



Digitizing The Educational System
for The Salvation Army



The Client- The Salvation Army

Founded in 1865, The Salvation Army is a Christian Protestant church and international charitable organization headquartered in London, UK. There is an international movement motivated by religion to preach the gospel of Jesus Christ and to do services for the poor and the needy. The services like food distribution, anti-human trafficking efforts, rehabilitation centers, disaster relief, and wealth of children's programs are conducted across 127 countries. The Salvation Army is the second largest charity in the U.S., and operates over 7,546 centers in communities across the U.S. and has a worldwide membership of over 1.5 million.

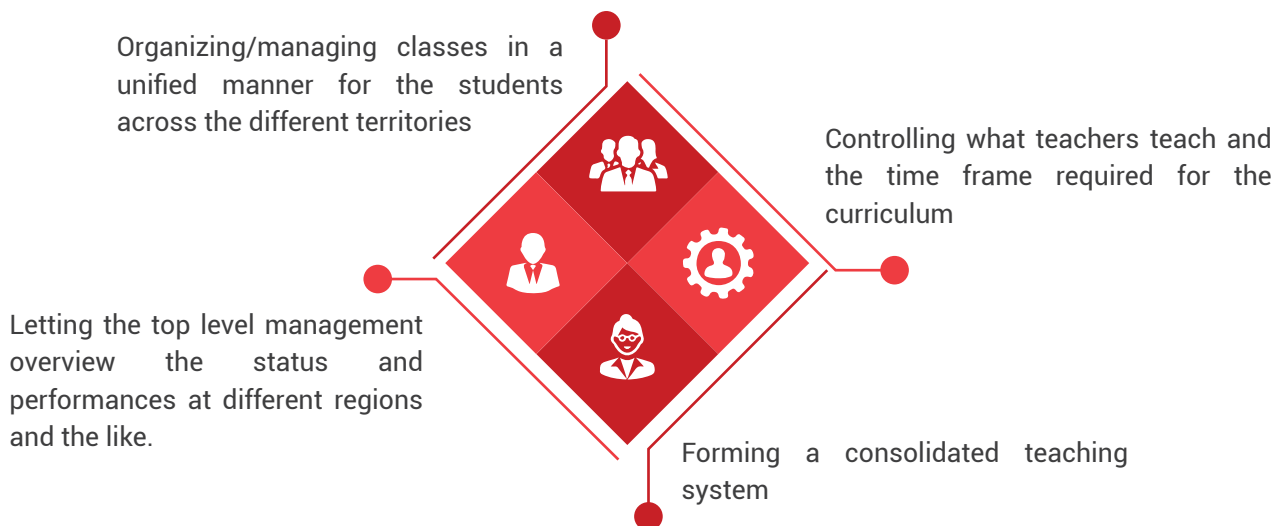


The Client's Challenges

The Salvation Army operates in 127 countries and provides services in 175 different languages. The organization divides itself geographically into territories, and further into divisions, for administrative purposes. Each territory has an administrative hub, called Territorial Headquarters which is led by a Territorial commander/ officer who receives orders from the international headquarters in London.



The Army consists of many youth groups comprising of Sunday schools, and the Scout and Guide pack (who develop Christian faith among the younger generation, students or their followers). The client had challenges with:



The client wanted to utilize the modern-day technologies and facilities to unify and improve their teaching methods for their Junior Soldiers. They also aimed at making the teaching processes more efficient and transparent for the students, teachers and the management.

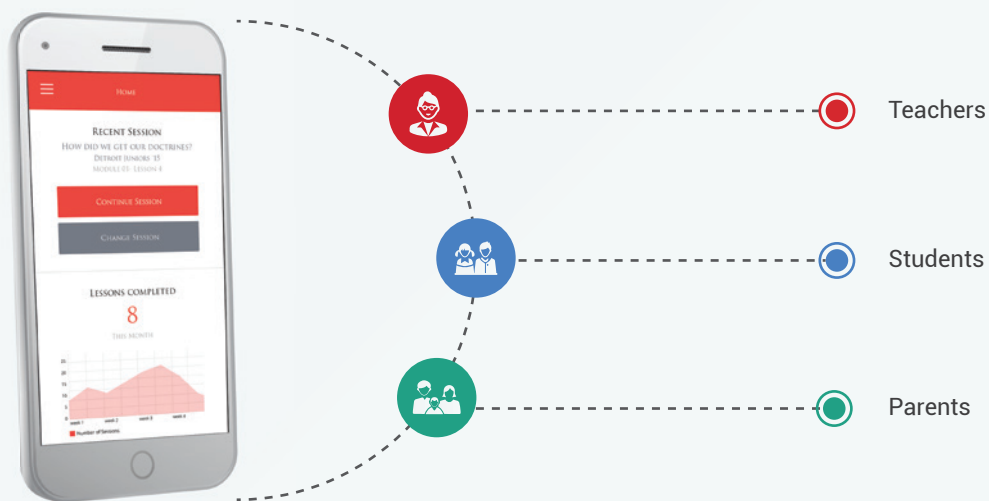
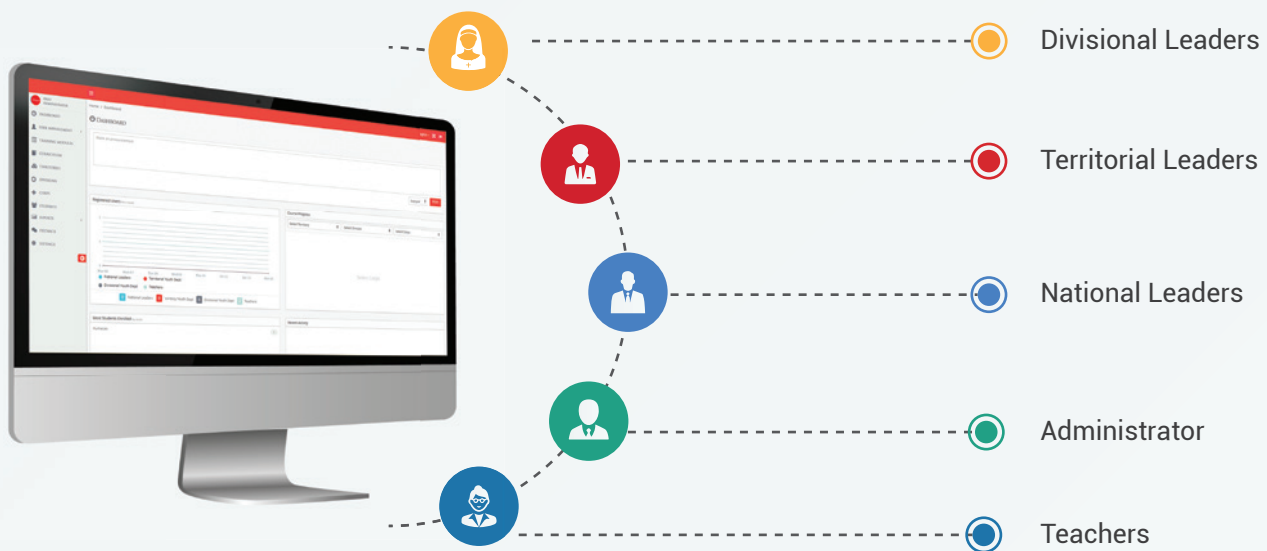


Resolving the Challenges through Digitization

Fingent closely studied the nature of educational processes for the kids, enrolled in schools sponsored by the Salvation Army.

The discipleship training for children known as the *Junior Soldiers* is a 5-year training program helping the youth (students between the ages 7-13) develop in four primary areas, viz., *Salvation Army Doctrine, Salvation Army Tradition, Salvation Army Distinctive, Practical Faith*.

We proposed a Mobile Application and a web backend to support the application that carefully organized and managed the teaching curriculum for all junior soldiers across the different territories.





How the Solution Helped The Salvation Army

The App and the web backend allows organizing and managing the classes across four different territories mainly: Northern, Eastern, Southern, and Central . The administrator can add other users like National, Divisional or Territorial leaders. The National leaders make the curriculum for students studying under The Salvation Army and assign the curriculum to territorial leaders. Territorial leaders can then assign divisional leaders and teachers their tasks for each class. Teachers can use the mobile app to view modules, units or lessons, tutorial videos, Upload pictures of students learning, and to know about the classes conducted. Students use the Mobile app to view tutorial videos, play games or do homework. Parents can also login to the app to view their child's tasks, homework, and performance.



An Administrator role allows a user to access the website back-end and permits them to perform a predefined set of administrative tasks. Administrators can also access all features available to the users.



A Divisional/Territorial role allows a user to create and manage training modules and materials for Teachers, create the curriculum for Junior Soldiers, view the dashboard, and reports related to teachers and courses through the backend. The training module feature includes three training methods including courses, documents, and quizzes.



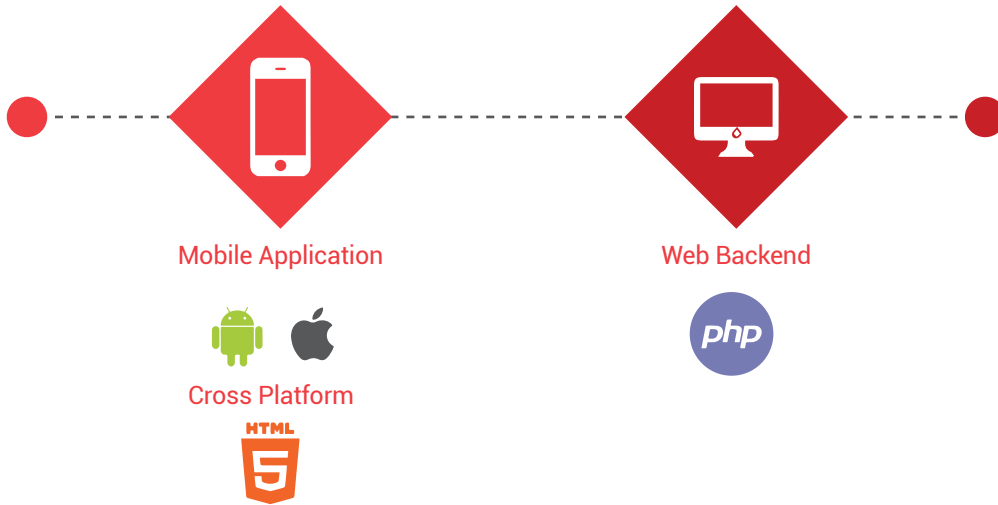
A Teacher role can access both the website back-end and mobile application and permits them to view content generated by the Staff, training modules and materials, Junior Soldier curriculum, manage classes and view the dashboard to track their progress.



A Parent/Student role allows the user to access the mobile application and permits them to view 4 games at a time and view homework specific to lessons.



Platform/ Technology Used



Key Features





The Impact

The solution was greatly applauded by the top-level leaders across the U.S. The client further entrusted us to create the Spanish version of the App/ backend to include Spanish curriculums. Within 6 months of deployment, the solution had more than 60 teachers and a few thousands of children as users. The authority expects many-fold users once the academic year starts and the application is rolled out to every centre. The officials at The Salvation Army finds the solution very helpful and efficient in organizing, streamlining and managing their young generation's religious study. The Teachers say that the App has helped them be twice as efficient as before, helping save about 30% on time spent and 40% on better student interaction and learning

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The good news is that anyone without much technological knowledge can handle and manage everything at one place. The entire teaching process has become easily traceable, transparent and accountable.

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- National Head at The Salvation Army



ABOUT FINGENT

We are a Global IT company providing strategic IT business solutions and services for complex business problems, in multiple industry sectors including retail, healthcare, finance, education and more. Our vast technology and industry expertise enable us to focus on cutting-edge internet technologies with the aim to develop scalable, secure and easy-to-use web applications that work across multiple devices. We believe that the judicious use of technology, together with good design can reduce complexity, connect individuals, and provide valuable insights... all of which ultimately help businesses succeed.



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