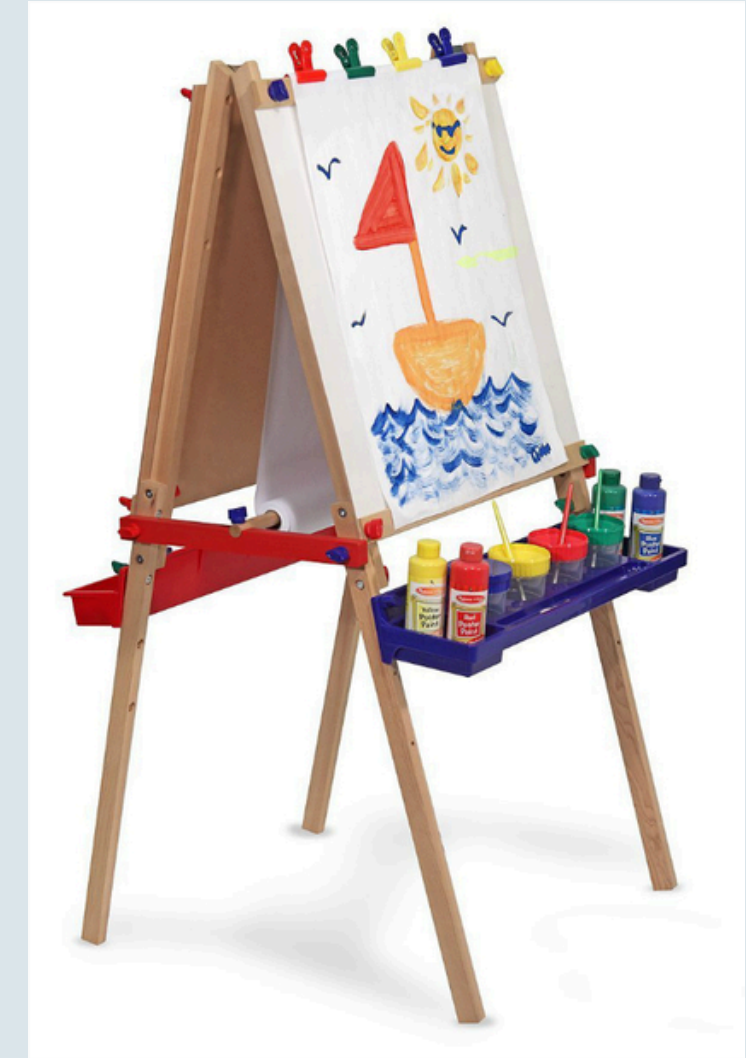
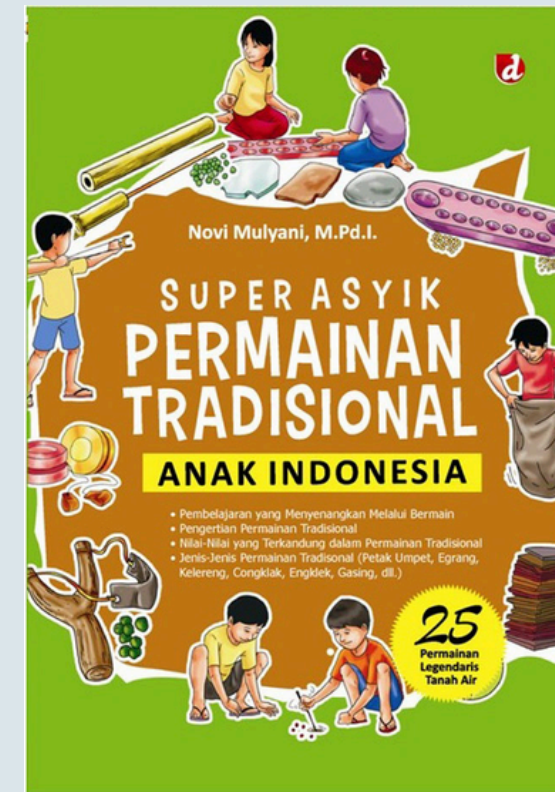
Facilities

- MIN. 10 SETS COMPUTER
 - EXCELLENT COMPUTER LESSON
 - A COMFORTABLE PLACE TO DO A HOBBY
 - CHILDREN FURNITURE
 - ART SUPPLIES
 - CHILDREN TOYS - LOCAL TOYS
 - LOCAL BOOKS
 - TRADITIONAL ARTS SUCH AS WAYANG AND BATIK
 - STATIONARIES
 - MUSIC INSTRUMENTS
 - HEALTHY SNACKS & DRINKS
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What we need?

- PRAYER (CONSTANT)
 - RESPONDENTS FOR THE SURVEY
 - CONNECTION WITH SCHOOL
 - CONNECTION WITH LOCAL CHURCHES
 - CONNECTION WITH LOCAL IT COMPANIES
 - LOCATION FOR MAJURO HOUSE
 - VOLUNTEERS FOR THIS PROJECT
 - FULL- AND PART-TIME EMPLOYEES
 - COMPUTER TEACHERS (PART-TIME)
 - PARTICIPANTS FOR THE PROJECTS
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What we need?



Source:

BPS-Statistics Indonesia Jakarta Timur Municipality. Jumlah Sekolah, Guru, dan Murid Sekolah Dasar (SD) di Bawah Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi Menurut Kecamatan di Kota Jakarta Timur, 2023/2024. Retrieved on April 7, 2025, from <https://jaktimkota.bps.go.id/en/statistics-table/3/VWtKTmFFbDZaSFJWWVhOYU16WmhaRzICYIM5Wlp6MDkjMw==/number-of-schools--teachers--and-pupils-in-primary-schools-under-the-ministry-of-education--culture--research--and-technology-by-subdistrict-in-jakarta-timur-municipality.html?year=2023>

[BPS-Statistics Indonesia Jakarta Timur Municipality. Penduduk, Laju Pertumbuhan Penduduk, Distribusi Persentase Penduduk Kepadatan Penduduk, Rasio Jenis Kelamin Penduduk Menurut Kecamatan di Kota Jakarta Timur, 2020. Retrieved on April 7, 2025, from https://jaktimkota.bps.go.id/en/statistics-table/3/V1ZSbFRUY3ITbFpEYTNsVWNGcDZjek53YkhsNFFUMDkjMw==/population--population-growth-rate--percentage-distribution-of-population--population-density--and-population-sex-ratio-by-subdistrict-in-jakarta-timur-municipality.html?year=2020](https://jaktimkota.bps.go.id/en/statistics-table/3/V1ZSbFRUY3ITbFpEYTNsVWNGcDZjek53YkhsNFFUMDkjMw==/population--population-growth-rate--percentage-distribution-of-population--population-density--and-population-sex-ratio-by-subdistrict-in-jakarta-timur-municipality.html?year=2020)



Thank you

