IPTI

ACTIVITIES
REPORT *2022*

Awaken the creative and transformative role of people so that they can make a difference in their community, in Brazil and in the world.
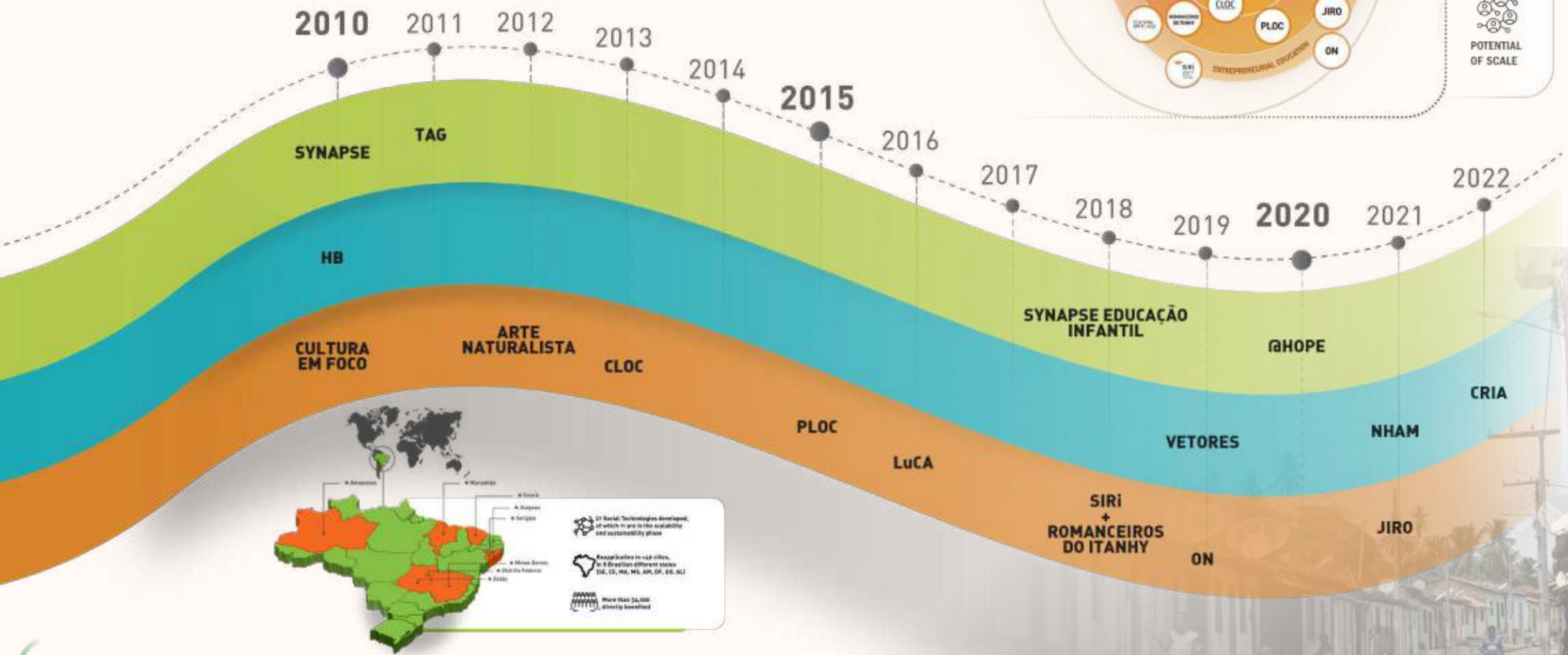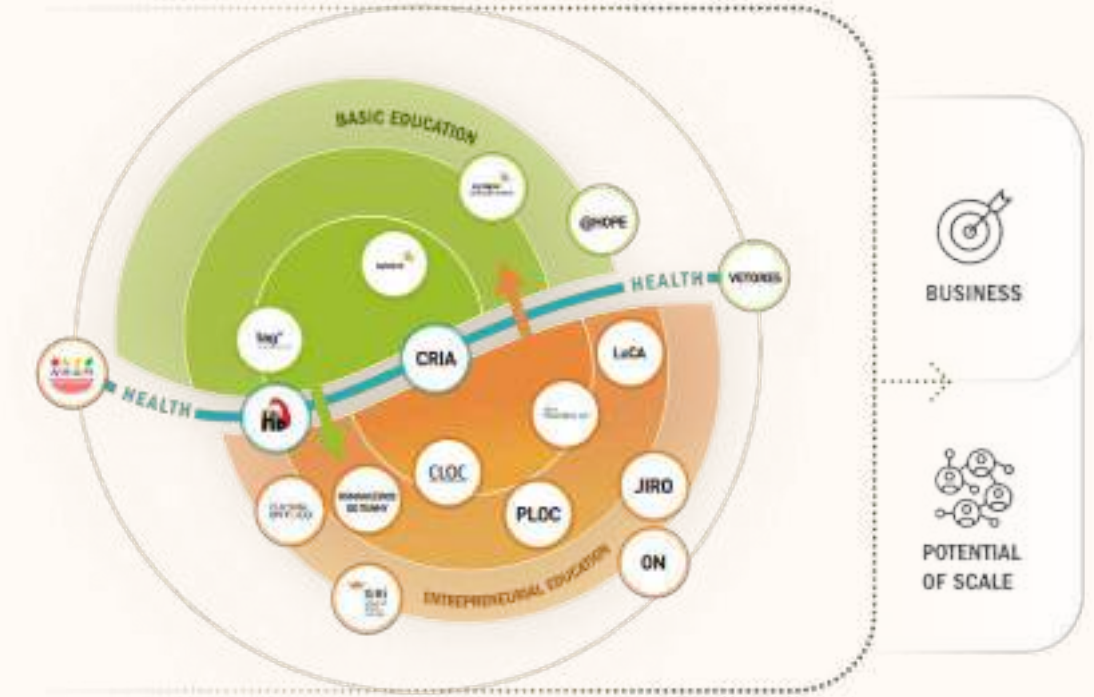
IPTI

INDEX

THE HUMAN PROJECT
Our model to overcome the poverty trap

The Human Project is a model of how art, science, technology, and society can promote prosperity in underestimated regions through the development of human capital, revealing people's creative and entrepreneurial potential so that they can become protagonists of change. On the other hand, The Human Project is a case of inspiration and reference on how private social investment can generate efficient and sustainable social transformation.
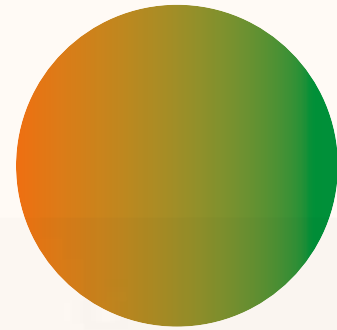
The model is based on an incremental and systemic process of constructing Social Technologies to face the main factors that contribute to the poverty trap, focusing on the areas of basic education, entrepreneurial education, and basic health.

THE SOCIAL TECHNOLOGIES DEVELOPED BY IPTI DIALOGUE
AND THEY ARE BROADLY INTEGRATED WITH THE VARIOUS ODS's

IPTI
AND THE SERGIPE GOVERNMENT

NEW IDEAS TO REDUCE INEQUALITIES AND GENERATE SOCIAL DEVELOPMENT.

Arquivo pessoal

" The word that defines the year of 2022 is restart. After a challenging period, as a result of the coronavirus pandemic, it was possible to give continuity to the developed plan; now, again, in person. During this time, new work alternatives were elaborated in the name of science, technology, and innovation, so that the benefited community and the projects that were built over the years were not affected. These are the precepts that the state government, with the state's economic development, and science and technology secretariat, shares with IPTI.

During the year, SEDETEC was able to act as an intermediate of new relations between IPTI and businesses installed in the state, aiming to become future partners in projects already functioning or in the creation of new ones, consolidating Santa Luzia do Itanhy as a reference in the state or even national level when it comes to constructing and improving Social Technologies.

A new cycle begins and, with it, hope for renovation, always aligned with the main mission to enable solutions that transform lives in Sergipe. We believe that next years' challenges will be even bigger; however, we will spare no effort in reaffirming our commitment to IPTI and Sergipe's people.

JOSÉ AUGUSTO PEREIRA DE CARVALHO
STATES SECRETARY OF ECONOMIC DEVELOPMENT, SCIENCE AND TECHNOLOGY

RETURNING
TO NORMALITY
IN AN ATYPICAL
YEAR

SCAN THIS CODE WITH YOUR SMARTPHONE AND ACCESS THE REPORT FROM PREVIOUS YEARS.

Arquivo pessoal

" During 2022, we resumed all projects' in-person activities. Little by little, we learned how to deal with the new scenarios of a world still facing a pandemic, but with the number of cases and deaths related to COVID-19 diminishing over the months and remaining at a low level. We believe the end of the pandemic is approaching!

It was an atypical year because we tried to return to normality with the men's soccer World Cup and presidential elections going on in Brazil, which meant a year in which general attention was dispersed among passions and polarizations, attributing expectations over how the next times will be.

At the same time, we kept believing in our purpose of awakening people's creative and transformative role, so that they can make a difference in their community, in Brazil, and the world. We kept focusing on consolidating our model of human development, The Human Project, and we looked forward to the first results of the census conducted by IBGE this year so that we could have access to an updated overview of the places we act on, which continuously increase in numbers.

We were able to broaden Synapse Educação Infantil's (one of our educational programs) activities, beginning to escalate it to 4 more municipalities in Sergipe, as well as we ampliated our actions in Fortaleza (CE) and Juazeiro (BA) with Ed-Mundo, a project that reapplies CLOC and ON, and we also took TAG to some municipalities in São Paulo and Rio de Janeiro.

We also organized the "Utopia Pragmática" (Pragmatic Utopia) event in São Paulo, a special week of expositions and very inspiring discussions among invitees and some representatives of the projects' young participants.

The activities of CRIA (Cultivate and Raise Infancy Awareness), a new and challenging project that aims to promote adequate conditions for maternity and paternity in early childhood, gained substance in Santa Luzia do Itanhy, raising more and more awareness among participants and the community itself.

We ended 2022 formalizing a great joint effort - both public and private - around quality literacy. Through this, starting in 2023, we will increase the number of municipalities that benefited from Synapse and TAG in various Brazilian states.

Therefore, I hereby conclude by sincerely thanking all supporters, donors, partners, and sponsors, from the ones mentioned in this report to those who prefer anonymity, who join us in the mission of making a difference in communities, Brazil, and the world! You make all these actions possible!

Thank you very much!

RODRIGO DE MAIO ALMEIDA
PRESIDENT
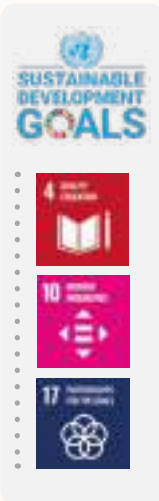
synapse

Synapse is a Social Technology in the area of basic education, aimed at promoting the improvement in the quality of teaching and learning Portuguese and Math to elementary school students in Brazilian public schools.

To achieve the intended efficacy, Synapse's pedagogic methodology was developed in a participative manner for 5 years (2010-2015), associating the knowledge of neurosciences with the cognitive process of children's learning and the classroom experiences of Santa Luzia do Itanhy's public school teachers.

Through that, Synapse's methodology adopted two important pillars: the contextualization of teaching inside students' realities and the construction of learning objectives. That way, it tends to guide and support teachers in the process of elaborating class plans and teaching necessary contents, as well as makes assimilating new concepts easier for students, as the knowledge is associated with their day-to-day elements.

During the three following years, Synapse tested and validated its methodology, reapplying the Social Technology to other municipalities in Sergipe. As a result of this work, Synapse currently has pedagogic resources such as the Caderno Pedagógico (pedagogic notebook) and the Caderno de Plano de Aula (class plan notebook) to support teachers; the Plataforma Digital (digital platform), containing contents and activities for students to access through tablets; and Materiais de Apoio Pedagógico - MAP (pedagogic support resources), which are ludic resources to be used in the classroom by teachers.

In 2019, Synapse accomplished its first reapplication to another state, achieving the state of Maranhão. In 2021, Synapse also took its methodology to Ceará and Minas Gerais, totalizing four benefited states.

In 2022, despite the psychological distress of teachers and students after the pandemic and the challenges it presented to learning, Synapse continued with its teachers' training in the achieved states. In addition, along with teachers, Synapse was able to revise and improve pedagogic notebooks, adjusting to newly identified needs in classrooms and building new support resources.

INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

- SYNAPSE EI
- TAG
- HB
- NHAM
- ARTE NATURALISTA
- CLOC

rede synapse

REDE DE PROFESSORES SYNAPSE (RPS) SYNAPSE TEACHERS' NETWORK

Created in 2019, RPS is an entrepreneurial initiative of literacy teachers that use Synapse as a Social Technology, aiming to promote quality basic education to all children in a long-term perspective, minimizing the problem of continuity in public policy actions.

To be the main national reference in literacy by 2025, RPS was built by committed teachers who continuously construct, apply, evaluate, and improve an innovative methodology, adequate to the reality of Brazil's education.

In 2020, intending to bring Brazilian society's attention to the cause of literacy and public school teachers' efforts, RPS partnered with IPTI, Vixe Filmes, and Artplan to create the "Abaixo Não-Assinado" campaign. It can be accessed through the following link:

https://vimeo.com/466006573

## PROJECT NUMBERS

- 4 benefited states;
- 211 directly benefited teachers;
- 4220 indirectly benefited students.

NEXT CHALLENGES

- To begin the methodology's formative process in 11 more municipalities, located in 2 new Brazilian states;

- To consolidate RPS's sustainability and autonomy in the long term;

- To continue following and engaging teachers who already went through Synapse formations.
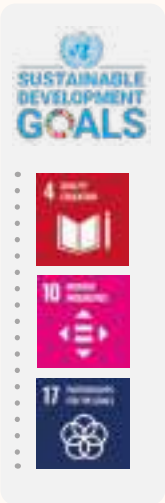
synapse
EDUCAÇÃO INFANTIL

The Synapse Educação Infantil Social Technology has as its goal children's integral development and the improvement of children's education through pedagogic practices related to cognitive and non-cognitive abilities. Beginning in 2018, Synapse EI was constructed in alignment with Synapse, in a way that students would enter elementary school in more adequate conditions and would perform better in the process of literacy.

Synapse EI's methodology is based on the overview of the main hardships encountered in classrooms, the elaboration of activities' plans, and the systematization of schools' educational reality. This is done through a participative process, bringing Santa Luzia do Itanhy's teachers into the picture. Still, during 2018, there were formative meetings with teachers regarding Waldorf Pedagogy, which would help define the strategy for constructing pedagogic resources in 2019.

That way, in 2019, the first versions of both the Caderno Pedagógico (pedagogic notebook) and the Planos de Aula (class plans) were elaborated to each age group in children's education, aligned to the BNCC (Base Nacional Comum Curricular - National Common Curricular Basis) and Sergipe's curriculum. In addition, to help teachers in the development of ludic and immersive activities, two MAPEIs (Materiais de Apoio Pedagógico para a Educação Infantil - Pedagogic Support Materials for Children's Education) were developed.

In 2020, the limitations that stemmed from the pandemic demanded some adaptations regarding the Social Technology, transferring its activities to the virtual format. This experience allowed the team to identify vital issues that affected teachers, such as anxiety, stress, self-consciousness, and low self-esteem regarding their role. To face that, Synapse EI started to develop a particular work with teachers on self-perception and self-value, joined by psychological support.

INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

- SYNAPSE
- TAG
- HB
- NHAM
- ARTE NATURALISTA
- CLOC
- CRIA

By the end of the year, the collaborative process culminated in the elaboration of the Caderno de Planejamento's (planning notebook) second version, the construction of four MAPEIs, and the development of a contact network for the schools' community, composed of 4 digital magazines and a channel in YouTube (with 48 videos). All these tools were very important in the process of appropriating the methodology by the teachers themselves.

In 2021, Synapse EI resumed its in-person activities, continuing formations and reaching 2 more schools.

In 2022, this Social Technology gained scalability, reapplying its methodology in schools from Campo do Brito, São Miguel do Aleixo, Santa Rosa de Lima, and Nossa Senhora de Aparecida. This experience allowed the improvement of reappliers Lícia Muniz and Nataly Almeida, teachers from Santa Luzia do Itanhy who had their potential revealed during the methodology's development and contributed to the validation and improvement of Synapse EI's reapplying model.

PROJECT NUMBERS

- 4 benefited municipalities;
- 713 new benefited students;
- 50 new benefited teachers;
- 42 new benefited schools;
- 2 formed reappliers.

NEXT CHALLENGES

- To apply Synapse EI as a Social Technology in all children's schools in Santa Luzia do Itanhy;

- To apply Synapse EI as a Social Technology in CAIC Coronel José Sizino da Rocha school, located in Laranjeiras;

- To align Synapse EI's actions to CRIA and Romanceiros, as well as the RPS.
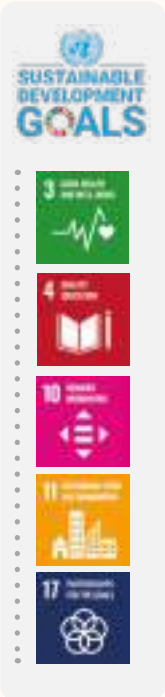
Social Technology TAG consists of a free computerized system that aims to integrate the management of education, health, and social assistance information in a municipality, therefore allowing the systemic monitoring of youth development.

To better adapt to the reality of small Brazilian municipalities, TAG works both on and offline, allowing synchronization through pendrive, data storage in clouds, and reach of rural areas that struggle to access the internet.

Created in 2016, TAG's first version only encompassed school management, with functionalities such as registering students, teachers, grades, and attendance, as well as controlling meals, automatization of class plans, and the emission of reports. Besides, TAG already included gadgets for supporting the management of Bolsa Família and was integrated into the EducaCenso system, MEC's, SIAE's, and SEED's (educational sphere), allowing students' data conservation even if they switched schools. Currently, TAG is the only system recognized by the Ministry of Education as an educational technology in the area of school management.

To further improve its system, TAG then integrated health and social assistance data, allowing the establishment of data crossing and an improvement in supporting public managers and their decisions.

In health, TAG acts along with Hb as a Social Technology, monitoring the diagnosis and the fight against iron deficiency anemia in schools, including identifying nutritional problems such as obesity and malnutrition among students.

In social assistance, TAG offers computerized management to CRAS (Centro de Referência da Assistência Social - Social Assistance Reference Center), to the guardianship council, and CMDCA, allowing the management of information about the municipalities' referenced families and of services offered daily.

In terms of scalability, TAG had its first reapplication in public schools in Boquim, then expanding to 9 more municipalities in the Baixo São Francisco region. In 2019, TAG accomplished its first reapplication in another Brazilian state (Bacabeira, Maranhão).

INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

SYNAPSE

SYNAPSE EI

HB

NHAM

CLOC

This year, TAG also provided technical improvements to the system's interface, working on the usability via mobile, optimizing screens, and improving navigation, thus making it easier to access through tablets and smartphones.

During 2022, TAG took an important step towards expanding as a Social Technology, supported by Petrobrás in order to be reapplied in the states of São Paulo and Rio de Janeiro, and already preparing to reach the states of Rio Grande do Norte and Espírito Santo. The goal for 2023 is to reach a total of 14 new municipalities. In addition, TAG was contemplated by the matchfunding between BNDES (Banco Nacional de Desenvolvimento Econômico e Social - National Bank for Economic and Social Development) and private partners, which will take the Social Technology to 36 more municipalities by 2024.

Also focusing on the technology's improvement, TAG developed elements in 2022 such as an electronic journal functionality (offered for a pilot test), which allows teachers to register attendance, grades, and class plans directly on the system. 2022 also brought the development of CÓRTEX, a hardware capable of operating as the "brain" of all data processing, on and offline, collecting information from devices with access to TAG through a local network and sending it to a municipality's educational database. The goal here is to overcome the barriers of internet disconnection, faced by many Brazilian schools.


PROJECT NUMBERS

• 21.406 new students added to the database;

• 75 new schools participating;

• 2 new municipalities were included.

NEXT CHALLENGES

• To apply TAG, by 2023, to 14 municipalities in the states of Sergipe, São Paulo, Rio de Janeiro, Rio Grande do Norte and Espírito Santo through the partnership with Petrobrás;

• To apply TAG, by 2024, to 36 municipalities, through the matchfunding with BNDES;

• To make TAG mobile available, with the electronic diary device for teachers;

• To integrate TAG with state systems through APIs (Application Programming Interface);

• To include new functionalities to predict risk and school failure, as well as accompanying students.
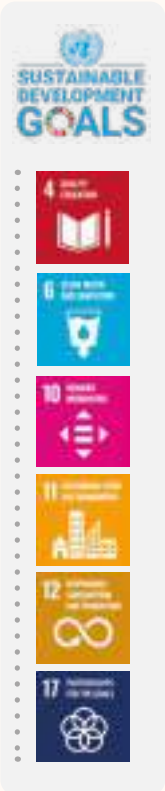
@HOPE

ARTE & TECNOLOGIA PARA MELHORES
OPORTUNIDADES NA EDUCAÇÃO PÚBLICA

@Hope is a Social Technology that aims to generate a public school model with a pedagogic perspective that integrates Social Technologies in Basic Education, Entrepreneurial Education and Health.

To achieve that, we created an architectural proposal and we are building a public school in Pedra Furada, which will function as a visual example of IPTI's human development model, inspiring other schools to go down the same transformative path.

Apart from the construction of a model school, from an architectural and sustainability standpoint, @HOPE's perspective is to elaborate and consolidate a pedagogic proposal that prepares new generations for 21st-century demands, integrating curricular content with classes in arts, technology, and entrepreneurship.
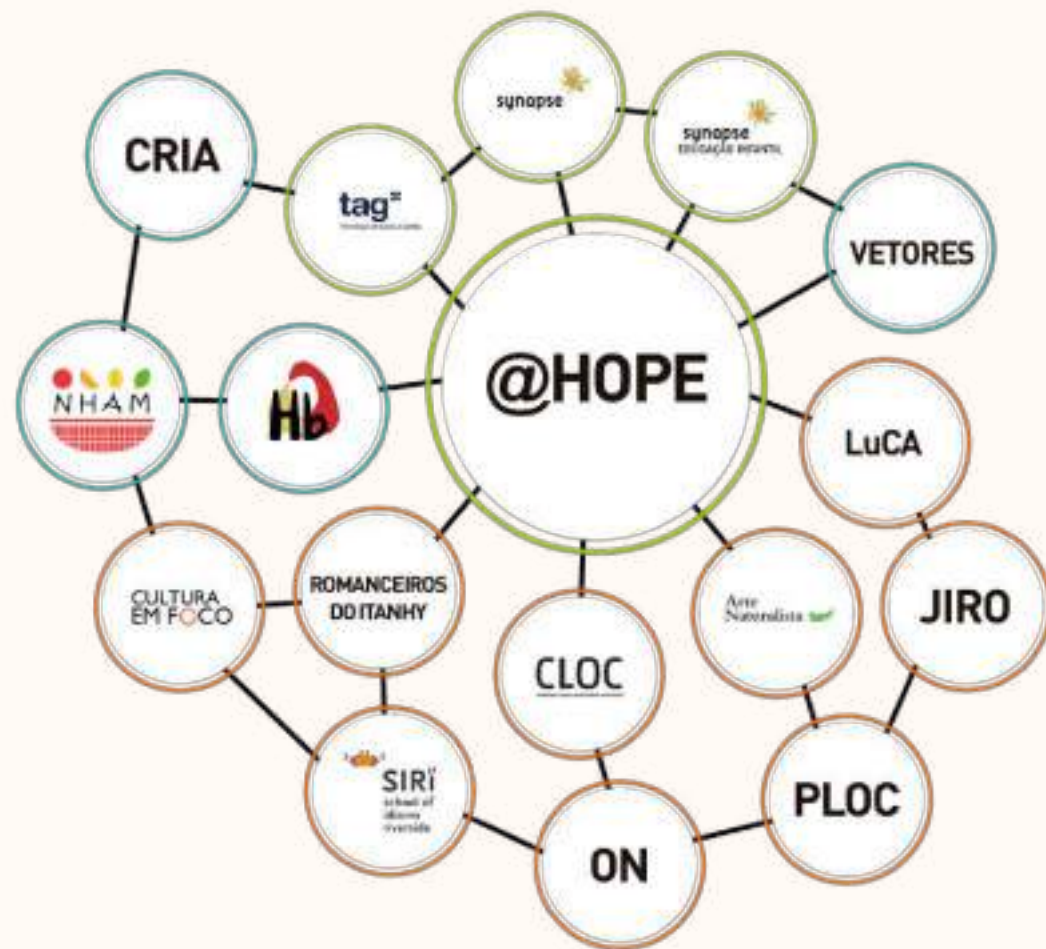
THE ARCHITECTURAL PROJECT

The architectural project was developed through a partnership with the community around the school (council, teachers, employees, director, students and parents) from Pedra Furada, generating a reference document that can be accessed through the link: https://www.ipti.org.br/athope/

The project has been awarded by the Instituto dos Arquitetos do Brasil São Paulo's department in 2018, as the best project in the institutional buildings (non-executed works' category).

Arte Naturalista

Arte Naturalista is a Social Technology in the area of entrepreneurial education that seeks the identification and the development of local talents in illustration techniques such as watercolor, pointillism, graffiti, and pastel, inserting visual arts into schools and stimulating sustainable businesses.

Inspired by the local ecosystem in Santa Luzia do Itanhy, students learn how to illustrate the region's fauna and flora, awakening to the importance of environmental protection and strengthening the community's identity through valuing its natural resources, way of life and local knowledge. As students develop their artistic abilities, they integrate a team of illustrators responsible for the reapplication of the methodology in the community's schools.

Since its beginning, in 2014, Arte Naturalista has benefited over 1800 students, having created, in 2016, the first design and fashion startup in Santa Luzia do Itanhy, Casa do Cacete (CDC). In 2019, the designer Daniel Moraes organized an innovative artistic residency along with the students, through which 3 murals were developed, serving as a groundwork for CDC's "Muralista" collection.

In 2021, in order to instigate the students' perspective beyond botanical illustration, new techniques were included. This process was highlighted by the "Seres Imaginários" (imaginary beings) workshop, ministered by visual artists Ronaldo Fraga and Miro Dantas to integrate art and technology through teaching digital painting techniques on the app Procreate. This innovative work resulted in the "Seres Imaginários" collection by CDC.

In 2022, Arte Naturalista continued its workshops on traditional and digital techniques for drawing and painting, then produced 2 print models for CDC and for the production of hydraulic tiles, integrating with Social Technology Cultura em Foco. Also this year, Arte Naturalista started to reapply its methodology, reaching 4 villages in Santa Luzia do Itanhy through 4 of the reappliers that graduated the year before. Through this experience, the reapplication of this Social Technology was able to be revised and improved in a participative way.

INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

- SYNAPSE
- SYNAPSE EI
- LUCA
- PLOC
- ROMANCEIROS DO ITANHY
- OFICINA DE NEGÓCIOS
- JIRO

CASA DO CACETE – CDC

www.casadocacete.com

 casadocacete.br

 casadocacete

 Casa do Cacete

Created in 2016 by Arte Naturalista students, Casa do Cacete (CDC) is the first design and fashion startup in Santa Luzia do Itanhy, having already developed partnerships with renowned brands such as Morena Rosa, Osklen, and Insecta. Through its work, CDC has gained recognition in three important award ceremonies:

• 1st place in the Inovação Comunitária (Community Innovation) award, sponsored by BrazilFoundation, which allowed the creation of a basic print in silk screen for the production of shirts that became CDC products;

• 5th place in the A Casa - Museu do Objeto Brasileiro (The House - Brazilian Object Museum) award in the socio-environmental action;

• 3rd place in the Von Martius sustainability award, 2016 edition, Nature category.

PROJECT NUMBERS

- 55 new benefited students;
- 4 villages benefited;
- 4 graduated reappliers.

NEXT CHALLENGES

• To apply the Social Technology to another community in Santa Luzia do Itanhy;

• To offer workshops on print composition with specialized professionals;;

• To increase the integration with Social Technologies Oficina de Negócios, Cultura em Foco, LuCA, and PLOC.

CLOC

criatividade—lógica—oportunidade—crescimento

CLOC (Criatividade, Lógica, Oportunidade e Crescimento - Creativity, Logic, Opportunity and Growth) is a Social Technology in the area of entrepreneurial education focused on the selection and training of teenagers in programming and robotics, in the the perspective of stimulating a highly qualified local group, able to act in a sustainable way as instructors in public schools and to create new businesses in the region.

Beginning in 2013, CLOC's formation trail worked, in its initial phase, with "Hora do Código" (coding time) and logic thinking activities. "Hora do Código" is an international initiative event that introduces Computer Science through creative tutorials that teach the basics, without the need for any previous experience.

Through that, students then stepped into a second phase, in which they learned coding languages such as HTML5 and CS53 until they reached an advanced level, with workshops on database and javascript. When students reach this level, they are invited to act as coding instructors in their own villages' schools, bringing continuity and scalability to the project, as well as generating opportunities for new talents.

As a result of this work, CLOC students developed robotics kits composed of recycled resources, 3D printed modules, and electronic platforms of Arduino, to contribute to the learning process of basic Math, integrated with Social Technology Synapse. In addition, in 2019, CLOC created the first IT startup in Santa Luzia do Itanhy.

In 2021, CLOC started a movement towards Social Technology ON, aiming to integrate code-teaching and entrepreneurship to create future work and income quality opportunities.
To do that, CLOC offered, along with coding and robotics workshops, formations in sales, financial planning, product-development methodologies, validation, and prototyping. In the end, MPVs (Mínimos Produtos Viáveis - Minimal Viable Products) were developed, and pitches were presented.

INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL
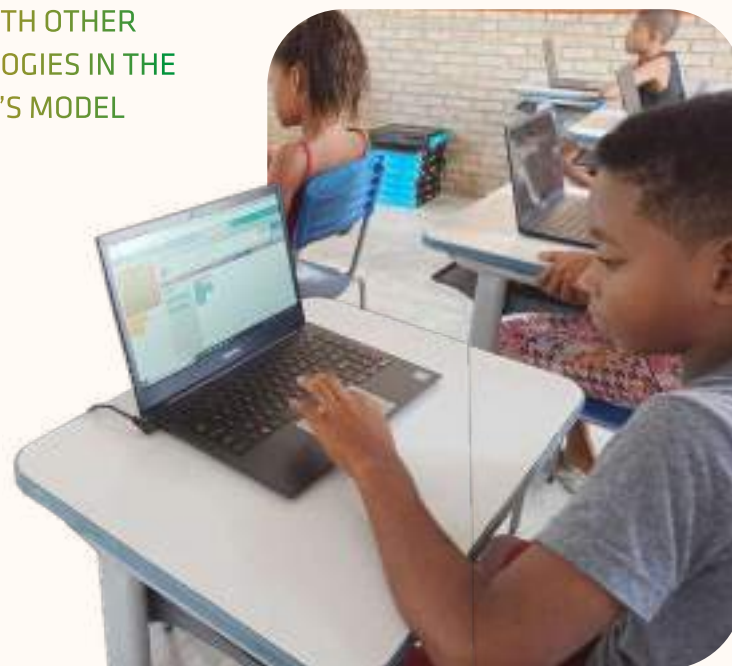
- TAG
- NHAM
- HB
- SYNAPSE
- SYNAPSE EI
- VETORES
- SIRI
- OFICINA DE NEGÓCIOS

In 2022, as a result of this connection, a new Social Technology was born: Ed-Mundo, which connects coding and entrepreneurship. The perspective here is that CLOC and ON advanced students will reapply their joined methodologies in another community. The pilot experience took place in Fortaleza, Ceará, then was further expanded into Juazeiro, Bahia.

Besides, CLOC worked with its students to construct three educational manuals, introducing AI, app development in low code, and 3D printing and modeling. Throughout the year, students also received practical training on the usage of a 3D printer, in order to learn how to model, set, and print objects.

CITI²

Starting in 2019, CITI² (Centro Integrado de Tecnologia da Informação do Itanhy - Itanhy Integrated IT Center) is the first robotics and code teaching startup located in Santa Luzia do Itanhy was created by students from the first class of CLOC.

CITI² is an important strategic partner of IPTI, supporting the development of computer systems related to other Social Technologies, such as CLIC and the tourism app JIRO, as well as NHAM's school meals management app

Beyond that, CITI² has developed a website for the Teens and Children Rights Municipal Council (CMDCA), along with other works.

http://citii.com.br/
@citii_

PROJECT NUMBERS

- 105 new benefited students;
- 144 graduated students.

NEXT CHALLENGES

- To offer workshops on Digital Games;
- To digitalize CLOC's pedagogical resources, making them more accessible to the public.

LuCA
LUZ, CÂMERA, AÇÃO

LuCA is a Social Technology in the area of educational entrepreneurship focused on audiovisual language, through which youth is selected and trained in filming techniques with digital cameras, smartphones, and software, as well as editing, sound, and post-production techniques. Through this process, the best students become instructors in their schools and can seek professional quality.

Developed in 2017, LuCA stems from the systematization of the experience acquired from the Arte com Ciência Social Technology, which had the perspective of training High School students on the production of educational audiovisual objects, through workshops on creating and editing videos, photos, podcasts, and texts. The central idea was that these educational objects could be shared, under license (Creative Commons), with students and teachers from other benefited schools, through the digital platform also developed by IPTI Guigoh.

Therefore, during its two first years, LuCA has already produced 5 short films along with its students. In 2019, the project began to reapply its methodology, with the most advanced students acting as instructors in introductory workshops about cinema, photography, and video, approaching script and audiovisual production notions.

That same year, advanced students formed a workgroup, partnering with Social Technology LiLo participants. Together, they created 13 episodes of the "1 Pé de Banana Nanica" series. Through this work, students could experience all of the creation processes around an audiovisual work, from script to acting, including scenography, illumination, clothes, and production.

In 2020, due to pandemic restrictions, no new classes were available. However, a group of students took the time to create the first audiovisual startup in Santa Luzia do Itanhy: Vixe Filmes, which accomplished important productions throughout the year.

2021 was highlighted by reapplications in new villages - and the production of a series of video classes on audiovisuals to support them. In addition, the Social Technology had the participation of photography director Anderson Craveiro in the production of a short film, scripted by the students themselves. Also that year, an introductory class on Motion Graphics and 3D animation was offered, in order to work on movement and graphic design through animation, blending design, and cinema concepts.

In 2022, LuCA deepened its work with Motion Graphics, through a new class focusing on script and the History of Animation, and three workshops focusing on introductory graphic animation language for advanced students, resulting in the production of a short film. Besides, additional training was offered on photographic language, ministered by community reapplier Vitor Cruz, which resulted in 30 high-quality artistic photographs.

VIXE FILMES

Among the main results accomplished by Vixe Filmes, we highlight the following ones:

• Production of a documentary for the "Saberes e Fazeres da Pesca Artesanal" (Knowledge and Acts of Artisan Fishing) Celse program, in order to value community culture. The production included a partnership with PLOC students for sound elements. There was also an educative workshop for the regional youth on the subject and sound types of equipment.

• Production of the "Abaixo Não-Assinado" campaign movie, partnering with RPS and Artplan.

• Award for best sound design in the Caruaru movie festival for the short film "O Repto", produced by LuCA participants in partnership with Vixe Filmes. The short film was also nominated for the international festival The Lift Off Sessions, in the UK.

In 2022, Vixe Filmes continued to produce community movies with social impact, through publicity and local productions, also supporting LuCA's short films' productions.

INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

ARTE NATURALISTA

ROMANCEIROS DO ITANHY

PLOC

JIRO

SIRI

OFICINA DE NEGÓCIOS

PROJECT NUMBERS

• 30 benefited students;

• 3 technical workshops;

• 2 reapplication classes;

• 1 short film produced;

• 30 other audiovisual productions.

PRÓXIMOS DESAFIOS

• To graduate 120 new students among benefited schools;

• To graduate 4 new reappliers;

• To consolidate a Motion Graphics class, focusing on 3D animation;

• To improve LuCA's educational manual;

• To integrate LuCA's methodology with the Social Technologies PLOC and Arte Naturalista for Motion Graphics productions.

PLOC

PLOC is a Social Technology in the area of entrepreneurial education that integrates sound and art, using the local sound landscape as a reference to create cultural and economic development possibilities for the community's youth.

Beginning in 2017, PLOC was born with the perspective of offering sound registering, editing, production, and composition workshops, thus stimulating the construction of soundtracks for movies, games, and other entrepreneurial initiatives. The project walks toward a future where students can act as sound technicians, phonographic producers, sound designers, and audiovisual artists.

In its two initial years, PLOC sought the stimulation of the students' creativity, working with sound recording and editing techniques, as well as musical composition and improvising. As a result of this first phase, the "Pontes para o Passado" (bridges to the past) video was technically produced, and the "Orquestra Imaginária PLOC" (PLOC imaginary orchestra) group was created, already involving PLOC students and their presentations along with Baião Social Technology.

The year 2019 was highlighted by the start of the Social Technology reapplication and the developments of new works, such as the launch of two video clips, the participation in the audio and sound landscape of the 13 episodes of "1 Pé de Banana Nanica" and the participation in an audiovisual workshop with Ditorama Filmes, from São Paulo.

In 2020, despite COVID-19 limitations, PLOC was able to continue with its formations through an online format, focusing on activities that could be developed at home. Therefore, students worked on the audiovisual sound construction and electronic music production. In addition, two audiovisual series were produced: a themed EP on Feira Livre (free fair), with Vixe tracks (remix), Batata Doce and Aratu (typical foods); and a participation in the sound landscape of the "Tatatatu" series.

In the year 2021, external activities were resumed and a new reapplication class was opened. Students also did the sound caption for 5 short films produced by LuCA.

In 2022, to work on complementary content on the application of sound in the creative industry, two artistic collaborations were developed in the format of workshops: on the creation of websites and digital sound platforms, with Andrey May; and on sound identity for audiovisual productions, with DJ Dolores. Parallel to this, a group of students kept helping and participating in the sound elements of LuCA's productions.

INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

- ARTE NATURALISTA
- LUCA
- SIRI
- JIRO

PROJECT NUMBERS

- 15 benefited students;
- 2 artistic collaborations.

NEXT CHALLENGES

- To implement the Estúdio de Sons (Sound Studio) at Crasto, in Santa Luzia do Itanhy;

- To accomplish the incubation of a social business in the sound market;

- To improve PLOC's educational manual;

- To integrate PLOC's methodology with Social Technologies LuCA and Arte Naturalista for Motion Graphics productions.

CULTURA EM FOCO

Cultura em Foco is a Social Technology in the area of entrepreneurial education that seeks to associate contemporary design and traditional techniques in a permanent cycle of innovation, aggregating value to production and helping the preservation of traditional Brazilian knowledge.

One of the oldest Social Technologies in IPTI, Cultura em Foco was composed of three development phases:

In its first stage, Cultura em Foco developed a model of valuing and professionalizing artisan work, involving artisan communities from Santa Luzia do Itanhy, as well as 5 more municipalities in Sergipe and Alagoas. During the process, 5 collections and over 400 high-quality products were launched and signed by designers, including participation in national and international fairs and expositions.

"Fellicia", a social business, was created as a result of this work. It consists of structuring a fair payment model for artisans and enabling the distribution of products to diversified and qualified markets, national and international, thus increasing the productive chain's value. Through this process, products gained projection in relevant spaces, such as big companies, magazine editorials, soap operas, and museums.

In 2017, Cultura em Foco initiated its second phase, stemming from the integration of design and artisanship in Sergipe with tourism, resulting in the project "Origine-SE". Its goal was to generate artisan-made products with quality and originality, capable of aggregating value to the region's tourism chain, thus emphasizing the identity potentialized by techniques from Sergipe. By that time, 6 municipalities had benefited, and in 2018, the first edition of products with the "Origine-SE" stamp was launched.

After a part of the pandemic, Cultura em Foco resumed its activities in 2021 with a new perspective: to integrate design and innovation with traditional and sustainable constructive techniques to generate work and income possibilities in the community. During the year, the project offered workshops on themes such as basic edification notions and the production of BTC bricks, as well as "taipa" (rammed earth) panels and ecological sanitation through banana tree gardens.

In 2022, Cultura em Foco continued its training workshops, including two new production techniques: hydraulic tile and vegetable gardens in schools. During the hydraulic tile workshops, themes such as color composition and tile models were discussed, as well as equipment cleaning and maintenance. In the vegetable garden workshops, the project approached topics like home composting, planting, organic production, and food security. This year, the process was followed by entrepreneurship training for the benefited groups, in order to support them in the process of understanding and managing the social business to be created to sell the developed products.

INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

ARTE NATURALISTA

NHAM

OFICINA DE NEGÓCIOS

PROJECT NUMBERS

• 6 people trained in the methodology;

• 2 workshops offered.

NEXT CHALLENGES

• To apply Cultura em Foco's methodology in the community, involving BTC brick workshops, vegetable gardens, banana tree gardens, and hydraulic tiles;

• To create a social business that integrates design and innovation with traditional constructive techniques.

ROMANCEIROS
DO ITANHY

Romanceiros do Itanhy is a Social Technology that seeks to stimulate narrative creativity and interest in literature among children and teenagers, through storytelling and themed workshops for the construction of their own stories. The goal is to provide students with freedom of expression and participation in each step of the constructive process, including the production of arts and graphic elements in a book.

The first stage of the project was initiated in 2017, working with teenagers in Santa Luzia do Itanhy. In the first 3 years, a safe environment was created for the discussion of ideas and the exercise of freedom of expression, enabling the development of students in terms of their critical thinking, self-knowledge, self-esteem, and identity reaffirmation. In 2019, this work culminated in the launching event and autographs of 7 students' first literary production, joining the community, families, and friends to celebrate this moment.

After a pause in activities due to COVID-19, Romanceiros do Itanhy came back in 2021 with a new perspective: to stimulate, still in early childhood, creativity and literary interest, as they are fundamental tools in the promotion of children's development. Therefore, in its second stage, the Social Technology started to work with children until the age of 6 at Sítio do Pica Pau Amarelo school in Santa Luzia do Itanhy.

This work had continuity in 2022, benefiting 20 children and resulting in the production of a collection of 20 books, created collaboratively. In this constructive process, children were supported by 2 teenagers who participated in the Social Technology's first phase and teenagers from Arte Naturalista, who respectively helped with story construction and illustrations.

The books were launched during an autograph session in the community and were presented at an exposition hosted by Museu da Gente Sergipana, in Aracaju, Sergipe. Also in 2022, Romanceiros do Itanhy constructed the first version of its Cartilha de Contação de História (storytelling manual), intending to promote scalability to the methodology.

INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

- SYNAPSE EI
- ARTE NATURALISTA
- LUCA
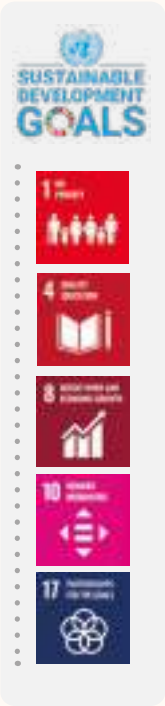- OFICINA DE NEGÓCIOS
- CRIA

PROJECT NUMBERS

- 20 benefited children;
- 10 benefited teenagers;
- 2 villages reached;
- 20 published books;
- 1 event for launching and autographing.

NEXT CHALLENGES

- To systematize and improve Romanceiros do Itanhy's practices and pedagogical resources;

- To improve integration between Romanceiros and Synapse EI;

- To improve and validate Romanceiros do Itanhy's reapplication method.

ON OFICINA DE NEGÓCIOS

Oficina de Negócios (ON) is our technology in the area of entrepreneurial education that serves as the basis for other Social Technologies, with its methodology composed of three pillars: entrepreneurship, emotional intelligence, and financial education. Through these pillars, ON has as its goal the discovery of the entrepreneurial potential of individuals, providing all of the technical tools needed for consolidating a business idea.

ON started to be developed in 2021, through the systematization of the knowledge acquired in the two previous years and the application of entrepreneurial methodology to the "Pense Grande" (think big) program, by Fundação Telefônica Vivo, and to financial education games like "Bons Negócios" (good businesses) and "Piquenique" (picnic), by Bank of America.

By the end of 2021, ON had already constructed the first edition of its educational manual for reapplication, two pedagogic games for financial education ("Quiz da Feira"/Fair Quiz and "Troca de Gastos"/Expenses Swap), and had graduated 6 methodology reappliers.

In 2022, ON consolidated its methodology and initiated reapplication classes in three other villages located in Santa Luzia do Itanhy, with innovations that were incorporated into the second edition of the technology's educational manual, which now includes QRCodes to access presentation vídeos for activities and recommended practices in reapplication. In addition, the ON team created a new pedagogical game: "Game ON", which incorporates the three pillars of the methodology.

Also in 2022, ON got involved in a new challenge: integrating its methodology with CLOC's, seeking the creation of a new Social Technology called Ed-mundo. This was the first step to expand the barriers of these Social Technologies beyond Sergipe, developing integrated coding, robotics, and entrepreneurship workshops in Fortaleza, Ceará, and Juazeiro, Bahia.

INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

- ARTE NATURALISTA
- CLOC
- LUCA
- PLOC
- SIRI
- JIRO
- ROMANCEIROS DO ITANHY
- SYNAPSE
- CULTURA EM FOCO
- CRIA

VAMOS EMPREENDER?
2ª edição

PROJECT NUMBERS

- 60 young participants in the training;
- 50 young people trained in the methodology;
- 2 students participating in elaborating the educational manual for reapplication;
- 15 business proposals presented;
- 1 developed game.

NEXT CHALLENGES

- To develop 3 more pedagogical games;
- To test and validate the methodology's second phase, which will involve the incubation of businesses;
- develop the third phase of the ON methodology, which will involve business incubation;
- To strengthen the integration between Social Technologies;
- To construct the ON business model to make the Social Technology sustainable.
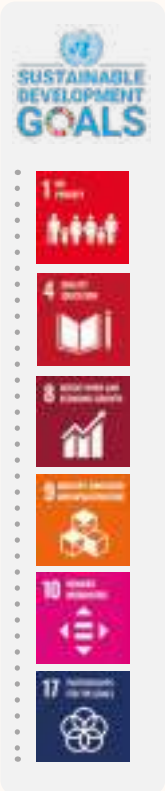
SIRï

school of idioms riverside

SIRi is a Social Technology in the area of entrepreneurial education focused on teaching English to young people in vulnerable communities.

Starting in 2018, SIRi's methodology values imagination and interactivity, utilizing educational games and having the students' experiences as a reference to insert the English language into public schools in a sustainable way. Besides, SIRi offers qualification in English to young entrepreneurs from Santa Luzia do Itanhy, enabling them to communicate with potential clients and partners internationally.

In 2019, advanced students were already acting as instructors in new classes, reapplying the methodology. There was also the first conversation experience with teenage volunteers from New York, which would be continued during the following years, in order to develop speech and pronunciation abilities through various discussions over culture, politics, and society.

In 2020, due to the pandemic, there were no new classes, although there were activities with the reappliers who graduated in the previous year. Among them, SIRi developed, partnering with the Social Technology Pense Grande, the English version of two educational games on emotional intelligence and financial education, to broaden students' vocabulary. Also in 2020, SIRi developed the first version of its educational manual for reapplication, along with the reappliers.

In 2021, SIRi developed and applied an English teaching material, emphasizing tourism from small businesses, connecting to JIRO as a Social Technology. Furthermore, SIRi was supported by ON while constructing a future business plan for an English teaching startup.
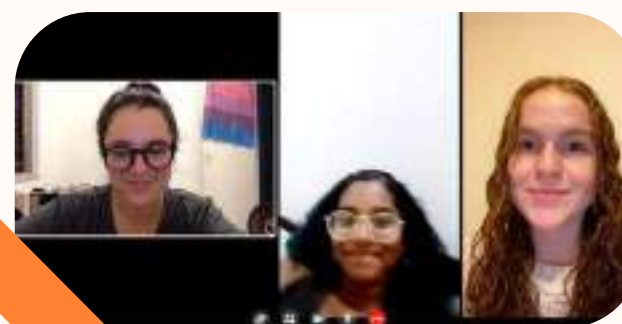
In 2022, the first social business focused on teaching English was created in Santa Luzia do Itanhy: MESH – Mangrove English School House -, focused on remote communities that struggle to access digital technologies. In addition, an advanced class was initiated in Crasto, with the perspective of improving the qualification of students when connecting SIRi's methodology to two other Social Technologies: ON and CLOC.

By the end of this experience, it was possible to revise SIRi's educational manual, realizing there were elements to be improved in order to make training more practical and objective, thus enabling more autonomy to reappliers when teaching and a better qualification for students.


INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

- ARTE NATURALISTA
- CLOC
- LUCA
- PLOC
- SIRI
- JIRO
- OFICINA DE NEGÓCIOS

PROJECT NUMBERS

- 60 reached or benefited students;
- 25 students graduated in the methodology;
- 2 reappliers graduated;
- 4 villages reached.

NEXT CHALLENGES

- To graduate 40 new students and 2 new reappliers;
- To be applied in 4 villages;
- To develop the SIRi appi;
- To develop books with stories in English written by the students themselves;
- To formalize the conversation program with foreigners, in order to stimulate more advanced exchanges.
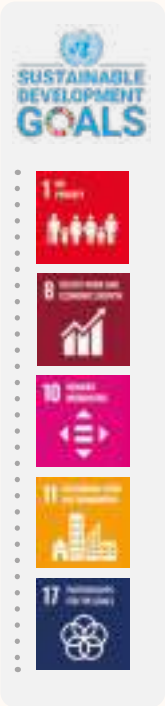
JIRO
Jornadas Integradas por Rotas Originais

JIRO is a Social Technology in the area of entrepreneurial education focused on revealing, promoting, and integrating micro-entrepreneurship in tourism and experience. The idea is to provide quality, original tourist experiences, composed of natural beauties, traditional food, and artisan-made products that characterize cultural richness and the story of involved communities.

In 2021, JIRO initiated its activities, bringing awareness and encompassing microentrepreneurs in 4 municipalities in the state of Sergipe: Santa Luzia do Itanhy, Indiaroba, Estância, and Barra dos Coqueiros. Throughout this year, 24 small businesses benefited from training in audiovisual elements, basic English, narrative, entrepreneurship, and financial education, connecting to other Social Technologies already developed by IPTI.

With that, the project sought to aggregate value to existing touristic experiences, developing new possibilities through quality audiovisual registers, scripting, and storytelling around the offered products and services, adequate service to foreign customers, and business management notions.
As a result, by the end of the year, the first version of JIRO's website was launched (www.jiroturismo.com), which was developed with the support of CLOC students to promote touristic experiences integrated into JIRO's network.

In 2022, JIRO's workshops continued reaching the same municipalities, with new participants. As a result, by the end of the year, JIRO included 5 touristic routes structured in 3 different municipalities, as well as a diversity of small businesses integrated into its network, encompassing visual artists, artisans, flour houses, agriculture, culinary, poetry, music, trails, inns and much more.
Also in 2022, JIRO's visual identity was developed, as well as the first version of an app for commercializing products and touristic services, contemplating the functionality of registering touristic experiences and information on location, prices, and availability.

## INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

- ARTE NATURALISTA
- LUCA
- PLOC
- SIRI
- OFICINA DE NEGÓCIOS
- CLOC
- ROMANCEIROS DO ITANHY

PROJECT NUMBERS

- 4 benefited municipalities;
- 33 benefited small businesses;
- 5 structured virtual touristic routes.

NEXT CHALLENGES

- To give continuity to the Social Technology in Barra dos Coqueiros, São Cristóvão, and Itaporanga D'Ajuda;

- To create kits with JIRO local products;

- To create new virtual touristic routes;

- To finalize the improved version of JIRO's app, which will allow reservations and payments to registered microentrepreneurs;

- To create the social business JIRO.
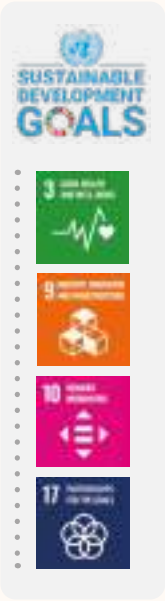
Iron deficiency anemia is the largest nutritional disease in the world. According to data from the World Health Organization (WHO), it affects 25% of the world's population, with children being one of the most vulnerable groups and consequences associated with low motor and mental performance.

To face this problem, in 2010, Hb Social Technology was developed, connected to TAG and NHAM, to diagnose and treat cases of iron deficiency anemia in schools, thus contributing to the full development of children and teenagers.

Therefore, Hb proposes to facilitate the diagnosis of iron deficiency anemia through an initial testing stage, partnering with the municipality's Department of Education and Health to collect a small amount of blood from students through a paper technological device and blood image (through a smartphone camera).

Hb's app reads these samples and calculates the rate of hemoglobin in the blood, sending results to the TAG system. This data is then crucial to Social Technology NHAM when organizing school meals, and supporting students' nutritional needs through healthy eating. Complementarily, students who suffer from iron deficiency anemia can be directed to medical monitoring and eventually receive kits for effectively treating the disease.
To further understand, here is Hb's presentation video:

https://vimeo.com/103777435

Hb was initially applied in Santa Luzia do Itanhy/SE, reducing iron deficiency anemia rates from 32% to 5.8% among students. Through this result, in 2013, Hb won the Banco de Brasil Foundation for Social Technologies award, reapplying its methodology in two other Brazilian municipalities: Boquim, in Sergipe, and Borba, in Amazonas. In Boquim/SE, the anemia rate was reduced from 25% to 4.8%, while in Borba/AM the high rate of 59% was reduced to just 3.9%.

In 2017, the experience in the village of Axinim, in Borba/AM, was the winner of "Mostra Brasil, aqui tem SUS", in the Conasems Webdocs Awards category. You can access the web documentary here:

https://www.youtube.com/watch?v=0z_XhxoUYAo

INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

NHAM

TAG

SYNAPSE

SYNAPSE EI

CLOC

CRIA

For testing, Hb initially used a technological device called "Agabê Hemoglobinometer", which was developed in Brazil and measures blood's hemoglobin levels at a low cost, in a simple and precise way. In 2018, however, due to the discontinuity in production of this equipment, Hb needed a new solution.

Partnering with Instituto de Química São Carlos (São Carlos Chemistry Institute - IQSC/USP) and Universidade Federal de Juiz de Jora (UFJF), Hb is developing a new platform for rapid testing, based on μPAD (microfluidic paper-based analytical devices) methodology, which will have a low production cost and a simple use, as well as no waste of resources to be discarded.

Throughout the year 2022, the technology was improved through the inclusion of the blood ferritin test, which, combined with the hemoglobin test, will allow the diagnosis not only of iron deficiency anemia but also diabetes, malnutrition, and obesity. Another accomplishment that stemmed from this progress was the second episode of the comic book "Guerra nas Artérias - Sabotagem Invisível" (War in the Arteries - Invisible Sabotage), hoping to raise awareness among students on healthy eating.
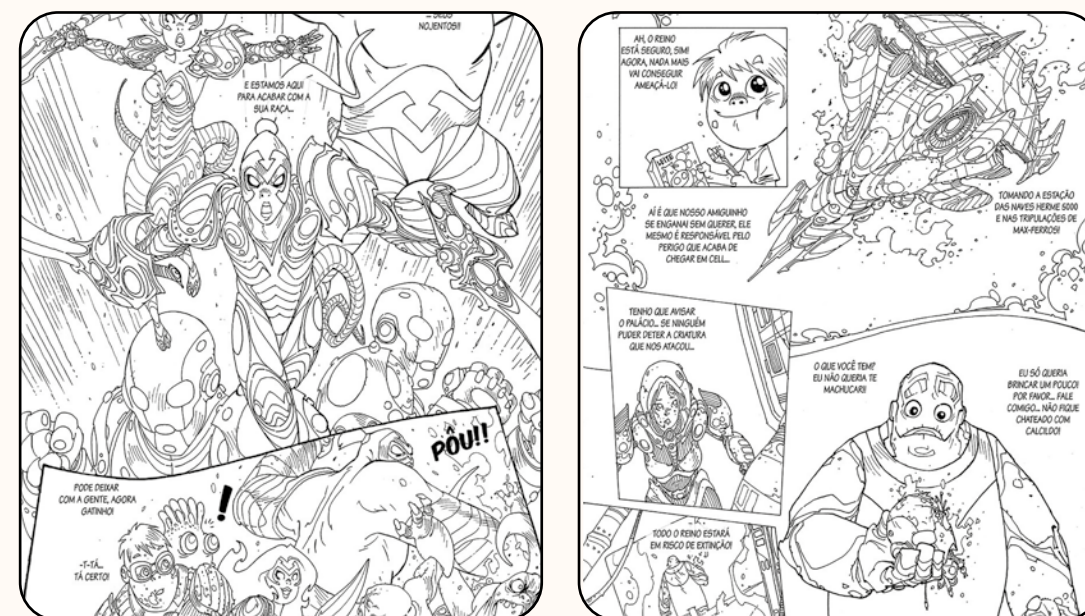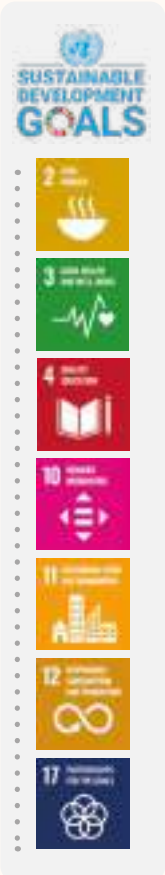

"Guerra nas Artérias" (War in the Arteries) magazine's pages.

PROJECT NUMBERS

• 1712 benefited students (collected hemoglobin data).

NEXT CHALLENGES

• To create a productive unit on Santa Luzia do Itanhy, capable of producing and providing the resources needed for Hb collecting.

NHAM
Nutrition for a Healthy and Appetizing Meal

NHAM is a Social Technology in the area of basic health focused on promoting food security in schools, integrating data science with the work of lunch ladies and family agricultors in the region, also combining Hb and TAG Social Technologies.

In other words, Hb allows the collection of student health data regarding iron deficiency anemia and BMI (Body Mass Index), leading to the identification of malnutrition or obesity among students. This data is then directly registered to the TAG database and crossed with other student data, such as sex, age, weight, height, hemoglobin level, as well as family history regarding diabetes and hypertension. Since its creation in 2021, NHAM has used TAG data to inform lunch ladies about the nutritional needs of each group of students, supporting the preparation of school lunches based on adapted menus. In addition, TAG led the management of school lunch products, also helping lunch ladies restock when needed, thus securing the nutritional value of meals.

With stock control, it was also possible to inform family farmers about product purchases and previsions, therefore helping their planning. Furthermore, NHAM allowed the management of delivery and receivement of family agriculture products at the school meals center.

As a result of this work, in 2022, NHAM sought to develop the role of lunch ladies as educational agents in Food Security and Nutrition, through training cycles and the construction of support materials on food security and nutrition. Also in 2022, lunch ladies dealt with a form to diagnose the degree of acceptability of school meals by students, which served as the basis during the process of creating school menus. A new functionality was also developed to manage students' school attendance and to support lunch ladies in the elaboration of meals.
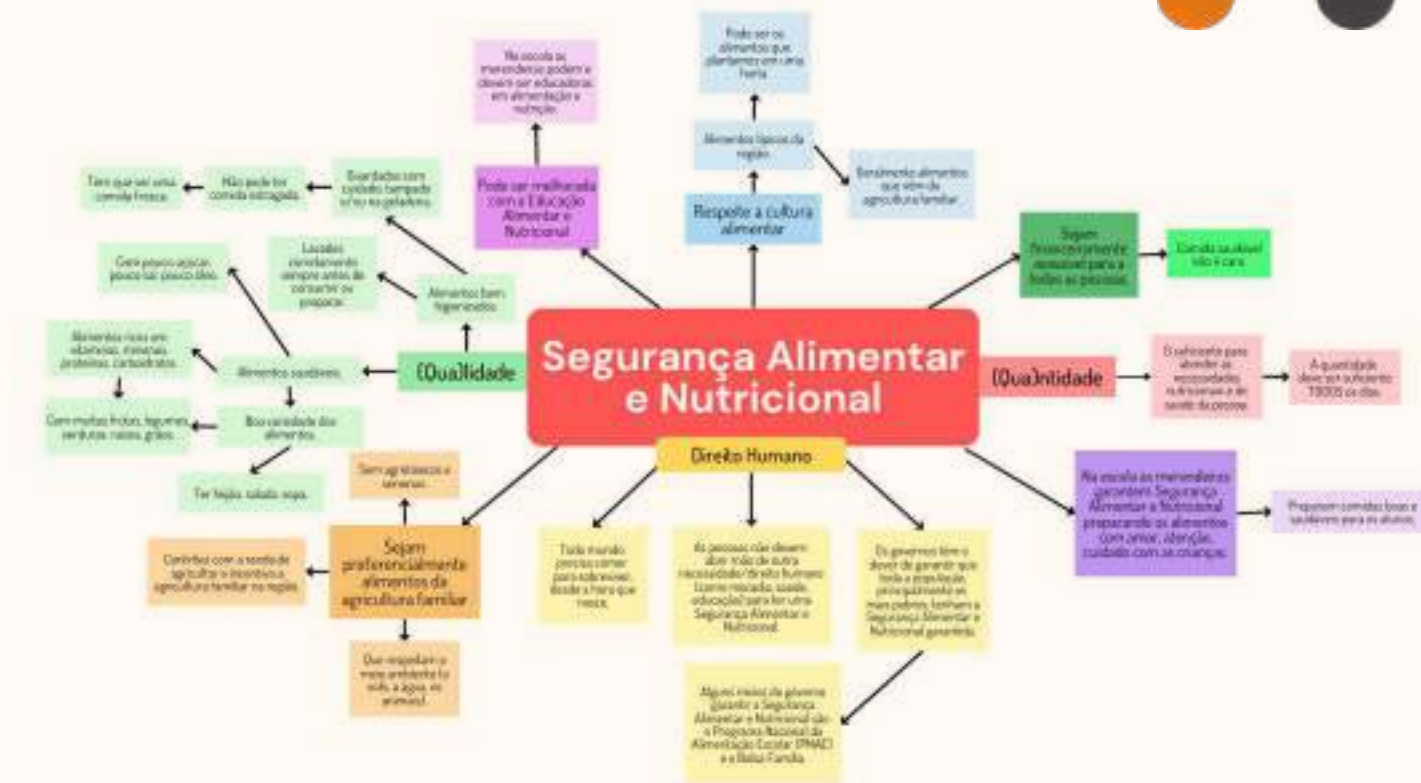

INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

- HB
- TAG
- SYNAPSE
- SYNAPSE EI
- CLOC
- CRIA

PROJECT NUMBERS

- 12 lunch ladies participated.

NEXT CHALLENGES

- To utilize TAG-implemented functionalities in the management of school meals;

- To implement a functionality for elaborating menus through TAG's system;

- To implement shopping and stock management functionalities for DAE (School Food Department) use;

- To include Nutritional Education into school routines, with classes ministered by lunch ladies.
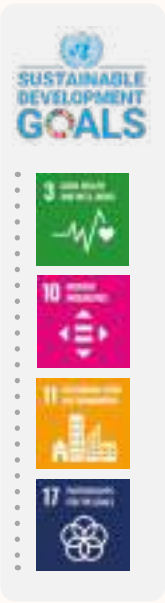
VETORES

TECHNOLOGY FOR MONITORING SUPPORT AND EPIDEMIOLOGICAL SURVEILLANCE

Created in 2019, Vetores is our Social Technology aimed at the combat of disease-causing epidemiological vectors, focusing on Dengue, Zica, Chikungunya, and Schistosomiasis.

To reach this goal, in 2020, Vetores partnered with health agents from Santa Luzia do Itanhy to develop an application for mobile devices called "CLIC - Comunidade", focused on engaging and mobilizing the community to monitor and fight against vector areas through gamification strategies.

CLIC's perspective is to adopt an application to use a score and rewards system to encourage community participation in registering georeferenced vector areas and exercising combat actions.

Complementarily, we also developed two other versions of CLIC, integrated with DataSUS and SisPNDC:

CLIC – ENDEMIC AGENT

Endemic agent: an app to be used by endemic agents, replacing old paper spreadsheets to support the control and overseeing of home visits.
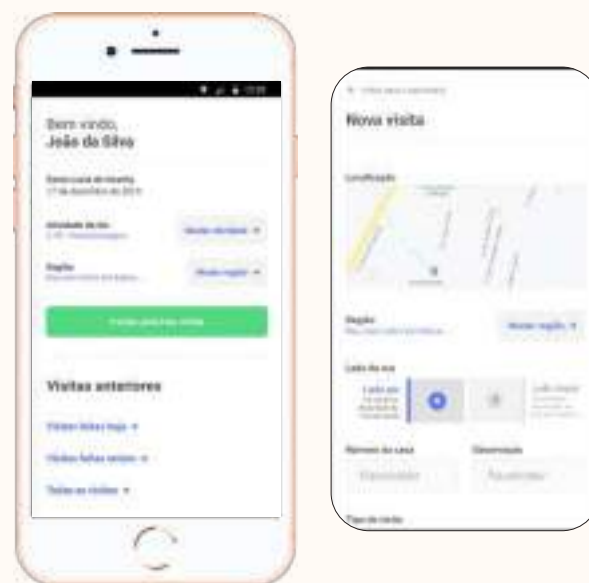
INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

HB

CLOC

CLIC – DASHBOARD

CLIC Dashboard is a tool created to assist managers' decision-making during the process of combatting the most effective vectors of infectious diseases. The app is integrated with many data sources, such as DataSUS, SisPNDC, and data from the CLIC Comunidade App. Through an interactive panel, with maps and graphics, the manager can evaluate trends and potential danger zones for vector multiplication.
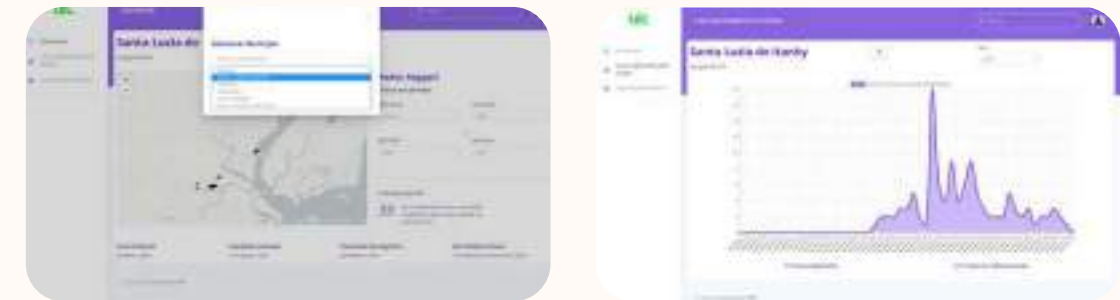
CLIC already has available versions for download at Google Play Store and Apple Store.

To help with community engagement, Vetores also developed the episode "A Comunidade Contra-ataca" (community strikes back) for the "Guerra nas Artérias" comic book by Tecnologia Social Hb, focusing on raising community awareness on vectors and the importance of collective action to prevent epidemiological diseases.

Throughout 2022, Vetores also worked on the development of an animated miniseries, supported by Carlos Saldanha, to further improve community engagement. The miniseries tells the story of a race of creatures, known as "Vectorians", who have dominated the planet by the year 3022. To solve this problem, an agent was required to travel to the past and find two young scientists, who can change the future. However, an accident happens and the time machine sends the agent back to when the scientists were still teenagers. Now, the three must join forces to fight Vectorians and change the future of humanity.

PROJECT NUMBERS

- 119 registered users;
- 74 focus registers;
- 134 challenges solved by users.

NEXT CHALLENGES

- To develop an animation based on CLIC's world;
- To implement augmented reality in CLIC's app;
- To transform CLIC's app into a community engagement tool for public health;
- To implement an intelligent assistant able to answer questions on infectious diseases transmitted by vectors: Til.

CRIA
CULTIVATE AND RAISE INFANCY AWARENESS

CRIA is a Social Technology in the area of basic health, created to promote adequate maternity and paternity conditions throughout early childhood. To accomplish this, CRIA understands that early childhood begins after a period of −2 years (24 months before the start of pregnancy) up to +3 years of age, taking into account the influence that external factors can have on child development during pregnancy.

Due to the complex and multifactorial nature of the early childhood problem, CRIA seeks to integrate a series of initiatives related to parenting, humanized health, and biodynamic agriculture, partnering with the Pedra Furada's community in Santa Luzia do Itanhy in order to be a model and reference for other locations around the world.

Furthermore, CRIA seeks to promote the role of motherhood as a fundamental element in social and economic development in a community, to encourage an improvement in the average income of women through entrepreneurship.

In other words, CRIA Social Technology wants to address the following issues, within a systemic and adequate perspective toward the reality of the community:

1) Family planning and reducing teenage pregnancy;
2) Reduction of gender-based violence;
3) Promotion of positive parenting and paternity;
4) Promotion of food security among women and children;
5) Improving the quality of services and monitoring aimed at women's and children's health;
6) Promotion of full child development, involving breastfeeding, as well as affection, motor and cognitive development;
7) Promotion of female entrepreneurship;
8) Guaranteeing the sustainability and scalability of the Social Technology, dialoguing with existing public policies.

INTEGRATION WITH OTHER SOCIAL TECHNOLOGIES IN THE HUMAN PROJECT'S MODEL

SYNAPSE EI

NHAM

HB

TAG

OFICINA DE NEGÓCIOS

ROMANCEIROS DO ITANHY

In 2022, CRIA began its activities along with the Pedra Furada community, organizing meetings in conversation circle formats and dynamics on the following topics: children's rhythm and routine; prenatal care; childbirth; shantala; food security; yoga and breathing and stretching exercises; child development milestones; the importance of playing; breastfeeding; emotions and challenges in family relationships; parenting; postpartum depression; pregnant women and family members rights; self-esteem; bullying; and mental health in childhood.

By the end of the year, the maturity of the participants in understanding the topics covered and their appropriation of the Social Technology was evident, as they were able to discuss deeper topics such as violent communication, mental health, and teenage pregnancy, for example, understanding their influences on the family axis and child development.

PROJECT NUMBERS

• 79 directly benefited people, including men, women, teenagers, and children;

• 200 indirectly benefited people (for an average family projection of 3,5 people);

•22 meetings with the community;

• 1 benefited village.

NEXT CHALLENGES

• To build the first CRIA space;

• To develop, in a participative way, CRIA's methodology;

• To professionalize the community's youth to operate the community support unit;

• To apply the ASA (Agentes da Saúde na Adolescência - Teenage Health Agents) experience, acting as influencers to boys and girls, especially focusing on minimizing teenage pregnancy and helping young people in the process of planning their lives;

• To implement the ADI (Agente de Desenvolvimento Infantil - Children's Development Agent) program, in order to support the development of a parenting and paternity program model, which has to be sustainable in poorer contexts;

• To conceive and implement a support model for planning, managing, and psychologically supporting youth in the CRIA space.

IPTI
IPTI [us] chamber annual event

IPTI'S 2022 GLOBAL ANNUAL EVENT

IPTI'S 2022 Global Annual Event was held at the Yale Club in New York on June 9th and brought together people who believe in our mission, vision, and values, which are based on human development. The 2022 edition focused on the main performances, results, and impacts in the area of basic education, presenting an overview of Synapse, Synapse Educação Infantil, and CRIA, with a special emphasis on Synapse's scalability, now supported by co-financing from BNDE and private partners.

SPONSORS ANNUAL EVENT 2022

IPTI'S 2022 NATIONAL ANNUAL EVENT

This year, we promoted the "Pragmatic Utopia 2022: Social Technologies, innovation and new business" conference from the 8th to the 12th of August at Casa Melhoramentos, in São Paulo, to join the private sector, investors and representatives of Santa Luzia do Itanhy's community to a debate on how Social Technologies can cooperate in solving social issues and overcoming the poverty scenario in Brazil.

The congress featured panels covering the following topics: ESG agenda; education as a social policy; the transformative role of the integration between family agriculture and data science for food security; teaching coding as an opportunity for social transformation; and solid waste treatment in underestimated communities.

The event also included a closing dinner on August 15th at Cantaloup, a restaurant in São Paulo.

SPONSORS ANNUAL EVENT 2022

biblioteca
Luminescência*

The idea of setting up a library is part of our strategy to promote human development, based on integrated actions in art, science, and technology. Biblioteca Luminescência is a great incentive for arts in the entire community of Santa Luzia do Itanhy, mainly for young people and teenagers from the town of Crasto, where it has been installed since 2013.

The library specializes in Visual Arts but also has publications in children's literature since it is located next to Sítio do Pica Pau Amarelo children's school. It contains a rich collection of 1,272 volumes, organized according to the Universal Decimal Classification (CDU), also including the Dewey Cutter authors' table. In addition to the collection, other initiatives are developed to increase interest in the arts.

The name Luminescence is related to the phenomenon of bioluminescence, quite common in the Crasto region due to the presence of dinoflagellates (microorganisms that light up when excited) in coastal environments. This denomination is also related to Saint Luzia, the holy protector of the eyes. Just like this saint protects and enlightens citizens, the library has the power to illuminate the lives of those who seek knowledge.

FINANCIAL STATEMENT

Title / PROJECTS	Knowledge Area	Period of the Contract		Contracted Value	Amount received in 2022	Source of Resources	
						Public	Private
CLOC	Creative Economy and Education	2020	2023	R$ 380.000,00	R$ 240.000,00	-	100%
Oficina de Negócios	Creative Economy and Education	2022	2023	R$ 226.692,80	R$ 226.692,80	-	100%
Ed-Mundo	Creative Economy and Education	2022	2024	R$ 303.966,00	R$ 303.966,00	-	100%
JIRO	Creative Economy and Education	2020	2023	R$ 2.584.000,00	R$ 1.261.810,00	92%	8%
SIRi	Creative Economy and Education	2021	2022	R$ 109.200,00	R$ 50.000,00	-	100%
TAG & Synapse & Synapse Educação Infantil	Creative Economy and Education	2021	2023	R$ 500.000,00	R$ 500.000,00	100%	-
TAG & Synapse	Creative Economy and Education	2020	2025	R$ 10.384.396,00	R$ 1.804.876,00	5%	95%
TAG	Creative Economy and Education	2021	2022	R$ 64.146,00	R$ 32.073,00	-	100%
Cultura em Foco	Creative Economy	2019	2022	R$ 500.000,00	-	100%	-
Arte Naturalista	Creative Economy	2020	2023	R$ 328.000,00	R$ 108.000,00	-	100%
LuCA	Creative Economy	2020	2023	R$ 501.732,36	R$ 21.375,00	-	100%
Synapse	Education	2020	2023	R$ 4.636.754,35	R$ 1.420.023,26	-	100%
Romanceiros do Itanhy	Education	2020	2022	R$ 159.040,00	R$ 15.908,45	-	100%
CRIA	Health	2021	2026	R$ 3.576.843,93	R$ 400.000,00	-	100%
NHAM	Health	2022	2023	R$ 445.572,00	R$ 445.572,00	-	100%
HB	Health	2022	2023	R$ 368.676,80	R$ 368.676,80	-	100%
MANAGEMENT CONTRACT							
Management Contract 01/2021	R&D	2021	2026	R$ 2.993.935,20	R$ 678.256,00	100%	-
DONATION							
Individual and Legal Entity	-	2022	2022	-	R$ 1.215.036,00	-	100%
SERVICES							
Reapplication of Social Technologies	-	2021	2023	R$ 450.673,12	R$ 413.054,00	43%	57%

Deloitte.

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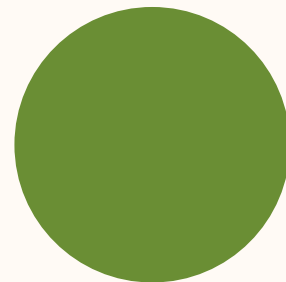*+55 (79) 3027-6866*
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