



Mastercard Foundation EdTech Fellowship COHORT 2



ChemCheemi

ChemChem Africa Company Limited (ChemCheemi)

Leverages the Internet of Things (IoT), machine learning, and game-based learning to provide interactive, offline educational experiences for children aged 3-14 (foundational literacy, numeracy, and STEM learning in Kiswahili and English, including Braille for visually impaired learners).

Kelvin Paul
Founder





SWAHILI DMAKERS Limited

Enhances education through 3D printing technology, promoting hands-on learning, STEM education, and inclusivity. The EdTech company provides affordable 3D printers, tactile models for visually impaired students, and training workshops to equip learners with practical skills and digital literacy.

Joshua Macha

Co-Founder





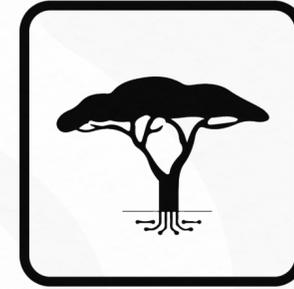
Kreative
karakana

Kreative Karakana

Revolutionizes entrepreneurial education through mobile-friendly, Swahili-based learning with localized content, interactive features, and data-driven insights while offering industry-relevant courses in Fast Moving Consumer Goods (FMCG), among others.

Lameck Lawrence
Founder





TEKSAFARI
.ORG

teKsafari

An integrated EdTech solution developed by Nuru - a Swahili-based programming language for intuitive coding that combines native-language learning, interactive STEM tools, and accessible digital platforms, that empowers students to become tech creators, driving a teK-literate future through the teKsafari movement.

David Mpinzile

Co-Founder





SADG Company Limited

Developed AkiliHub, an AI personalized tutoring digital learning platform for O Level students to address literacy challenges like digital access, and resource limitations with Learning Management System (LMS) for self-paced learning.

Mohamed Suleiman
Founder





TUSOME

Is a learning platform dedicated to transforming learning experiences through homeschooling support, personalized learning plans, STEM programs, and school management services such as teacher performance, payments, and student progress, improving efficiency and transparency.

Dr. Hamis Juma

Founder





HM&Y Technologies Ltd

Enhances education in Tanzania's mainland and Zanzibar through EduGamez (a gamified learning platform) and ShuleYangu (a cloud-based school management system). EduGamez engages students with interactive, curriculum-aligned games, while ShuleYangu streamlines student tracking, communication, and financial management.

Masoud Hamad
Founder





Yana Corp

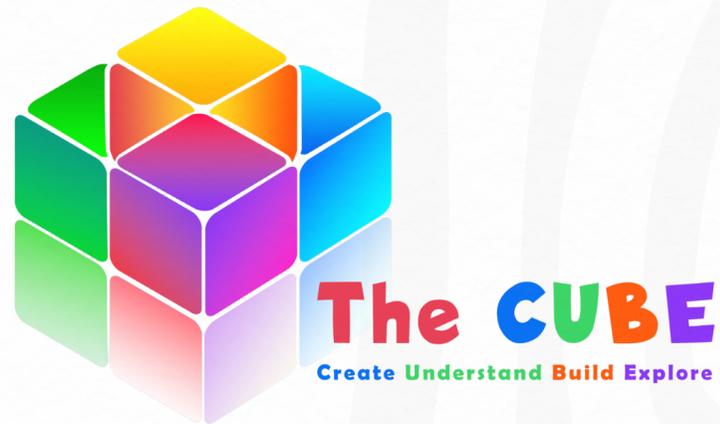
A cloud-based School Management System (SMS) designed to bridge educational gaps and enhance learning in under-resourced areas through mobile optimization, data analytics, e-learning integration, offline access, and multi-language support to ensure inclusivity.

A portrait of Nuru Lema, a woman with dark braided hair, wearing a maroon jacket and a gold necklace with a small pendant. She is smiling slightly and looking towards the camera.

Nuru Lema

Founder

A series of orange geometric shapes, including rectangles, squares, and triangles, arranged in a horizontal line at the bottom right of the page.



The CUBE

Enhances STEM education through its CubeBlocks coding platform, offering online and offline learning for students and educators through school workshops, and bootcamps, focusing on accessibility, gender inclusivity, and teacher empowerment.

Zainab J Ramadhani
Founder





Techstar Innovation Hub Ltd

Uses emerging technologies such as Artificial Intelligence, coding, and robotics to make learning engaging and accessible by providing affordable STEM kits, coding bootcamps to equip students with digital and problem-solving skills.

Eng. Michael Thomas
Founder





Inspire Hatua

A virtual reality (VR) powered interactive learning platform that allows students to explore biology labs and conduct virtual tests using integrated 3D animation, AI tools, gamified learning, multilingual content, and audiobooks for accessibility.

Cuthbert Adam
Founder





Kelvin Kimath

Operations & STEM
Park Manager

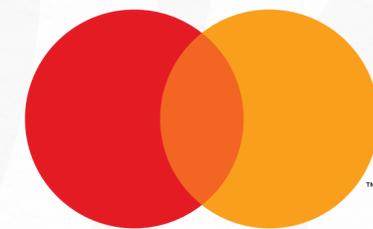
ProjeKt Inspire

ProjeKt Inspire's STEM Kits provide underprivileged students with hands-on, affordable STEM learning, focusing on coding and programming through modular and portable kits with preloaded coding programs, offline-friendly curriculum materials, and interactive guides with Augmented Reality/Virtual Reality content where feasible.





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