

	Life Skills Training	Digital Skills Training
Curriculum Content	(1) Education — right to education, overcoming barriers; (2) Empowerment — self-esteem, goal setting, communication, assertiveness, financial literacy; (3) Health & Nutrition — food groups, adolescent nutrition, hygiene, drug abuse; (4) Reproductive Health — puberty, menstruation, STIs/HIV, pregnancy; (5) Gender-Based Violence — types of GBV, safety mapping, refusal skills, referral pathways; (6) Climate Change — causes and impacts, gendered vulnerabilities, climate-smart livelihoods	(1) Foundational Computer Skills — use of computers and mobile devices; (2) Internet & Web Navigation — search engines, web browsing, evaluating online information; (3) Multimedia — deducing and using information from multimedia sources; (4) Productivity Tools — spreadsheets, word processors, presentation software, graphics programs; (5) Computer Security & Privacy — firewalls, antivirus software; (6) Networking & Collaboration — LinkedIn and online communities
Total Sessions	Varies by state: Kaduna and Katsina: 46 sessions each; Kano: 31 sessions	Not specified by session count; delivered continuously over the academic year
Session Length	Varies by state: Kaduna and Katsina: 80 minutes per session; Kano: 30–120 minutes depending on topic (average ~60 minutes)	1 hour per session
Frequency	2–3 sessions per week	2–6 sessions per week
Duration	~10 months (full academic year)	~10 months per class level (SS1–SS3)
Class Size	25–60 girls per group	40–100 students per class
Facilitators	1–4 school-based or community mentors per school; 25–30 master trainers per state	1–3 teachers per school (selected from STEM/computer studies backgrounds); 30–40 master trainers per state
Pedagogy / Methodology	Participatory and learner-centred: role plays, interactive games, case studies, group discussions, safety mapping, personal reflection exercises, numeracy/literacy integration	Blended learning: lectures and presentations, hands-on practical sessions, group discussions, assessments, use of multimedia and interactive digital tools
Setting	Safe spaces (repurposed classrooms), during or immediately after school hours	School computer labs or classrooms with devices, during school hours