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United Nations ducational, Scientific and Cultural Organization منظمة الأمم المتحدة للذ يدة و العلم و الثقافة

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Bahrain ملكة

# RCICT Online Training Programs Guide 2020/2021

# About Us

Our Vision Pioneering innovation & scientific research and enhancing cooperation in capacity building, as well as setting standards in the information & technology field regionally.

Our Mission

Promote applied research, education and training in the field of information and communication technology, while aiming to contribute in building a solid base of knowledge to meet the technical challenges facing Bahrain and the rest of the Arab countries at present and in the future.

Our training programs aim to Promoting creativity, innovation and hands-on experience in information and communication technology in order to build capacities and professional skills as well as encouraging the production & publication of Arabic digital content thus achieving the fourth goal of sustainable development goals.

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# **Preparing online training materials**

#### The overall goal of the program

• Enabling those involved in preparing training programs to produce training content that can be presented and applied online according to systematic practical principles and standards.

Number of accredited hours for the training program

• 15 Accredited Hours

**Target Group** 

All those interested within or outside the Ministry of Education

Trainer Name

• Dr. May Ahmed Shamandy Yaseen

**Requirements for passing the program** 

- Attendance rate 80%.
- Submitting the final project.

This program is aligned with the Sustainable Development Goals 2030

- Goal 🚺 Target: 4.4 / C 4/4.5
- Goal 🚟 Target: B.5

2

# Infographic; Concept & Design Basics

#### The overall goal of the program

- Introduce participants to the infographics concept, its forms and components.
- Introduce participants to infographic characteristics and the effectiveness of their use.
- The trainee applies the skills and standards of infographic design using specific tools.

Number of accredited hours for the training program

• 15 Accredited Hours

#### Target Group

• Teachers / Senior Teachers / Specialists/All those interested within or outside the Ministry of Education

**Trainer Name** 

• Estiglal Al Sayed Saeed Ali

**Requirements for passing the program** 

- Submitting activities and assignments.
- Submitting the final project.

- Goal Target: 4.4 / 4.7
- Goal 🚰 Target: 5.5
- Goal Target: 8.2

# Sustainable Development Goals 2030

# The overall goal of the program

- Introducing the Sustainable Development Goals 2030.
- Discussing the seventeen goals and examining successful living models through which society, people and the planet are preserved.
- Highlighting the Ministry of Education's effort in general and RCICT in particular achieve the fourth goal of "quality education".

#### Number of accredited hours for the training program

• 15 Accredited Hours

## Target Group

• Teachers / Senior Teachers / Specialists / Senior Specialists / Assistant Managers/ School Principals / Directors/All those interested within or outside the Ministry of Education

#### **Trainer Name**

Aesha AlQattan/Raja AlKoheji

## Requirements for passing the program

- Attendance
- Submitting activities and assignment.
- Submitting the final project

This program is aligned with the Sustainable Development Goals 2030

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Goal Target: 4.4 / 4.7

# Implementing Hologram Technology in Education

#### The overall goal of the program

• Developing Teachers' skills in producing & employing hologram technology in education.

#### By the end of the training program, the trainee is expected to be

- Define the concept of hologram technology.
- Give an overview the hologram's history.
- Explain the application of hologram technology in education.
- Discuss the educational benefits of hologram technology.
- Provide hands on experience with Hologram technology.

#### Number of accredited hours for the training program

• 5 Accredited Hours

#### Target Group

Teachers / Senior Teachers / Specialists / Senior Specialists

#### **Trainer Name**

Suha Mohammed Ebrahim AlKowari

#### **Requirements for passing the program**

- Attendance
- Submitting activities and assignment.
- Submitting the final project

- Goal 🔟 Target: 4.4 / C 4
- Goal Target: B.5

# **Applications in Technology for Educational Support Professions**

## The overall goal of the program

- of STEAM and employing STEAM applications. Familiarizing trainees with the concept, types and importance of touch screen devices.
- Differentiating between the pros and cons of using touch screen devices in the educational process.
- Identifying the reasons for using touch screen devices in the educational process.
- Employing some educational applications for touch screen devices in work and life.
- Acquainting the trainee with the concept

## Number of accredited hours for the training program

10 Accredited Hours

## **Target Group**

Educational support positions

# **Trainer Name**

• Hanan Mahmoud Sharaf

## **Requirements for passing the program**

- Submitting activities and assignments.
- Passing quizzes
- Submitting the final project with a passing grade of 70%.

#### This program is aligned with the Sustainable Development Goals 2030

6

- Goal 🚺 Target: 4.4 / 4.7
- Goal Target: 8.2 / 8.3

# **Cloud Computing Applications**

#### The overall goal of the program

- To familiarize participants with the concept and characteristics of cloud computing.
- Participants learn about the types of cloud computing services and well-known cloud service providers.
- Participants learn about the advantages and opportunities of effective cloud computing in education.
- Participants are trained on some cloud computing applications in education.
- Participants work on projects in e-learning through teams to employ some cloud computing applications in education.

#### Number of accredited hours for the training program

• 15 Accredited Hours

#### Target Group

• Teachers / Senior Teachers / All those interested within or outside the Ministry of Education

#### **Trainer Name**

Amina Abdulmohsin AlQarainis

#### **Requirements for passing the program**

- Submitting activities and assignments.
- Submitting the final project.

#### This program is aligned with the Sustainable Development Goals 2030

- Goal Target: 4.4 / 4.7
- Goal Target: 5.1
- Goal Marget: 8.2/8.3
- Goal 🚟 Target: 12.8
- Goal Target: 17.6/17.8

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# **Designing and Publishing E-Book**

#### The overall goal of the program

- · Learn about the concepts and specifications of e-books.
- Understand the characteristics of an e-book.
- Learn about the basics of creating an e-book.
- Understand the components and elements of an e-book.
- Employing the (kotbi) application in designing and publishing an e-book.

#### Number of accredited hours for the training program

• 15 Accredited Hours

#### **Target Group**

All those interested within or outside the Ministry of Education

#### **Trainer Name**

Hanan Mahmoud Sharaf

#### **Requirements for passing the program**

- Submitting activities and assignments.
- Submitting the final project with passing grade of 70%.

- Goal 🚺 Target: 4.4 / 4.3/4.7
- Goal Target: 5.1
- Goal Target: 8.2
- Goal Target: 9.5

#### Interactive Data Visualization and Analytics by Using Microsoft Power BI

#### The overall goal of the program

- Introduction to Microsoft Power BI and an overview of the program.
- Learn about the Power BI's features and the way they work.
- Learn about the Power BI ecosystem's main components.
- Learn how to install and run the program (hands-on explanation).
- Explain the connection to data sources to form the data model and build the report.
- Use Power BI Desktop to publish easy to share reports online.

# Number of accredited hours for the training program

• 10 Accredited Hours

#### **Target Group**

• All those interested within or outside the Ministry of Education

#### Trainer Name

Hiba Abdulfattah AlJabr

**Requirements for passing the program** 

- Submitting activities and assignments.
- Submitting the final project.

This program is aligned with the Sustainable Development Goals 2030

Goal <u> </u>Target: 4.4 / C 4/4.7

9

# **Standards Guide for Producing Digital Educational Content**

#### The overall goal of the program

- Familiarizing trainees with the concept of standards.
- Familiarizing trainee with the characteristics of the standards.
- Differentiating between field, criteria and normative indicators.
- Identifying the indicators of the educational field.
- Identifying the technical field indicators.
- Identifying the indicators of managing digital educational content.
- Familiarizing with the terms used in the Standards guide for Digital Educational Content Production.
- The trainee will be able to use the standards guide for digital educational content production.
- Evaluate digital educational content.
- The trainee will be able to design digital educational content based on standards guide for digital educational content production.

#### Number of accredited hours for the training program

• 10 Accredited Hours

#### **Target Group**

• Teachers/Technology education specialist.

#### **Trainer Name**

• Maryam Ali Abdulla

#### **Requirements for passing the program**

• Attendance rate 100%.



# Writing interactive materials and managing education - Online

#### The overall goal of the program

• Developing teachers' skills in writing interactive materials and managing distance education.

#### By the end of the training program, the trainee is expected to be able to:

- Writing content according to the principles followed in writing interactive materials.
- Writing activities according to the principles followed in writing interactive materials.
- Writing feedback according to the principles followed in writing interactive materials.
- Managing the distance education process according to the established principles.

Number of accredited hours for the training program

• 10 Accredited Hours

#### Target Group

 Teachers / Senior Teachers / Specialists / Senior Specialists / Assistant Managers / School Principals / Directors

#### **Trainer Name**

Suha Mohammed Ebrahim AlKowari

#### Requirements for passing the program

- Submitting activities and assignments.
- Submitting the final project.



# Digital Learning Objects Concept, Design, and Production

#### The overall goal of the program:

- Familiarity with the concept of digital learning objects, their characteristics and adva ntages.
- Apply digital learning objects design models and employ them in the educational pr ocess.
- Apply digital learning object design standards across an integrated project.

#### Number of accredited hours for the training program

• 15 Accredited Hours

**Target Group** 

Teachers

**Trainer Name** 

• Estiqlal Al Sayed Saeed Ali

**Requirements for passing the program** 

- Submitting activities and assignments.
- Submitting the final project.

This program is aligned with the Sustainable Development Goals 2030

• Goal Target: 4.4 / 4.7

12

# **Open Educational Resources and Creative Common Licenses (online)**

### **General Goal**

• introducing open educational resources and creative commons licenses

#### **Main Goals**

- Defining open educational resources.
- Determine the types of open educational resources.
- Determine the importance of open educational resources.
- Introduce open educational resources principles.
- Identify the elements of quality in open educational resources.
- Learn how to use open educational resources.
- Search for open educational resources.
- Learn about Creative Commons and its licenses.
- Introduce the six basic Creative Commons licenses.
- Learn how to protect copyrights over the internet.
- Search for licensed work.

#### Number of accredited hours for the training program

5 hours

#### **Target Group**

 Teacher / Senior Teacher / Assistant Director / School Director / Specialist / Senior Specialist / Head

**Trainer Name** 

Suha Mohammed Al-Kowari

#### **Requirements for passing the program**

- Submitting activities and assignments.
- Pass self-assessment test By 70%.

- Goal 4.4/4.c/4.5
- Goal 🚎 b.5

## **Network Fundamentals**

#### The overall goal of the program:

- Introduce trainees to the basics of networks.
- Using Packet Tracer.
- Understanding how networks work.
- Building and connecting networks.

#### Number of accredited hours for the training program

• 15 Accredited Hours

#### **Target Group**

- Computer teachers / Technology in Education Specialists in schools
- All interested from inside and outside the Ministry of Education

#### Trainer Name

• Saad Al Zubari

#### Requirements for passing the program

- Submitting activities and assignments.
- Submitting the final project.

- Goal 📅 Target: 4.4 / 4.7
- Goal </u> Target: 9,5

# **Microsoft Certified Educator(MCE)**

#### The overall goal of the program:

- Facilitate student collaboration.
- Facilitate skilled communication.
- Facilitate the construction of knowledge.
- Facilitate self-regulation.
- Facilitate real world problem solving and innovation.
- Facilitate students' use of information and communication tools (ICT).
- Utilizing information and communication technology to become an effective teacher.

Number of accredited hours for the training program

• 20 Accredited Hours

#### **Target Group**

All employees of the Ministry of Education

**Requirements for passing the program** 

- Training online through the Microsoft Academy website.
- Passing 8 online courses and the final exam.

This program is aligned with the Sustainable Development Goals 2030

Goal: 
Goal: 
Goal: 
Goal: 
Target: 8.2
Goal: 
Target: 7.1

# Science, Technology, Engineering, and Math (STEM) lessons with Microsoft (STEM)

#### The overall goal of the program:

- Learn the basics needed to integrate computational thinking, basic computer science, some physical computing, Minecraft, and more in the classroom.
- Learn key concepts for the complete My Minecraft journey, encourage competitive thinking by creating classroom challenges and the fundamentals of programming and computer science using both LEGO Education and Make Code
- Learn an advanced set of skills and knowledge about how technology is used in the classroom to support STEM learning goals along with Minecraft and digital storytelling.

#### Number of accredited hours for the training program

• 20 Accredited Hours

#### Target Group

All employees of the Ministry of Education

#### **Requirements for passing the program**

- Online training through the Microsoft Academy website.
- Passing 3 levels of the program.



Number	Training Program title	SDG Goals	SDG Targets
1	Preparing Online Training Materials	4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all 5. Achieve gender equality and empower all women and girls	<ul> <li>4.4-By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.</li> <li>4.c- By 2030, substantially increase the supply of qualified teachers, including through international cooperation for teacher training in developing countries, especially least developed countries and small island developing States.</li> <li>4.5- By 2030, eliminate gender disparities in education and ensure equal access to all levels of education and vocational training for the vulnerable, including persons with disabilities, indigenous peoples and children in vulnerable situations.</li> <li>5.b- Enhance the use of enabling technology, in particular information and communications technology, to promote the empowerment of women.</li> </ul>
2	Infographic; concept & design basics	<ul> <li>4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all</li> <li>5. Achieve gender equality and empower all women and girls</li> <li>8. Promote sustained inclusive and sustainable economic growth, full and productive employment and decent work for all</li> </ul>	<ul> <li>4.4- By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.</li> <li>4.7- By 2030, ensure that all learners acquire the knowledge and skills needed to promote sustainable development, including, among others, through education for sustainable development and sustainable lifestyles, human rights, gender equality, promotion of a culture of peace and nonviolence, global citizenship and appreciation of cultural diversity and of culture's contribution to sustainable development.</li> <li>5.5 - Ensure women's full and effective participation and equal opportunities for leadership at all levels of decision making in political, economic and public life.</li> <li>8.2- Achieve higher levels of economic productivity through diversification, technological upgrading and innovation, including through a focus on high-value added and labour-intensive sectors.</li> </ul>

Number	Training Program title	SDG Goals	SDG Targets
3	Sustainable Development Goals 2030	4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all	<ul> <li>4 4By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.</li> <li>4.7- By 2030, ensure that all learners acquire the knowledge and skills needed to promote sustainable development, including, among others, through education for sustainable development and sustainable lifestyles, human rights, gender equality, promotion of a culture of peace and nonviolence, global citizenship and appreciation of cultural diversity and of culture's contribution to sustainable development.</li> </ul>
4	Implementing Hologram Technology in education	<ul> <li>4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all</li> <li>5. Achieve gender equality and empower all women and girls</li> </ul>	<ul> <li>4 4By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.</li> <li>4.c- By 2030, substantially increase the supply of qualified teachers, including through international cooperation for teacher training in developing countries, especially least developed countries and small island developing States.</li> <li>5.b- Enhance the use of enabling technology, in particular information and communications technology, to promote the empowerment of women.</li> </ul>
5	Applications in technology for educational support professions	<ul> <li>4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all</li> <li>8. Promote sustained inclusive and sustainable economic growth, full and productive employment and decent work for all</li> </ul>	<ul> <li>4.4-By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.</li> <li>4.7- By 2030, ensure that all learners acquire the knowledge and skills needed to promote sustainable development, including, among others, through education for sustainable development and sustainable lifestyles, human rights, gender equality, promotion of a culture of peace and nonviolence, global citizenship and appreciation of cultural diversity and of culture's contribution to sustainable development.</li> <li>8.2 - Achieve higher levels of economic productivity through diversification, technological upgrading and innovation, including through a focus on high-value added and labour-intensive sectors.</li> <li>8.3 - Promote development-oriented policies that support productive activities, decent job creation, entrepreneurship, creativity and innovation, and encourage the formalization and growth of micro-, small- and medium- sized enterprises, including through access to financial services.</li> </ul>

Number	Training Program title	SDG Goals	SDG Targets
6	Cloud Computing Applications	<ul> <li>4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all</li> <li>5. Achieve gender equality and empower all women and girls</li> <li>8. Promote sustained inclusive and sustainable economic growth, full and productive employment and decent work for all</li> <li>12. Ensure sustainable consumption and production patterns</li> <li>17. Strengthen the means of implementation and revitalize the global partnership for sustainable development</li> </ul>	<ul> <li>4.4-By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.</li> <li>4.7- By 2030, ensure that all learners acquire the knowledge and skills needed to promote sustainable development, including, among others, through education for sustainable development and sustainable lifestyles, human rights, gender equality, promotion of a culture of peace and nonviolence, global citizenship and appreciation of cultural diversity and of culture's contribution to sustainable development.</li> <li>5.1- End all forms of discrimination against all women and girls everywhere.</li> <li>8.2- Achieve higher levels of economic productivity through diversification, technological upgrading and innovation, including through a focus on high-value added and labourintensive sectors.</li> <li>8.3- Promote development-oriented policies that support productive activities, decent job creation, entrepreneurship, creativity and innovation, and encourage the formalization and growth of micro-, small- and medium-sized enterprises, including through access to financial services.</li> <li>12.8-By 2030, ensure that people everywhere have the relevant information and awareness for sustainable development and lifestyles in harmony with nature.</li> <li>17.6-Enhance North-South, South-South and triangular regional and international cooperation on and access to science, technology and innovation amed enhance knowledge sharing on mutually agreed terms, including through a global technology facilitation mechanism.</li> <li>17.8-Fully operationalize the technology bank and science, technology and innovation capacity-building mechanism for least developed countries by 2017 and enhance the use of enabling technology.</li> </ul>

Number	Training Program title	SDG Goals	SDG Targets
7	Designing and Publishing E-book	<ul> <li>4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all</li> <li>5. Achieve gender equality and empower all women and girls</li> <li>8. Promote sustained inclusive and sustainable economic growth, full and productive employment and decent work for all</li> <li>9. Build resilient infrastructure, promote inclusive and sustainable industrialization and foster innovation</li> </ul>	<ul> <li>4.4-By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.</li> <li>4.7- By 2030, ensure that all learners acquire the knowledge and skills needed to promote sustainable development, including, among others, through education for sustainable development and sustainable lifestyles, human rights, gender equality, promotion of a culture of peace and nonviolence, global citizenship and appreciation of cultural diversity and of culture's contribution to sustainable development.</li> <li>5.1- End all forms of discrimination against all women and girls everywhere.</li> <li>8.2- Achieve higher levels of economic productivity through diversification, technological upgrading and innovation, including through a focus on high-value added and labour-intensive sectors.</li> <li>9.5- Enhance scientific research, upgrade the technological capabilities of industrial sectors in all countries, in particular developing countries, including, by 2030, encouraging innovation and substantially increasing the number of research and development workers per 1 million people and public and private research and development spending.</li> </ul>
8	Interactive data visualization and analytics by using Microsoft Power BI	4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all	<ul> <li>4.4- By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.</li> <li>4.7- By 2030, ensure that all learners acquire the knowledge and skills needed to promote sustainable development, including, among others, through education for sustainable development and sustainable lifestyles, human rights, gender equality, promotion of a culture of peace and nonviolence, global citizenship and appreciation of cultural diversity and of culture's contribution to sustainable development.</li> <li>4,c- By 2030, substantially increase the supply of qualified teachers, including through international cooperation for teacher training in developing countries, especially least developed countries and small island developing States.</li> </ul>

Number	Training Program title	SDG Goals	SDG Targets
9	Standards for producing digital educational content	4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all	<b>4.4-</b> By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.
10	Writing interactive materials and managing online learning	4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all	<ul> <li>4.4- By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.</li> <li>4.C- By 2030, substantially increase the supply of qualified teachers, including through international cooperation for teacher training in developing countries, especially least developed countries and small island developing States.</li> </ul>
11	Digital Learning Objects Concept, Design, and Production	4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all	<ul> <li>4.4-By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.</li> <li>4.7-By 2030, ensure that all learners acquire the knowledge and skills needed to promote sustainable development, including, among others, through education for sustainable development and sustainable lifestyles, human rights, gender equality, promotion of a culture of peace and nonviolence, global citizenship and appreciation of cultural diversity and of culture's contribution to sustainable development.</li> </ul>

Number	Training Program title	SDG Goals	SDG Targets
13	Open Educational Resources and Creative Common Licenses (online)	4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all 5. Achieve gender equality and empower all women and girl	<ul> <li>4.4- By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.</li> <li>4.C- By 2030, substantially increase the supply of qualified teachers, including through international cooperation for teacher training in developing countries, especially least developed countries and small island developing States.</li> <li>4.5- By 2030, eliminate gender disparities in education and ensure equal access to all levels of education and vocational training for the vulnerable, including persons with disabilities, indigenous peoples and children in vulnerable situations.</li> <li>5.b- Enhance the use of enabling technology, in particular information and communications to prove the employment.</li> </ul>
14	<u>Network</u> Fundamentals	<ul> <li>4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all</li> <li>9. Build resilient infrastructure, promote inclusive and sustainable industrialization and foster innovation</li> </ul>	<ul> <li>4.4-By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.</li> <li>4.7- By 2030, ensure that all learners acquire the knowledge and skills needed to promote sustainable development, including, among others, through education for sustainable development and sustainable lifestyles, human rights, gender equality, promotion of a culture of peace and nonviolence, global citizenship and appreciation of cultural diversity and of culture's contribution to sustainable development.</li> <li>9.5- Enhance scientific research, upgrade the technological capabilities of industrial sectors in all countries, in particular developing countries, including, by 2030, encouraging innovation and substantially increasing the number of research and development workers per 1 million people and public and private research and development spending.</li> </ul>

Number	Training Program title	SDG Goals	SDG Targets
15	Microsoft Certified Educator (MCE) Science, Technology, Engineering, and Math (STEM) lessons with Microsoft (STEM)	<ul> <li>4. Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all</li> <li>5. Achieve gender equality and empower all women and girls</li> <li>7. Ensure access to affordable, reliable, sustainable and modern energy for all</li> <li>8. Promote sustained inclusive and sustainable economic growth, full and productive employment and decent work for all</li> </ul>	<ul> <li>7.1- By 2030, ensure universal access to affordable, reliable and modern energy services.</li> <li>8.2- Achieve higher levels of economic productivity through diversification, technological upgrading and innovation, including through a focus on high-value added and labour-intensive sectors.</li> </ul>

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