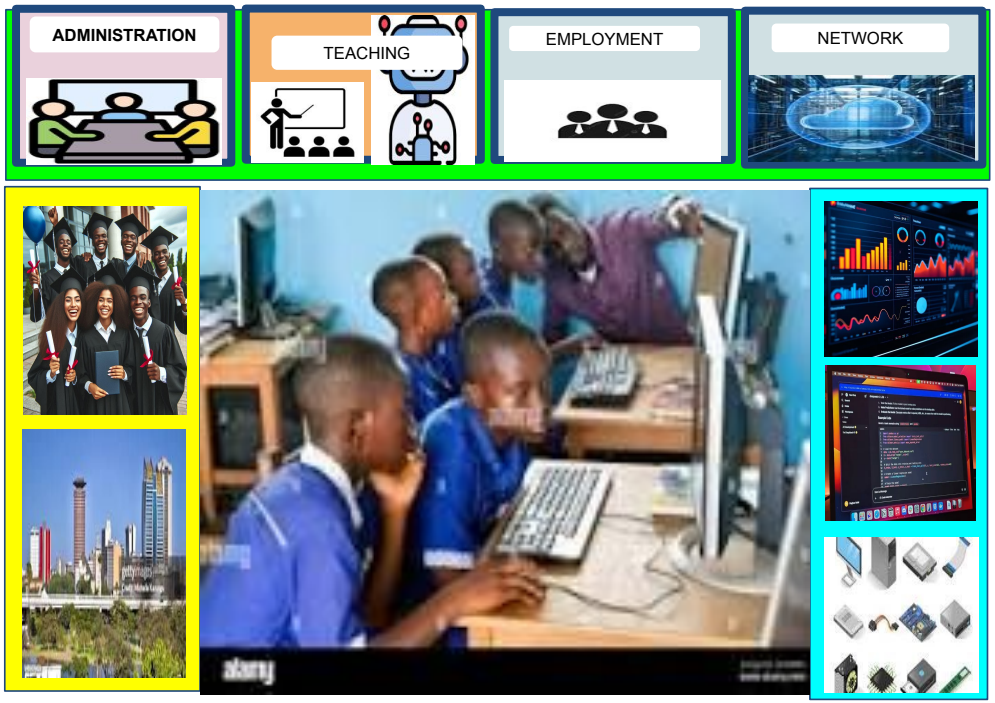
Support For Teachers in the Competence Based Education

CisoNet

DESUM

Decision Support Modelling Overview

Learning For Purpose : Learning By Doing



Content Creation Distribution Facilitation

Learning Content Source

Presentation : Outline : Video : AI Agent

Ver 1.0

Foreword

Background

Kenya's Competency-Based Curriculum (CBC) marks a new era in our education system. It is designed to nurture creativity, innovation, critical thinking, and problem-solving among learners. This transition requires strong support for teachers, who are the backbone of its success.

As classrooms integrate digital technology, teachers must be equipped with both skills and frameworks to guide learners. While the government's Digital Literacy Program (DLP) is a vital step, there is a need for complementary approaches that connect technology use with meaningful application.

Decision Support Science (Sodess) offers such a bridge. By helping teachers understand the processes behind digital technology—data collection, information processing, analysis, and decision-making—it empowers them to confidently deliver CBC content and prepare learners for the digital age.

Supplementing Digital Technology in CBE in Kenya

We want to instill the concept of decision support science, systems, services and solution as a natural way of transitioning from institutional education to learning and earning in the industry. We believe that this start as early as in primary school.

Complimenting The Digital Literacy Program (DLP)

In addition To Decision Support Science; We shall lead the teachers in understanding the information system network system building equipment including hubs, switches, routers, gateways and data center computing servers, and storages technologies and the block building device comprise software and hardware.

Mission of Linking Industry To Education

TABLE OF CONTENT

BACK TO THE FUTURE : TEACHING LEARNING TO LEARN

The continuing improvement of the Artificial Intelligent Technology driven learning is dictating a paradyment shift from the way we acquired knowledge & understanding

PEOPLE : PRODUCTIVITY : PROCESSES : PRODUCTS

Project conceptualization and Management are critical in collection of relevant data & transforming it into smart & wise decisions through innovation & critical thinking

BASIS OF DECISION SUPPORT SYSTEM DEVICES

The computer architecture with a clock : microchips of memory, Instruction Logic Software and I/O devices are basis of decision support system automation

INDUSTRY QUALITY : QUANTITY : ACCURACY : SKILL

Onboard committed human resources to creatively & effectively provide efficient, effective and quality services on thime & within Financial budget

1.0 Introduction: Why the Shift from 8-4-4 to Competence Based Education (CBE).

The 8-4-4 system focused heavily on examinations, often leaving learners without practical skills for the world of work. It has churned out individual with high qualification but without employable skills . The competence CBE responds to the call for an education system that:

- Develops competencies rather than rote knowledge.
- Encourages creativity, collaboration, and innovation.
- Learn for a purpose with a focus to consumer needs
- Prepares learners for the 21st-century economy.

Teachers are now expected to be facilitators of discovery and creativity. To succeed in this role, they must themselves be empowered with digital literacy and new teaching frameworks.

2.0 The Role of Teachers in the CBE Transition

Teachers remain at the center of curriculum delivery. They inspire learners, manage classrooms, and create pathways for innovation. Yet many were trained under 8-4-4, where digital technology was limited. This creates gaps in confidence and readiness when faced with CBC's requirements.

The Sodess mission is to support teachers in this transition by offering a clear, practical way to integrate digital concepts into lessons. The emerging artificial intelligence technology is enabling teachers to be both learning content creators as well as instruction services providers. Whe teachers collaborate with site builders, they provide efficient and effective learning services to learners and eventually to the industry because of the ship to CBE.

3.0 Government Intervention in DLP

The Digital Literacy Program (DLP), launched by the governm with support from the World Bank, is a key intervention aime enhancing learning in line with Kenya's CBE The program eq learners with laptops and tablets, ensuring they have acces modern digital tools that support interactive education. In addi it call for digital content carefully aligned to CBE requirem making lessons more engaging and relevant. To build tea capacity, DLP includes training in basic ICT skills, empowe educators to effectively integrate technology in teac Connectivity is also prioritized, enabling access to online resou and digital learning opportunities. While impactful, DLP a cannot meet the deeper need for a framework that explains digital technology matters, and how it connects to critical thinl industry, and decision-making. It important to relate di technology to how a learner understand when natural way

5. Challenges Faced by Teachers

Teachers encounter several challenges in effectively implemen the Digital Literacy Program (DLP). Many have limited training, which restricts their ability to fully embrace digital too classroom practice. Some experience fear or hesitation integrating technology into teaching, often due to lacl confidence in handling devices, applications, and softw Additionally, there is often a weak link between acquired di skills and their practical use in teaching specific subjects. Wit continuous reinforcement and support, these barriers may hi progress, leaving the DLP underutilized and limiting its potenti transform teaching and learning.

6.0 Understanding Digital Technology in Schools

Understanding digital technology in schools is vital for equipping learners with skills needed in today's digital age. At primary and junior levels, students begin with the basics of hardware such as computers, tablets, and input or output devices, which provide a foundation for practical learning. They also engage with software, including educational applications and simple coding programs that encourage creativity and problem-solving. Networking is introduced in a simplified way, covering connectivity through routers, hubs, and servers to build awareness of how systems communicate. Learners are also exposed to emerging technologies such as sensors, smart boards, and educational apps, which enhance interactive learning. Teachers who understand these elements can more effectively guide learners, making lessons engaging, relevant, and future-focused.

7.0 Decision Support Science: The Missing Link

Sodess connects technology to purpose. It is about how data turns into knowledge and then into smart decisions. Without this, digital tools risk being used only for rote tasks. Ordinarily, we talk of data science, information science, intelligence science as if they are distinct to each other while addressing a common objects of assist an enterprise or organization make smart or informed decisions with regard to their solutions. Solution Decision Support Science sees this as continuous process all from collecting relevant and accurate data processing that data into information and then analysing the information to gain insights or intelligence to generate or produce documents than convery informed messages to make smart and wise decisions. Sodess is addressing this missing link in such a way that the CBC learners will relate the discrete presentations as a continuum and it is believed that this will give a better understanding as to why data is collected and processed into information and analysed for insights.

8. Stages of decision support science🔍

Helping primary students become effective problem-solvers is
training them to be detectives. It starts with Data Collection, w
they learn to gather all the facts and information related
problem. For instance, if they're trying to figure out why a p
isn't growing, they'd collect clues like how often it's watered or
much sunlight it gets. Next comes Information Processing, whi
all about organizing and sorting those facts. This helps them
out what's important from what isn't. After that, they mov
Analysis, where they look for patterns and connections in
organized information. They might notice that the plant only
sun for an hour a day. Finally, they reach Decision-Making, the s
where they use all their findings to act and solve the problem. B
on their analysis, they might decide to move the plant to a sun
spot. This four-step process helps them make smart, evidence-h
choices. This mirrors real industry processes, showing learners
classroom learning translates into real life.

10. How Sodess Complements DLP

Solution Decision Support Science (Sodess) and the Digital Lite
Program (DLP) are two distinct but complementary concepts. W
DLP focuses on providing the tools and basic skills needed to ac
the digital world, Sodess is about using those tools effectivel
make informed decisions. DLP is the foundation—it gives stud
the access to technology and builds their digital literacy by teac
them how to use devices. Think of it as teaching them how to
and write in a new language. Sodess, on the other hand, is the
step. It's the application of those skills. It moves beyond si
literacy to build digital intelligence, which is the ability to ana
and interpret information to solve problems. Sodess equips stud
with the mindset to think critically, turning devices from m
gadgets into powerful tools for decision-making.

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7. Decision Support Science (Sodess): The Missing Link

Sodess, is a new approach that connects **technology to purpose**. It helps us understand how **data turns into knowledge**, which then leads to **smart decisions**. Without this connection, our digital tools risk being used only for repetitive, unthinking tasks. Traditionally, we've seen data science, information science, and intelligence science as separate fields though they all aim to help a business or organization make informed decisions, but they often operate in isolation. Sodess, however, sees this as a **continuous process**. It begins with collecting relevant data, processing it into useful information, and then analyzing that information to gain insights or intelligence. These insights are then used to create messages that help us make wise and informed decisions. Thus; Dodess addresses a crucial missing link in education. It helps learners under the Competency-Based Education see these separate steps; as a **single, connected journey**. We believe this will give them a much deeper understanding of how it all comes together to help us make better choices in our lives making learning more meaningful and practical for our young learners.

9.0 Stages of Decision Support Science

1. **Data Collection – Gathering facts and information.**
2. **Information Processing – Organizing and cleaning data.**
3. **Analysis – Finding patterns and insights.**
4. **Decision-Making – Acting on evidence to solve problems.**

This mirrors both CBC teaching and real industry proce showing learners how classroom learning translates into real lif

10. How Sodess Complements DLP

- **DLP provides access; Sodess provides application.**
- **DLP builds digital literacy; Sodess builds digital intelligen**
- **DLP equips devices; Sodess equips mindsets.**

11 Teacher Empowerment through Sodess

CisoNet's Decision Support Science; System, Solution, and Service (Sodess) aims to empower teachers and bridge the gap between academic learning and industry demands. The program complements the Kenyan government's digital literacy initiative by giving educators a clear path to guide students from education to industry. Through Sodess, teachers gain the confidence to seamlessly integrate technology into their lessons, moving beyond basic digital literacy to practical application. The program provides practical, real-world examples that help teachers effectively implement the Competency-Based Curriculum (CBC) by linking classroom subjects to tangible industry processes. Furthermore, it enhances their ability to connect academic subjects to real-world industry applications, demonstrating to students how the knowledge they acquire can be used to solve problems in businesses, government, and other organizations. Ultimately, Sodess equips teachers with the skills and perspective needed to prepare learners for success in the modern workforce.

12. Linking Digital Skills to Core Subjects

Sodess goes beyond teaching digital skills in isolation, instead showing how they are essential tools for learning across all subjects. It will supplement the Competency-Based Education (CBE) curriculum by embedding digital technology into core subjects. For example, a science teacher could use data analysis software to process results from a biology experiment, or a geography class could use GIS mapping tools to study population density. This approach ensures that learners don't just learn about computers but use them as a means to an end—applying digital skills to solve problems and understand concepts in fields like economics, agriculture, and healthcare. By integrating technology seamlessly into all subjects, Sodess helps students understand its practical value and prepares them for a workforce where digital fluency is an expectation, not an exception. Teachers will also appreciate the concept of learn to learn which in turn can be passed on to pupils, students and other learns as a way getting themselves to appreciate the emerging artificial intelligence as a tool for self teaching and learning.

13, Project-Based Learning and Industry Readiness

Project-based learning trains learners in teamwork, creativity, adaptability—skills employers value. Sodess makes pro data-driven and purposeful.

14. Classroom Applications

- **Collecting rainfall data in science lessons.**
- **Processing survey responses in mathematics.**
- **Creating decision-making reports for social studies.**

14. Preparing Learners for Innovation and Enterprise

Sodess trains learners to think like problem-solvers and innovators, preparing them for entrepreneurship and job creation.

15. Compliance, Governance, and Ethics

Digital learning requires learners and teachers to respect rules, use information ethically, and protect privacy. Sodess introduces these values early.

-

16. Building a Bridge from School to Industry

By learning decision-making frameworks, learners see the path from education to employment, innovation, and enterprise

17. The Role of Education Officers

Education officers can use Sodess to:

- **Support teachers with guidance.**
- **Monitor the effectiveness of CBC.**
- **Encourage schools to integrate technology meaningfully.**

Benefits of Sodess

- **Teachers: Confidence and clarity.**
- **Learners: Critical thinking and innovation.**
- **Communities: Skilled future workforce.**
- **Nation: Alignment with Vision 2030 and Digital Economy goals.**

19. National Impact

By linking education to industry, Sodess strengthens Kenya's competitiveness and helps realize the Digital Economy Blueprint.

Call to Action

Teachers and officers are invited to embrace Sodess alongside I Investors, partners, and policymakers are urged to support initiative to transform Kenya's classrooms into centers innovation.

21. References & Acknowledgements

[Space for citing government policy docs, CBC guidelines, World Bank DLP material.]

11. Linking Digital Skills to Core Subjects

Teachers can integrate Sodess into everyday lessons without needing advanced equipment. The aim is to show learners how data and decisions are part of all subjects.

Sample Activities:

- **Science:**
  - **Ask learners to record daily weather conditions (sunny, cloudy, rainy) for one week.**
  - **Learners enter the information in a table.**
  - **Together, discuss which day had the most rain and how this affects farming.**
- **Mathematics:**
  - **Learners collect data on the number of books each student carries to school.**
  - **Use tally marks, then create a bar chart.**
  - **Discuss: Which student carries the heaviest load? What does this tell us about school preparedness?**
- **Social Studies:**
  - **Conduct a simple survey: "How do you come to school—walking, bus, bicycle?"**
  - **Learners record responses and calculate percentages.**
  - **Discuss how transport choices affect the community and the environment.**

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Project-Based Learning and Industry Readiness

Project-based learning connects classroom knowledge practical application. By following So (data–processing–decision), learners see how projects m industry.

Sample Projects:

1. **School Water Use Project**
   - **Learners measure how much water is used to fill containers during school cleaning.**
   - **Record daily usage over one week.**
   - **Discuss: How can we save water? What alternatives exist?**
   - **Outcome: Learners propose water-saving measures linking to science and environmental studies.**
2. **Healthy Eating Project**
   - **Learners collect data on what they eat during breal time.**
   - **Group the foods into fruits, snacks, or drinks.**
   - **Use graphs to show which type is most common.**
   - **Discuss: Is this diet balanced? How can it be impro**
   - **Outcome: Learners design posters on healthy eatin the school.**

13. Classroom Applications of Decision Support Science

Teachers can apply Sodess to enrich ordinary lessons. The activities are simple, require minimal resources, and emphasize thinking, recording, and decision-making.

Examples:

- **Data Collection: Learners count how many trees are in the school compound.**
- **Processing: They classify trees as fruit trees, shade trees, or others.**
- **Analysis: Learners find out which type is most common.**
- **Decision: The class decides what type of tree should be planted next to benefit the school.**

Another example:

- **Data Collection: Record classroom attendance for two weeks.**
- **Processing: Organize into a chart showing boys and girls separately.**
- **Analysis: Discuss days with high or low attendance.**
- **Decision: Learners suggest ideas to improve attendance.**

14. Preparing Learners for Innovation and Enterpris

Sodess also trains learners to think like entrepreneurs by appl problem-solving to real needs.

Mini-Enterprise Activities:

- **Learners collect data on favorite snacks in the school.**
- **Process results to find which snack is most popular.**
- **Make a mock business plan: "If we were selling snacks, which one should we stock first?"**
- **Outcome: Learners see the link between data, decisions, a enterprise.**

15–21. [Remaining sections same as earlier dr compliance, industry linkage, national impact, cal action, etc.]

Added Value for Teachers

By including these activities, the booklet becomes:

16. Building a Bridge from School to Industry

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OPPORTUNITIES

Teachers can apply Sodess to enrich ordinary lessons. The activities are simple, require minimal resources, and emphasize thinking, recording, and decision-making.

Industrial Areas:

- **Learning : Supporting Information Technology Science and Systems Provision & Operations**
- **Enterprise : Provide decision support services to make them more efficient and effective in their business solutions.**
- **Data Center : Build a modern data centre to host both learning and industry data, information & intelligence**
- **Manufacturing : Setup a smart industrial zone to manufacture IOT and automation technology devices & systems.**

Services :

- **Content Generation : Produce learning content to support education & training for decision support science, systems, services and solutions.**
- **Management : Support enterprises in formulation and management of projects to address their production, earning, investment and compliance needs & requirements.**
- **Service Provision : Provide systems supply, implementation and operations design & contracting services service**
- **Affiliation : Become our extension service provider and interface with client to determine and support their customer needs in for example, health, infrastructure, learning and governance.**

These are challenging opportunities available to those looking to provide Entrepreneurship, Affiliation, Freelancers & direct employment services.

CALL FOR INVESTMENT

Classroom Applications of Decision Support Scienc

The demang for decision support services continues to grow, a industry needs to develop its important resources including p processes, products and systems and also its critical res especially mining, land, infrastructure and trade.

CisoNet is looking for inkind Investors including:

- **Service Partners : AffData Collection: Learners count ho many trees are in the school compound.**
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Stock & Passive investors:

- **Share : Data Collection: Record classroom attendance fo weeks.**
- **Credit :**
- **Saving : Debt : Processing: Organize into a chart showin boys and girls separately.**
- **Analysis: Discuss days with high or low attendance.**
- **Decision: Learners suggest ideas to improve attendance.**
-

OPPORTUNITIES

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- **Learning : Supporting Information Technology Science**
  Free
    - **Virtual Overview**
- **and Systems Provision & Operations**
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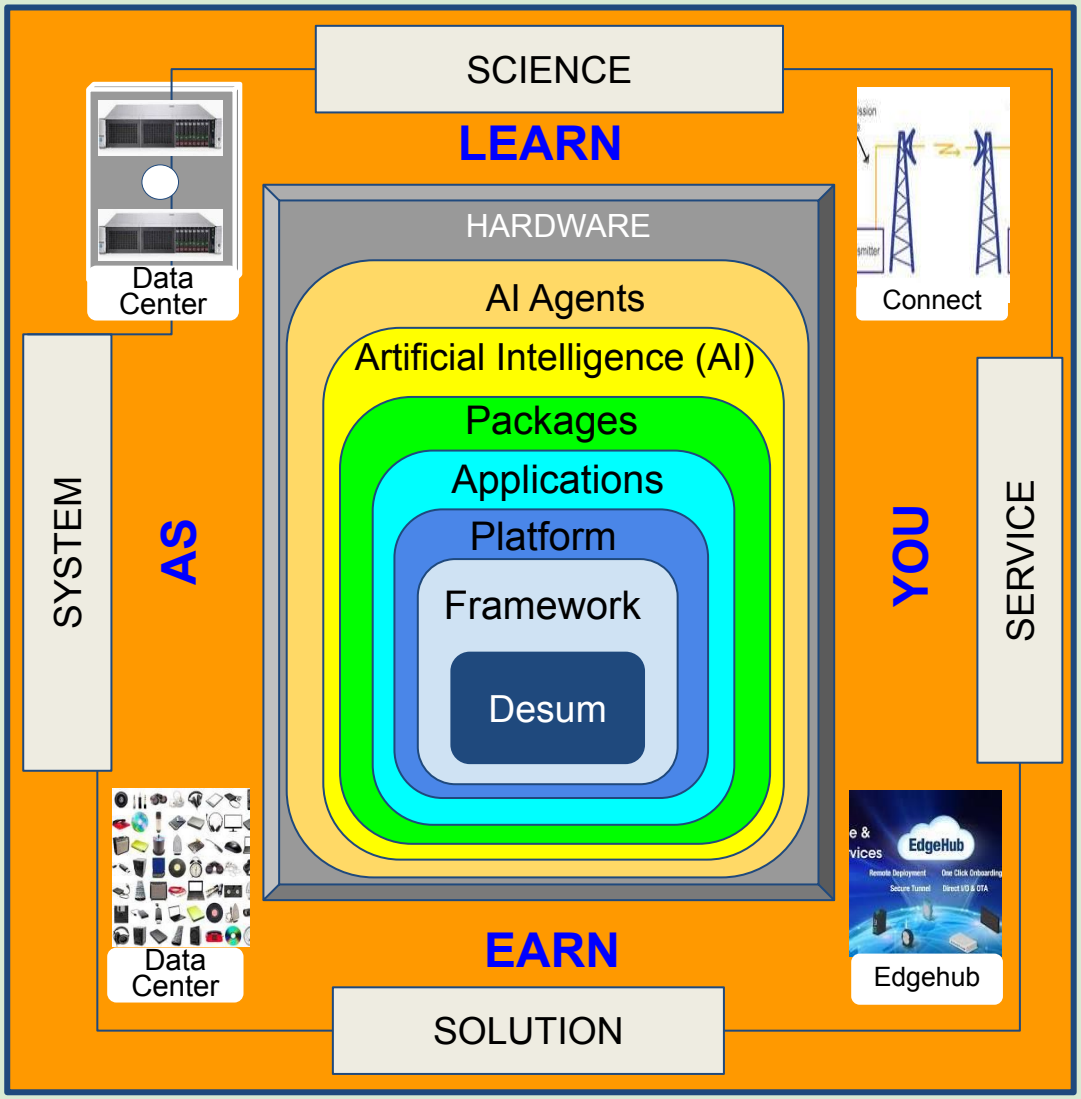
Complementing Digital Technology Industry System Model

Affordable
Empowerment Resource

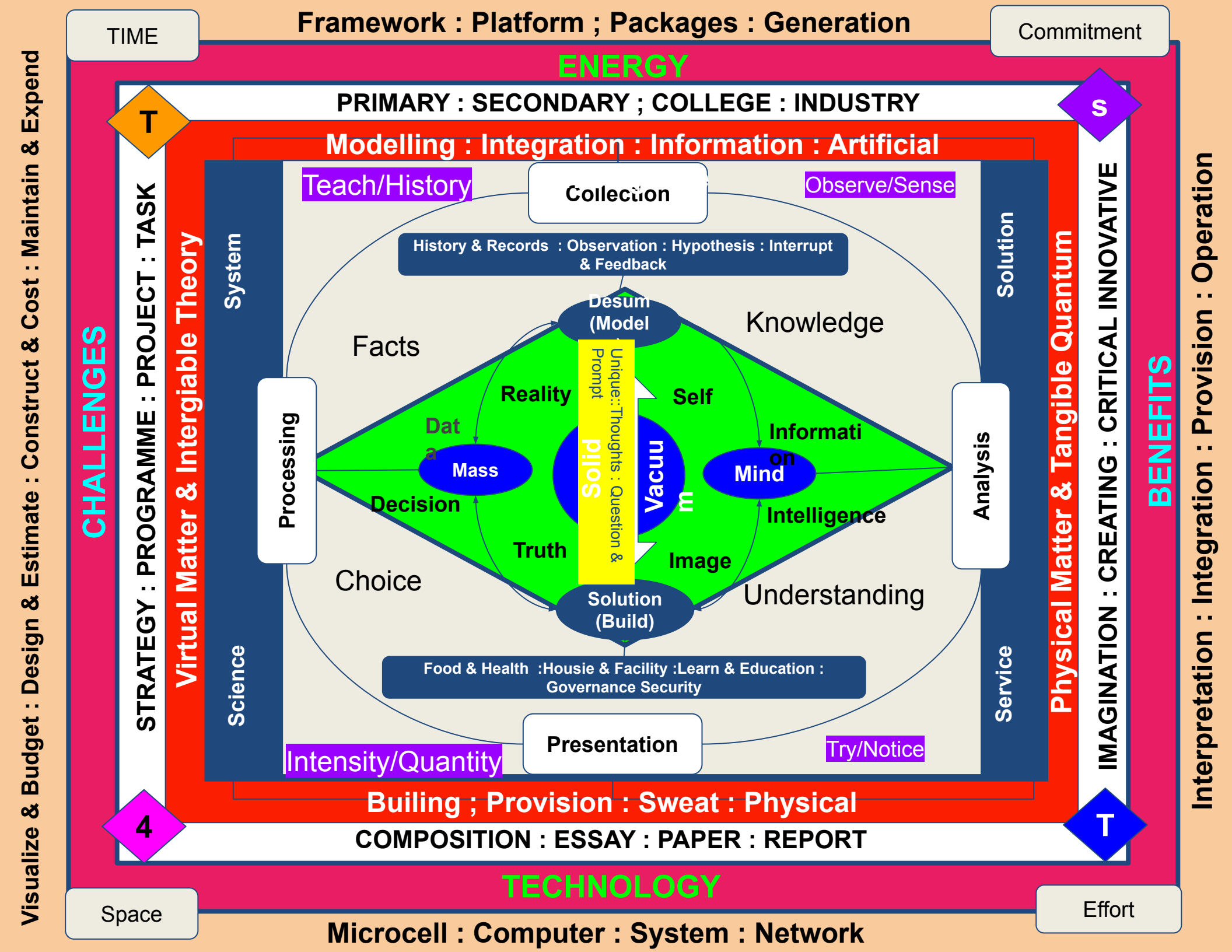
Free
Virtual Overview






Learning For Purpose : Learning By Doing : Learning From Example : Learning As Yo Earn

AFFILIATE OPPORTUNITY


TIME
Framework : Platform ; Packages : Generation
Commitment
ENERGY
PRIMARY : SECONDARY ; COLLEGE : INDUSTRY
T
S
Modelling : Integration : Information : Artificial
Teach/History
Collection
Observe/Sense
History & Records : Observation : Hypothesis : Interrupt & Feedback
System
Solution
Desum (Model
Knowledge
Facts
Reality
Self
Unique::Thoughts : Question & Prompt
Dat a
Mass
Solid
Vacuu m
Informati on
Mind
Processing
Analysis
Decision
Intelligence
Truth
Image
Choice
Understanding
Solution (Build)
Food & Health :Housie & Facility :Learn & Education : Governance Security
Science
Service
Presentation
Intensity/Quantity
Try/Notice
CHALLENGES
STRATEGY : PROGRAMME : PROJECT : TASK
Virtual Matter & Intergiable Theory
Physical Matter & Tangible Quantum
BENEFITS
IMAGINATION : CREATING : CRITICAL INNOVATIVE
Buiing ; Provision : Sweat : Physical
4
T
COMPOSITION : ESSAY : PAPER : REPORT
TECHNOLOGY
Space
Effort
Visualize & Budget : Design & Estimate : Construct & Cost : Maintain & Expend
Interpretation : Integration : Provision : Operation
Microcell : Computer : System : Network

SYSTEM

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Industrial Areas:

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Services :

- **Integration**
  - **Angular framework**
  -
- **Content Generation : Produce learning content to support education & training for decision support science, systems, services and solutions.**
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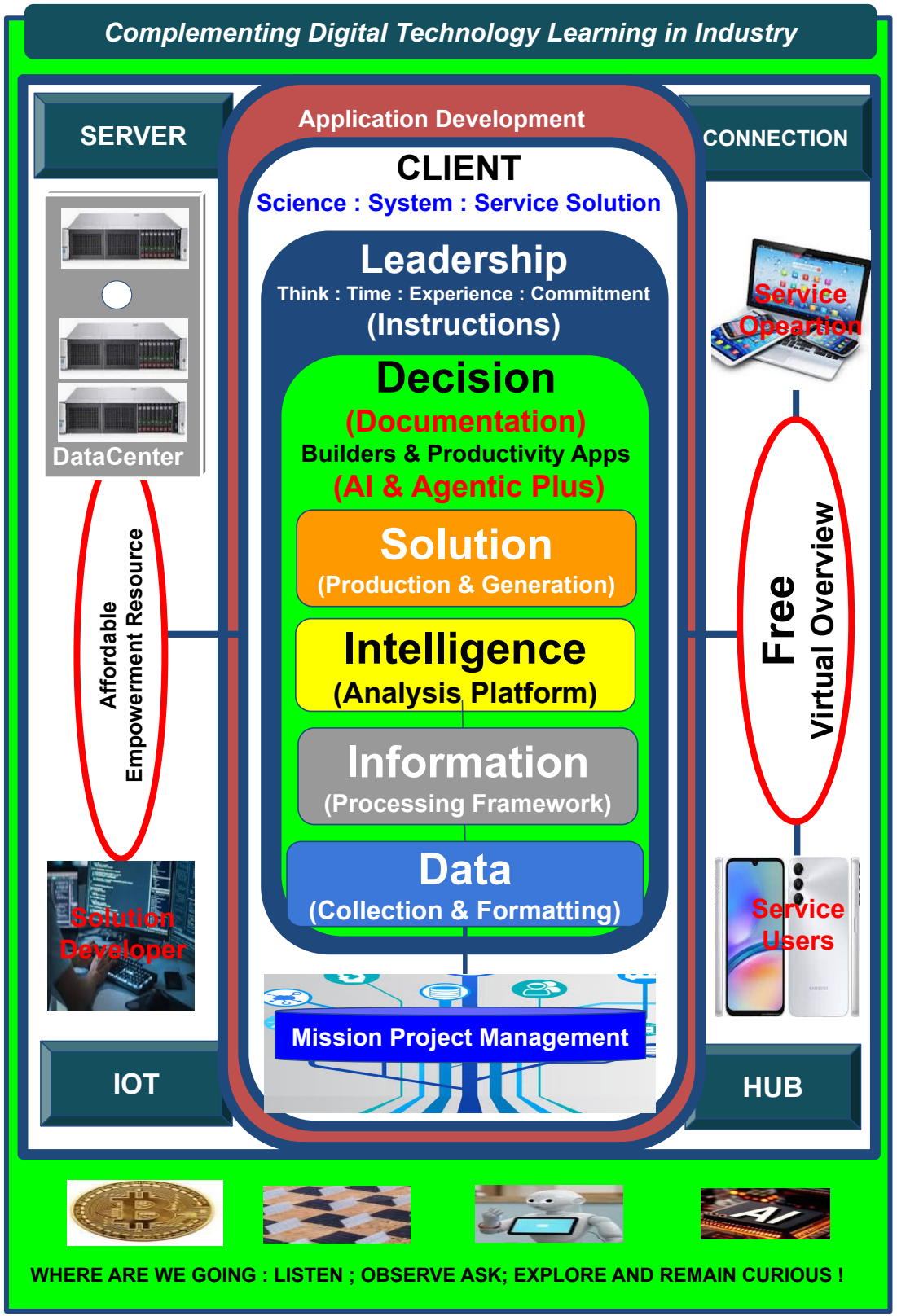

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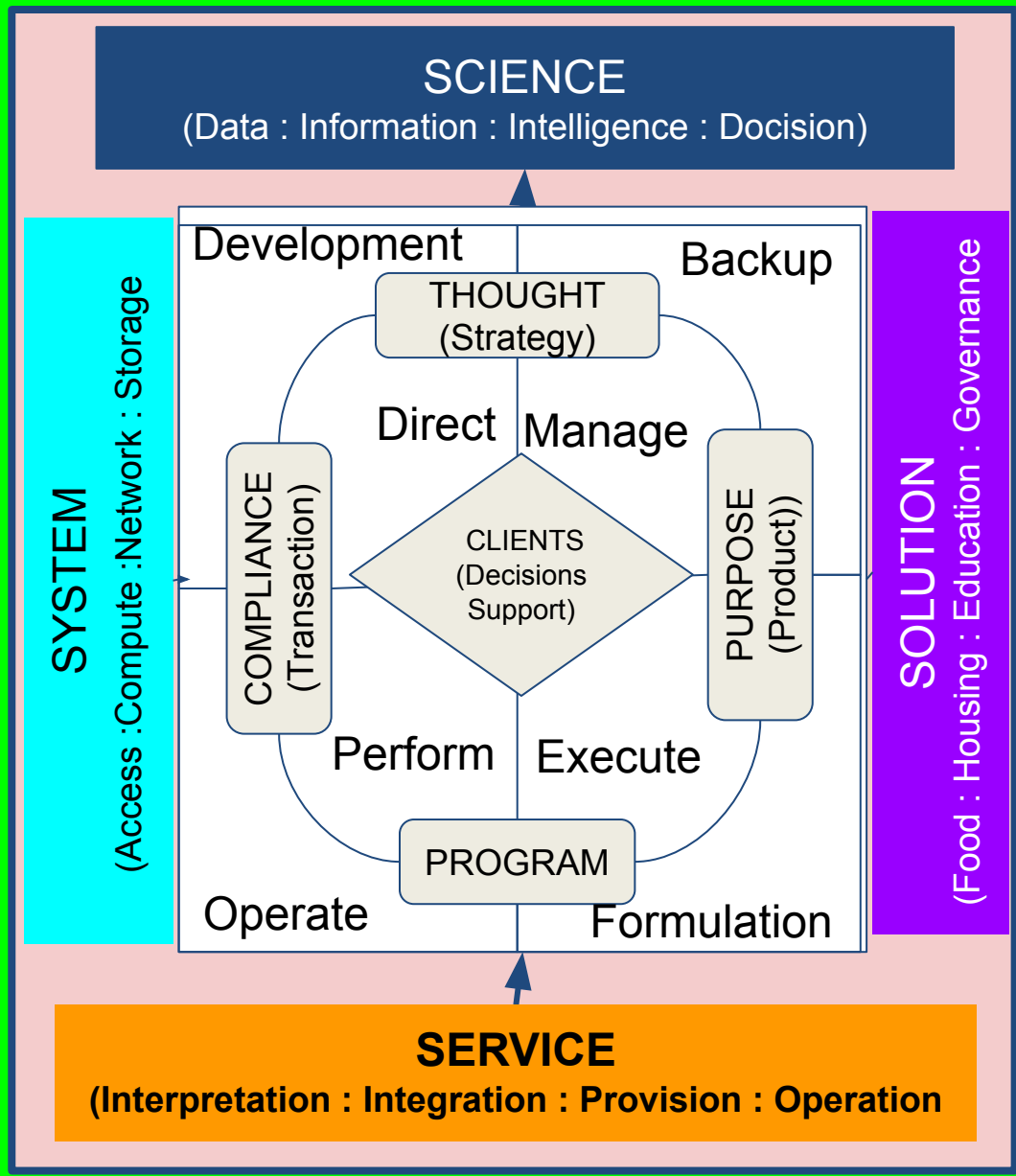
Complementing Digital Technology Learning in Industry

Affordable
Empowerment Resource

Free
Virtual Overview



WHERE ARE WE GOING : LISTEN ; OBSERVE ASK; EXPLORE AND REMAIN CURIOUS !

SCIENCE

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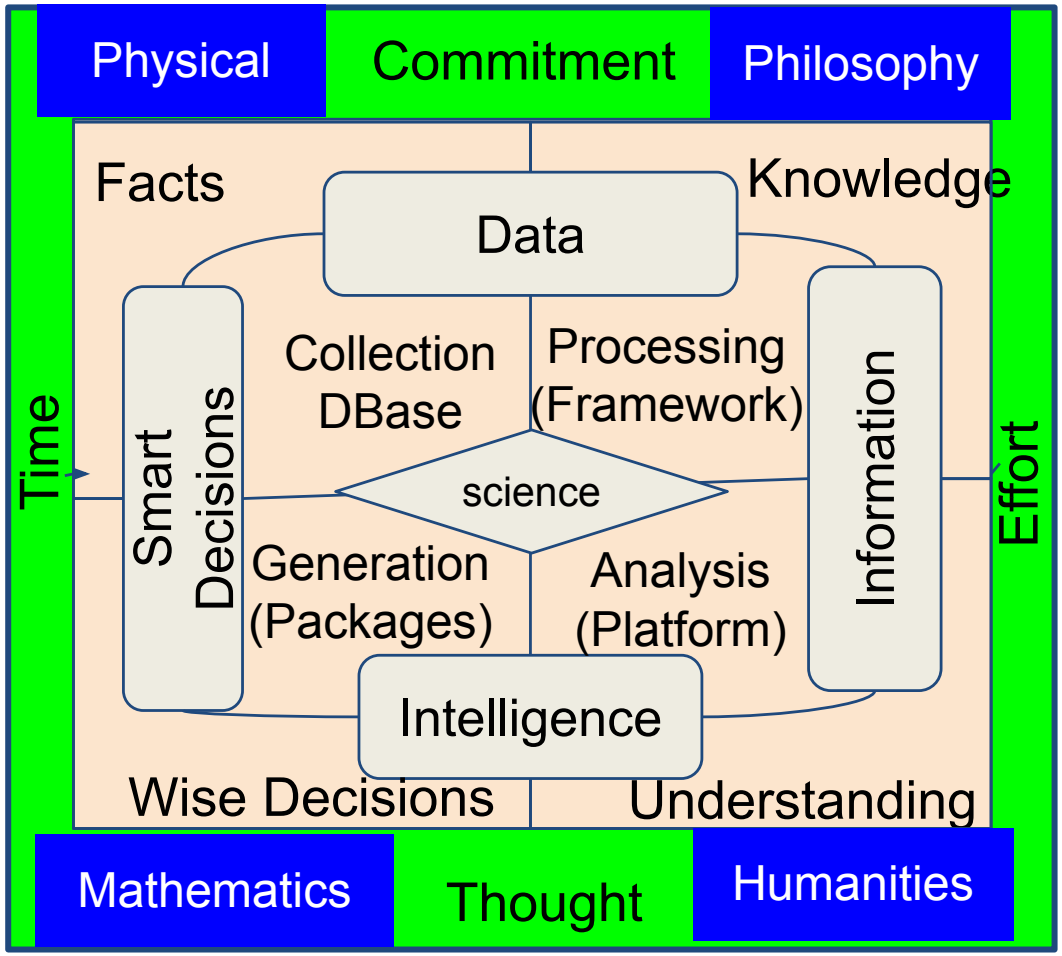

Imagination	Primary	Composition
Creative	Secondary	Essay
Critical	College	Paper
Innovation	Industry	Report

LEARNING OUTCOMES TECHERS & ai

SOLUTION

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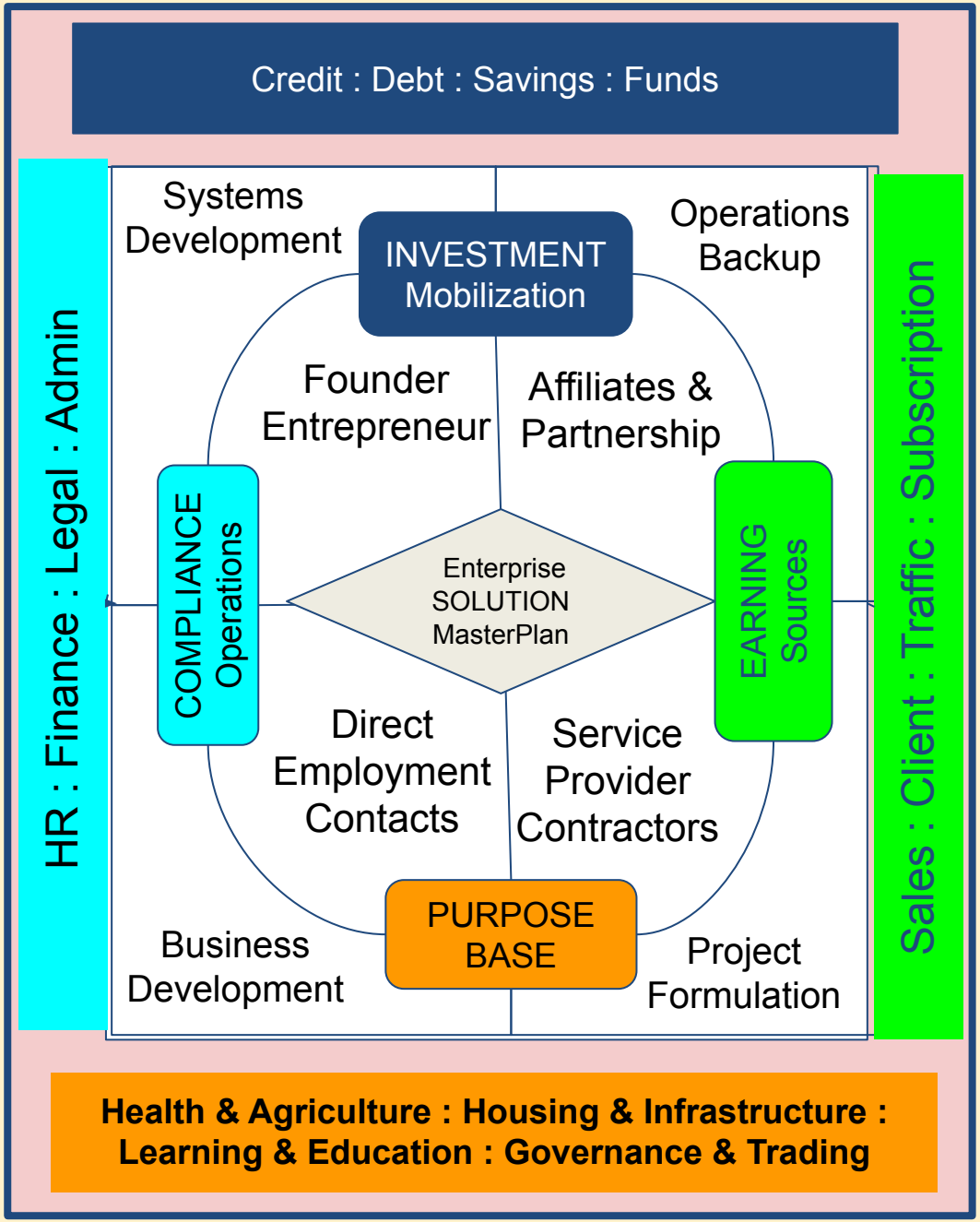

Competency : Qualifications : Certifications : Experience
(Directors : Managers : Executives : Staff)

SERVICE

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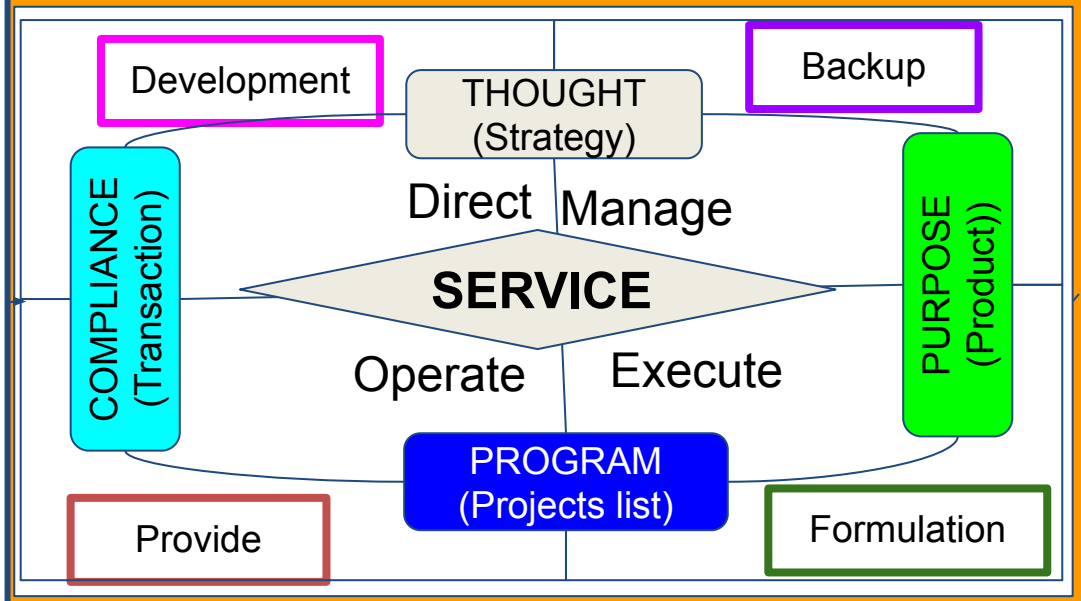


Qualifications

Budget

Estmate

Project Manager

Task Executive

Architect & Visualise

Design & Specify

Skills

Cost

Expense

Assigned Supervisor

Duty Staff

Supply & Build

Operate & Monitor

Decision Support Service Contracts

SERVICE PROVIDER OPPORTUNITY

SODESS
(Digital Technology Complement)

SODESS
(Digital Technology Supplement)

SIEX
(Website)

LEARNEX
(Forum)

SALEX
(Product Sales)

COREX
(Subscription)

LITEX
(Blog)

CLIENTEX
(Client Project Formulation)

DEVEX
(Application Development)

SYSEX
(Systems Provision)

Complementing Digital Technology Learning in Industry

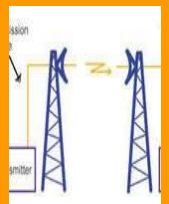
Affordable
Empowerment Resource

Free
Virtual Overview

SCIENCE

Data Center

LEARN



Connect

HARDWARE

Artificial Intelligence

Applications

Packages

Platform

Framework

Desum

SYSTEM

AS

YOU

SERVICE

Data Center

Edgehub

EARN

SOLUTION

WHERE ARE WE GOING : LISTEN ; OBSERVE ASK; EXPLORE AND REMAIN CURIOUS !

ASSIGNMENT OPPORTUNITIES

DESUM

Decision Support Model

Integrated Science

Digital Technology

Presentation

CisoNet

AI Agent

By Josephine Mwarua

Foreword

Background

Kenya's Competency-Based Curriculum (CBC) marks a new era in our education system. It is designed to nurture creativity, innovation, critical thinking, and problem-solving among learners. This transition requires strong support for teachers, who are the backbone of its success.

As classrooms integrate digital technology, teachers must be equipped with both skills and frameworks to guide learners. While the government's Digital Literacy Program (DLP) is a vital step, there is a need for complementary approaches that connect technology use with meaningful application.

Decision Support Science (Sodess) offers such a bridge. By helping teachers understand the processes behind digital technology—data collection, information processing, analysis, and decision-making—it empowers them to confidently deliver CBC content and prepare learners for the digital age.

Supplementing Digital Technology in CBE in Kenya

We want to instill the concept of decision support science, systems, services and solution as a natural way of transitioning from institutional education to learning and earning in the industry. We believe that this start as early as in primary school.

Complimenting The Digital Literacy Program (DLP)

In addition To Decision Support Science; We shall lead the teachers in understanding the information system network system building equipment including hubs, switches, routers, gateways and data center computing servers, and storages technologies and the block building device comprise software and hardware.

DESUM

Decision Support Model

Integrated Science

Digital Technology

AI Agent

YOU STAR

Presentation

CisoNet

By Philip Mutwiwa

CBC supplement

SUPPLEMENTARY MATERIAL FOR LEANER

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Care products

Indoor Camera

Binocular camera

Outdoor Camera

Pet products

Pet Feeder

Pet Water Fountain

Pet Feeder

Health products

Energy saving products

Entertainment products

No matter where you are, we help you keep eye on your home. When unexpected situations happen, our solution will inform you immediately.

Living Room

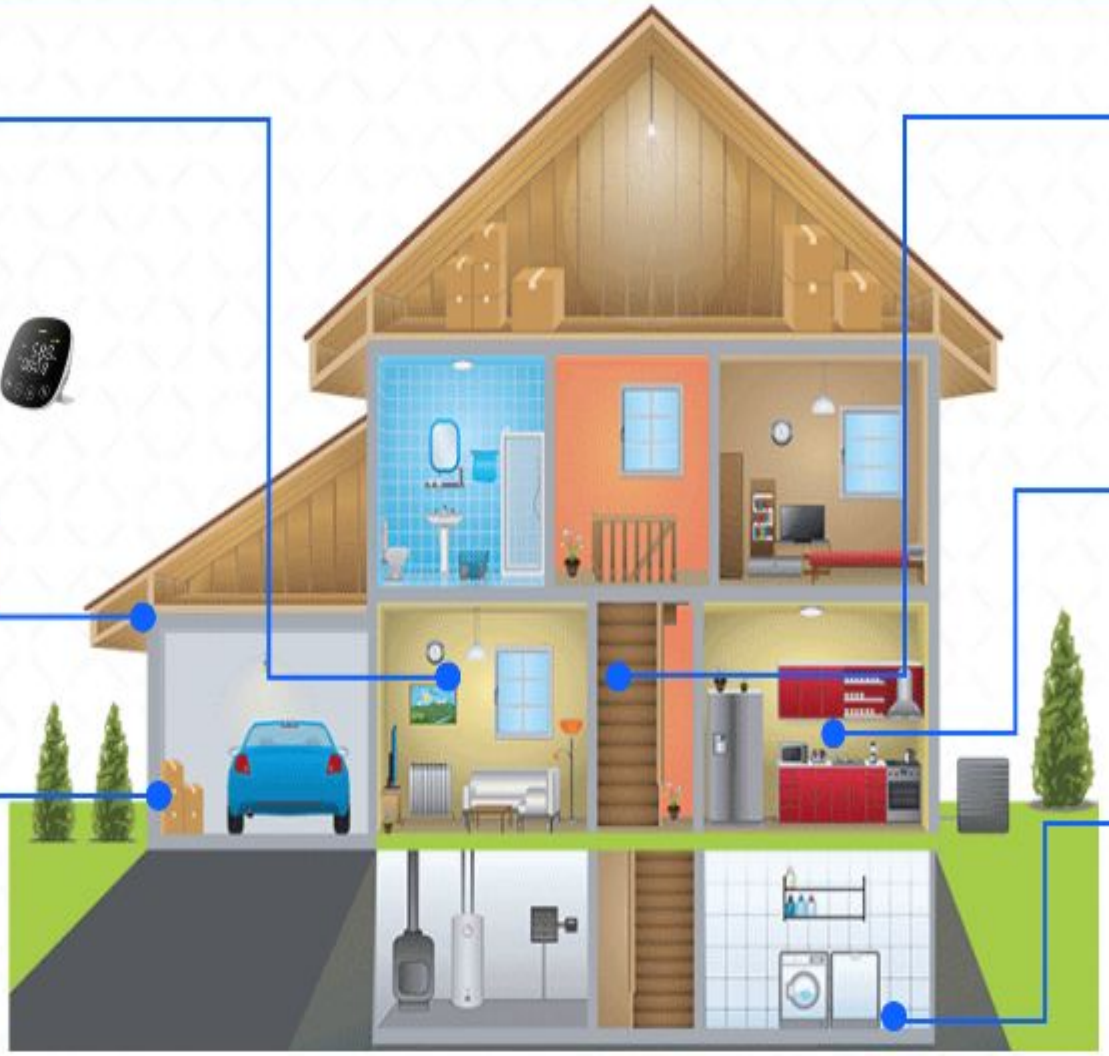
IPC, Gateway, D/W Sensor,
T&H Sensor, Air Quality Monitor

Garden、Garage

Outdoor Cam

Entrance

Doorbell、Door lock
D/W Sensor



Stair

Motion sensor

Kitchen

Water leakage

Basement

Water leakage