Girls CodeToo

ANNUAL REPORT 2025

TABLE OF CONTENTS

ABOUT GIRLSCODETOO

GirlsCodeToo (GCT) is a Zurich-based non-profit organisation founded in 2021 by Lara Fritsche-Riparip, Alicia Cesa Bianchi, and David Cleres. Driven by their passion for teaching technology, GCT is operated by a dedicated team of students, professors, industry professionals, and parents. At GirlsCodeToo, our mission is to support and encourage girls to discover coding and explore careers in tech. By introducing them to software tools, coding languages, and processes used to 3D print objects and control robots, we aim to spark learning and curiosity. Our overall goal is to close the gender gap in the engineering education and tech industry while inspiring more girls to pursue STEM-related programmes and technical apprenticeships.

From a modest initiative that started with online courses, GirlsCodeToo has grown over the years to offer a large panel of workshops and courses (more than 130 in 2025!) to girls across Switzerland. While the organisation is growing fast and professionalising itself, we remain loyal to the values of our early days. We rely on the dedication of grassroots instructors and volunteers, whose experience – both as women in STEM and as instructors receiving feedback from participants – shape the direction of our numerous projects. We actively follow this mindset with the recent expansion of new managerial roles and larger projects at GCT by making sure we create a horizontal organisation where any of our members can participate in our collective effort for a more inclusive society.

Larger projects, you said? In 2025, GirlsCodeToo launched a large-scale intergenerational project financially supported by the Federal Office for Gender Equality (FOGE) that combines digital design, 3D printing, and microcontroller programming. With a budget of CHF 400'000 over two years, this project is by far the most ambitious challenge taken up by our team at GirlsCodeToo. To ensure that we reach our societal objectives and coordinate all our activities, we reinforced our team by creating fixed-time positions: Emma Heinzer is currently active as a CEO (70%), Sahana Betschen continues her long-time commitment to our organisation as a Head of Operations and Strategy (40%), and Aline Scherrer is the new President of the Board who also works as a Project Manager (20%).

Our 2025 activities also highlight our commitment to existing formats and partnerships. To mention a few examples, we continued teaching weekly afterschool classes in the primary school of Kilchberg, we had an amazing time during holiday camps with the Canton of Zurich and the municipality of Silvaplana (GR), and we reached many interested kids during TechDays and GO4IT events organized by the Swiss Academy of Engineering Sciences (SATW). We are looking forward to continuing our work together in 2026, inspiring more girls and women to follow technical and STEM-related career paths.

Speaking of 2026, we plan to actively reinforce our partnerships with leading companies to create meaningful synergies, develop our curricula that include AI and cybersecurity, as well as hardware tools such as 3D printers and robots, and expand our offer for recurring courses to create stronger ties with the next generation of female engineers and scientists.

To all our active and past members, instructors, partners, supporters, donors, students, and their parents, thank you for your trust and contributions. Keep up with this amazing energy; we bring the world of technology closer to girls' hearts with dedication and collective efforts, and we will carry this momentum forward into 2026!

Aline Scherrer

President of GirlsCodeToo

Mathieu Dubied

Treasurer of GirlsCodeToo

KEY FIGURES 2024 AND 2025

STUDENTS TAUGHT

1448 2024 **1294** **2025**

HOURS TAUGHT

226 2024 **335** **2025**

WORKSHOPS GIVEN

118 2024 **134** **2025**

LOCATIONS

31 2024 **31** **2025**

TEACHERS

27 2024 **39** **2025**

VOLUNTEERING HOURS

850+ 2024 **650+** **2025**

ACTIVE MEMBERS

34 2024 **48** **2025**

MONEY THAT WENT OUT TO PAY STUDENTS (CHF)

39k+ 2024 **80k+** **2025**

NUMBER OF WORKSHOPS IN SWITZERLAND

200’000 CHF over 2 years awarded from the Federal Office for Gender Equality

Printed by Code: Girls and Women Shaping Ideas

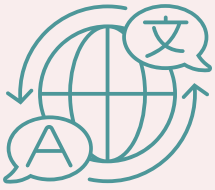
In Spring 2025, GirlsCodeToo was awarded a grant of CHF 200’000 by the Federal Office for Gender Equality (FOGE) for our project **Printed by Code: Girls and Women Shaping Ideas**. The project brings girls and their female family members together to learn 3D printing and programming, and we're aiming to reach 400 participants across all language regions of Switzerland by mid-2027. The grant also supports the creation of a permanent course space for regular sessions, the growth of a lasting community, and the development of open-source teaching materials that other organisations can freely use and adapt. The project relies on two financial sources: the FOGE support of CHF 200’000 over two years, as well as revenues from our activities and further partnerships of CHF 200’000, reaching a budget of CHF 400’000 over two years.

EDUCATIONAL PROGRAMME

134 workshops

For a total of 335 hours

In 31 different locations



In 4 different languages

With 1200+ participants

Our educational programme is structured around the age of the participants, the duration of the workshops, and the subjects taught. We offer our own workshops and also design tailored courses for schools and companies. Each course includes a mix of theory and hands-on activities, utilising physical devices, licensed software, and apps.

In 2025, we conducted 134 workshops across 31 different locations, in four languages – German, French, Italian, and English – reaching a total of 1'294 participants. This is more than 1 workshop every 3 days on average! Compared to 2024, these numbers reflect our desire to create stronger social bonds with our workshop participants: instead of reaching more girls, we developed formats in which we can meet and guide them over multiple sessions. With after-school programmes that run over multiple weeks, we can break the ice with our young students and create a space where they feel confident to explore technology. By creating diverse original curricula, we are dedicated to meeting the unique needs of the different schools, companies, and partners with whom we work closely. We take great joy in developing engaging, rich, and educational experiences for children, ensuring we deliver maximum value within the time available.

The following pages highlight some examples of the workshops that formed the core of our programme in 2025, shaped by our years of experience and our dedicated instructors.

3D PRINTING WORKSHOPS

In 2025 we continued teaching our 3D printing workshops and were able to test out different formats: half-day discovery sessions, weekly after-school courses running for a month, and 3-day camps. We also held a session where mothers, aunts, older sister and other female role models came along with the girls to learn about 3D printing and create together. The programme always included:

- Basics of 3D printing
- Basics of 3D modelling using TinkerCAD
- Slicing a 3D model
- Designing and creating one's own object to be 3D printed

Céline Ziegler
Instructor

The 3D Printing Workshop was an experience I genuinely enjoyed, not only because I had the chance to teach children something new, but also because I had to learn the skill myself first. That gave me a better sense of which steps might be challenging and where they might need more support.

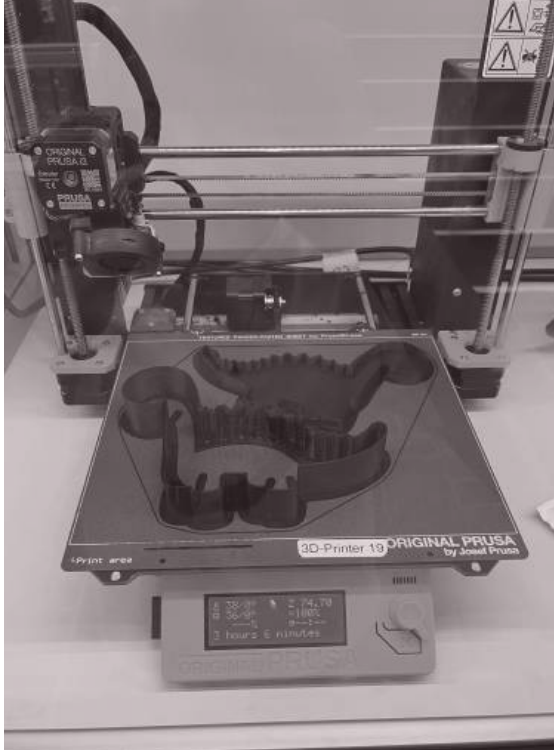
Teaching the kids was a lot of fun. It was interesting to see how differently they approached the task: some followed the instructions closely and were a bit more careful when using the system, while others jumped straight in and let their creativity guide them. It was genuinely amazing to watch them experiment and figure out how to model a 3D object in their own way.

I hope the children not only took home the models they created, but also some confidence in trying out new technologies and exploring new things for themselves.

In the intensive 3-day camps, we had the time to build a lamp from scratch, which allowed us to go further and cover:

- Setting up the printer, changing filaments, and removing supports after printing
- Troubleshooting failed prints
- Soldering and assembling LED strips into the print
- Programming the microcontrollers

Whatever the format, these 3D printing workshops gave the girls (and their accompanying family members and female role models) concrete skills in how a current, real-world technology works, in spatial awareness and 3D modelling. They also walked away with the confidence that they can be creative in a technological field. Both the kids and the instructors loved it, and honestly, we're so happy and grateful we get to give this course.



"der 3d Drucken war echt cool"

"Macht nochmals so Kürse"

"Es hat mir gefallen, etwas zu machen was ich noch nie gemacht habe"

"der kurs soll das ganze jahr sein"

What we can do better according to the girls is talk less, give them less theory, have more colours to print in, have newer laptops (if anyone wants to sponsor them, we'd be very grateful for it 😉), bring more snacks, and let them explore even more.

In 2026 we're continuing on this track, taking into account the feedback we received and improving the curriculum for even better courses. Looking forward!

AFTER-SCHOOL CLASSES

Every week, 10 girls aged 9-11 meet for a one-hour programming workshop. The semester-long course allows us to introduce programming concepts gradually, making sure the girls really understand them and can apply what they have learned. This format is one of our favourites because we see a lot of progress, and it is great to build a closer and more constructive relationship with the students over time.

The workshop is split into two parts:

- **Programming with Pixel Art**: Over several weeks, the girls learn the basics of programming by creating pixel art. With plenty of time to explore different functions, they develop animated images and gain confidence in coding. At the end of this part, they present their projects, which they are always proud of. The imagi keychains they have been working with over the semester are given as surprise Christmas gifts, making this part especially fun and memorable.

- **Animating Robots**: In the second part, the girls use their programming skills to animate robots. After an interactive theory session, they dive into building the LEGO robots themselves, which we think is a great addition to the pedagogy programme. The programming of the robots is just a little bit different from the pixelated keychains, meaning that the girls can use the coding basics from the first part to achieve great results with the robots, making them move and perform tasks based on if-statements.

If you think this could be implemented in a school you know or are part of, please contact us!

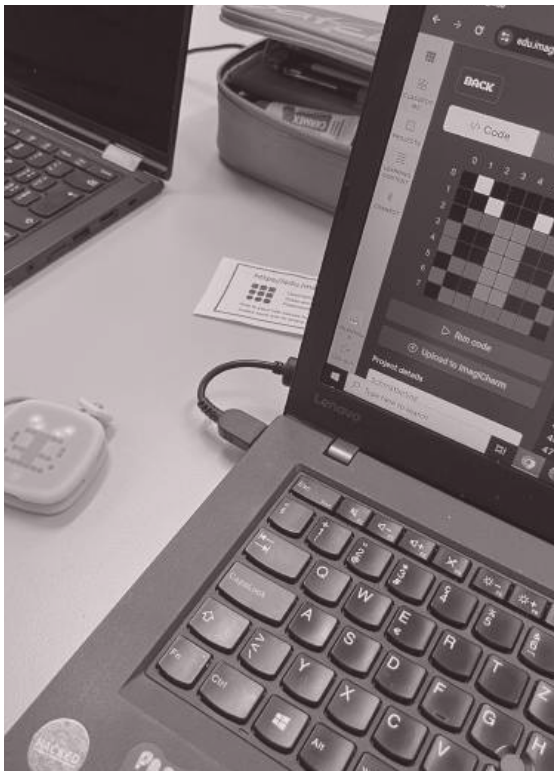
Because we like this weekly format so much, we decided to expand it to a **new primary school in Seebach**. During the spring semester of 2025, we delivered a 4-week long course using the imagi, free of charge for the school and the participants. During the autumn semester, we decided to teach part of our 3D printing curriculum in this weekly format, over an 8-week period. We are actively looking for new schools to expand this offer, as we believe that this is one of the best ways to create and nurture safe spaces for girls to discover technology.

TECHNOLOGY DAYS AT SCHOOLS

A recurring format we've been teaching since the start of our organisation is the 2-3-hour course during special school days, such as Technology Days, GO4IT, or Days for the Future. These sessions give students an introduction to topics like:

- Interactive Programming: Using imagi keychains, LEGO Education SPIKE robots, or Sphero robots, all programmed in Python.
- App Design: Creating apps with the App Lab of Code.org using JavaScript.
- AI and Arts: Exploring AI-generated art while discussing its applications and ethical considerations in class.

Each session starts with a bit of theory before moving on to the fun, hands-on part. This short format allows us to inspire students who might not have otherwise been exposed to or interested in technology. Since these courses are often attended by slightly older students (12-16 years old), we ensure that our instructors, who are mostly women, share their academic journeys and career paths. This provides the students with the chance to ask questions and gain insights into potential future career options.



In 2025, we have been working in collaboration with the SATW on two of their youth development programmes, the TecDays and GO4IT, delivering 17 hours of workshops for the former and 77 hours for the latter! Our collaboration this year has been the result of a trusted and strong relationship, and we are already looking forward to meeting the students of the 2026 workshops.

Lou Deschamps

Instructor

My experience at GirlsCodeToo is truly inspiring and motivating. One of the things I value most is the opportunity to meet young people from different backgrounds, each with their own personalities and interests, who come together during our workshops around a shared project and common goal.

What I especially enjoy is meeting girls who may not initially see themselves as interested in technology, or who sometimes underestimate their abilities in this field. It is incredibly rewarding to watch them discover genuine enthusiasm during our workshops and to see the pride they feel when they successfully complete an activity or solve a challenge on their own.

I especially remember one student during a Go4IT workshop who seemed unsure about coding at first, but by the end of the session she enthusiastically asked me where she could get her own robot to continue experimenting at home. I believe one of the most meaningful parts of our mission is sparking curiosity and opening new perspectives they may not have considered before.

CAMPS

In addition to our self-hosted camp about 3D printing (see above), we continued working with the Sportamt of the Canton of Zurich and the municipality of Silvaplana to propose holiday camps with a combination of two types of activities: sport acitivities (because dancing is fun!) and interactive coding with robots and imagi keychains. With this programme, kids are both mentally and physically active!

As a new development, we also joined the Swiss TecLadies (SATW) who organized a 1-week camp for girls aged 12-15, enabling them to discover the world of technology and computer science through different activities such as robotic workshops, company visits, and video creation. By having dedicated time slots to discuss their plans for the future, our instructors could listen to the thoughts of the girls, share their own experience, and therefore serve as inspirational role models.

TAILORED COURSES FOR PARTNERS

Just as in the previous years, we offered tailored workshops for companies aiming to encourage more girls and women to pursue careers in STEM fields. By creating tailored courses for their needs, we can foster interesting and meaningful synergies between the girls attending the courses, the employees, the company, and our instructors. The incorporation of the partners' feedback helps us to align our teaching material and format to the need of the field. In 2025, we could collaborate with aity, SIX, and Société Générale to introduce the kids of their employees and other girls of the community to the world of programming. In 2026, we wish to extend this format to other companies through our partnership programme; if you are interested, get in touch!

Matias Betschen

Instructor and volunteer

Quickly after having joined GirlsCodeToo, I was given the opportunity to develop the 3D printing curriculum, which was an amazing experience for me to be able to share my knowledge and love for 3D printing with so many young students. Over the course of multiple courses and many hours of work, it was great to see our new 3D printers and curriculum come to life as we worked out all the issues. While our course only scratches the surface of what is possible for 3D printing, it gives the chance to the girls to create something of their own, that they have designed on a computer and bring it into the physical world for them to keep.

The most rewarding part was seeing the sparkle in the students eyes when they see the 3D printer start printing for the first time, and hearing their plans of what they want to print next. I look forward to continuing to teach this course and to see how it evolves and expands into something even bigger and better for the students.

OUR COURSE MATERIAL

IMAGI KEYCHAINS

Using the imagi keychains, girls can visualise the outputs of their variables, functions, and for-loops by illuminating specific pixels in chosen colours. They can also make their art blink or animate sequences by programming the pixels to light up one after another. The code is written in Python using the imagi app, where its output can initially be viewed on the screen. To make the experience even more engaging, the keychain can be connected via Bluetooth, allowing the output to appear on the physical device.

This approach not only provides a highly creative and interactive introduction to coding but also enables continued exploration at home through a personal login to the imagi platform. In some cases, students are gifted the keychain at the end of the class, giving them a personalised accessory to carry and customise by adapting their code. This tool is one of our absolute favourite materials for teaching!

LEGO EDUCATION SPIKE

SPIKE offers the possibility not only to create classic moving robots but also other interactive projects, such as a safe, a delivery van, a smart e-bike, or a wind indicator, among many other options. The light, colour, distance, force, and touch sensors, along with the small motors and accelerometer, make the robots highly interactive and offer endless opportunities for experimentation. This hands-on construction is a valuable pedagogical element of the programme, fostering problem-solving skills and enhancing spatial awareness.

Once the robot is assembled, kids move on to the coding platform. Here, as with the imagi programme, they use basic programming concepts in Python, such as variables, functions, if-statements, and for-loops, to control their creations.

The robots also serve as a springboard for teaching related theory. For instance, in one of our workshops, we discussed the real-life applications of safes, the security measures they involve, the principles of secure systems, and the mechanics behind how safes work. This combination of practical and theoretical learning makes the experience both educational and engaging.

SPHERO

The Sphero programme is a blend of the imagi and SPIKE robots, offering features like coding its pixelated display while also enabling movement, acceleration, and obstacle avoidance, similar to the SPIKE robots. Thanks to its transparent shell, kids can observe the various mechanical components of the robot, such as the battery, wheels, motor, light sensor, gyroscope, and accelerometer. The Sphero robot is versatile and works well in both short and long classes. In short sessions, kids can explore a range of exciting features that are quick to implement. In longer workshops, these features can be further developed, allowing for more complex coding projects. As with the imagi and LEGO tools, the Sphero robot also serves as a great starting point for discussing technological theory.

Introduced to our course material in 2024, the Sphero robot has already proven to be a valuable addition, and we're excited about the opportunities it offers!

CODE.ORG APP LAB

The App Lab in Code.org allows students to create and code interactive apps in JavaScript. The programme is structured with a live preview of the app on the left side of the screen, displaying what is currently being designed, while the coding interface on the right side enables students to program how the app's various elements function. Students, who are all familiar with apps from their daily lives, can finally gain an understanding of the underlying processes that make them work. This is achieved through an introductory theory session at the start of the course and hands-on practice as they create their own app. The course material encourages creativity and a problem-solving mindset.

We particularly enjoy offering this course in shorter sessions, as students can grasp coding basics and design fun, interactive app interfaces within just a few hours.

3D PRINTING

The 3D printing courses make use of a range of tools, each chosen to offer the best possible learning experience for our students.

At the heart of our setup are three Prusa Core One 3D printers. These large-format machines allow us to print a high volume of parts for our students, and their remote-control capabilities mean that all our instructors can monitor and operate them with ease. The printers serve a dual purpose: preparing course materials in advance and providing live demonstrations during classes, giving students a hands-on look at the various components of a working 3D printer. In operation since October 2025, our three printers have proven to be remarkably reliable and have even each earned their own nicknames!

For the design side of things, we use TinkerCad to create the 3D models. As a free browser-based tool, TinkerCad can be accessed on any internet-connected laptop, removing any software installation barriers. This also means that students can continue using TinkerCad independently long after the course has ended. Built around intuitive operations such as moving, scaling, and adding text, TinkerCad is the ideal introduction to Computer-Aided Design (CAD) for students with no prior experience.

To prepare designs for printing, we use PrusaSlicer, a free and open-source software provided by the printer manufacturer that integrates seamlessly into our workflow.

For our dinosaur lamp course, students take their 3D printed creations one step further by adding interactive electronics. Using addressable LED strips controlled by an Arduino Nano, students get to program the lighting behaviour themselves. The Arduino platform is an excellent fit for beginners, offering a straightforward programming and hardware setup that keeps the focus on creativity and learning.

CODE AVENGERS WEB DESIGN

The web design course from Code Avengers provides introductory tutorials on coding in HTML and CSS to create a website. As it takes time to cover the foundational concepts necessary for web development, this course is typically delivered over a full day. In the morning, students work through the programming tutorials on Code Avengers, and in the afternoon, they apply their newly acquired skills to create a website on their favourite topic using GitHub Pages. The course can also include a session on the professional world of web design, offering insights into industry practices, as well as a fun and interactive lesson on the principles of good and bad front-end design, helping students understand what makes a website visually appealing and user-friendly.

Code Avengers is a self-paced, interactive coding platform where students tackle hands-on lessons and real-life projects at their own speed, receiving instant feedback and helpful hints along the way; its structured yet flexible curriculum covers multiple programming languages and uses gamified elements, making the learning process engaging, accessible, and motivating for beginners and advanced learners alike.

CODE AVENGERS

ORGANISATION

48 active members

Instructors, volunteers, project managers, ambassadors, and members of the boards — our team has been growing in 2025, bringing 48 active members together to make our mission a reality.

What sets GirlsCodeToo apart is its inclusive structure, where anyone interested in contributing can find a role. While 2025 has seen a professionalisation of the structure of our association, we make sure to stay close to our root and make decision processes as horizontal as possible. Join a team meeting, and you will see that our team is driven by the same passion, independently from the members' exact role! Our structure fosters a constant influx of fresh energy and ideas, while ensuring that all members have a comprehensive understanding of the organisation's activities. It also nurtures strong and trusted relationships among members. Our common goal drives the organisation forward, propelling its growth and impact.

CO-FOUNDERS

Lara Fritsche-Riparip

David Cleres

Alicia Cesa Bianchi

EXECUTIVE TEAM

Emma Heinzer
CEO

Sahana Betschen
Head of Operations and Strategy

Ana Cervera Arriaga
Marketing

BOARD MEMBERS

Aline Scherrer
President

Chiara Wooldridge
Vice President

Mathieu Dubied
Treasurer

David Cleres

Dr. Monica Landoni

Matthias Ogg

Prof. Stefano Brusoni

Caroline Perriard
Advisory board member

INSTRUCTORS


Maria Makeenkova


Pia Herkenrath


Céline Ziegler


Catharina Veit


Lou Deschamps


Emanuel Skodinis


Michaela Schertler


Mae McKenna


Fanny Goy


Ana Appius


Enzo Roy


Mathurin Froment


Alexander Skodinis


Andri Hunkeler


Zarja Jasnic


Matias Betschen


Jonas He


Helena Golling


Francesc Sacco


Julie Favre


Gary Hoppeler


Ainura Gut


Thomas Artru


Yasemin Anik

... and more!

VOLUNTEERS


Noemi Furchner


Philipp Hermann


Radhika Varma Bhogaraju

AMBASSADORS


Gloria Amadio

PARTNERS AND DONORS

PARTNERS

In 2025, our partnerships enabled us to further expand our reach across Switzerland, including in regions with limited access to technology education. We are grateful for the trust and continued commitment of all organisations we work with. Their support and collaboration enables GirlsCodeToo to inspire more girls across all of Switzerland to explore and shape the future of technology.

Our long-standing collaboration with the Schweizerische Akademie der Technischen Wissenschaften (SATW) continued, with numerous workshops delivered through their GO4IT and TecDays programmes across several cantons, including Zurich, Vaud, and Ticino. Our partnerships with the administration of Silvaplana (GR) and the Canton of Zurich were renewed, allowing us to run holiday camps and bring hands-on technology education to new audiences.

At the Primary School of Kilchberg, we sustained the after-school coding course with weekly lessons throughout the year. This format allows us to work with the same group of girls over an extended period, giving them the time to build confidence, deepen their understanding of programming concepts, and create a safe space for them to develop a genuine enthusiasm for technology.

Building on this experience, we are working to expand our coding club model to other schools, particularly in more rural areas where access to such programmes is limited. As a first step, we established a new partnership with the Seebach School, where we launched a pilot coding club offered free of charge. In the first semester, students were introduced to Python through creative coding projects, followed by a second semester focused on 3D printing, sparking their interest in technology through hands-on applications.

Additionally, we maintained our collaboration with aity, delivering a series of tailored workshops for employees' daughters and their friends, covering Python programming, robotics, and 3D printing in a supportive and engaging environment. This year, we welcomed a new collaboration with Swisscom during Zukunftstag, which offered participants a first, engaging insight into careers in technology and engineering.

Interested in partnering with us? We offer partnership opportunities tailored to different needs and budgets. If you are motivated to help bring the world of technology closer to girls, firstly, you rock, and secondly, we would be delighted to work with you.

DONORS

We at GirlsCodeToo extend our heartfelt gratitude to all the donors whose generosity has enabled the organisation to thrive. Your support has allowed us to deliver engaging, interactive, and impactful courses to girls across Switzerland, reaching participants from diverse backgrounds.

This year, we address a special thank you to all donors of our December crowdfunding ! Thanks to the donation of more than 100 people, we could reach our target of CHF 15'000 within a month, which was a great signal for the grassroots support our mission generates. The precious donations will serve to invest in teaching material and offer our courses to new schools during 2026!

We also thank the **Frauenverein Kilchberg (FVK)** for a generous donation, as well as some very useful collaboration in the preparation of our 3D printing workshops in their municipality.

Thank you for being a vital part of our mission to inspire the next generation of girls to shape the world of technology.

FVK
Ihr Netzwerk seit 1898

Contributions of
750 CHF
and more

DEVOPSDAYS ZURICH

Contributions of
5'000 CHF
and more

HASLERSTIFTUNG

Contributions of
10'000 CHF
and more

NCCR Automation

Contributions of
15'000 CHF
and more

GRANTS

satw it's all about technology

Contributions of
2'500 CHF
and more

Schweizerische Eidgenossenschaft
Confédération suisse
Confederazione Svizzera
Confederaziun svizra

Eidgenössisches Departement des Innern EDI
Eidgenössisches Büro für die Gleichstellung von Frau und Mann EBG
Finanzhilfen

Contributions of
70'000 CHF
(200'000 CHF over two years)

FINANCES & OUTLOOK

FINANCES

From a financial perspective, 2025 marked an important milestone for GirlsCodeToo. With the the obtention of a 200'000 CHF grant over two years from the Federal Office for Gender Equality (FOGE) for our project "Printed by Code: Girls and Women Shaping Ideas" (see p. 7), our financial capacities and responsibilities increased markedly. This expanded the scale of our operations, requiring the association to manage and reconcile nearly 200'000 CHF in revenues and expenses in 2025.

We report below our financial results, in two tables: one for the activities related to our FOGE/EBG project, and one for the rest of the association's activities. The FOGE/EBG results are monitored by the federal government to guarantee transparency. We end 2025 with a benefit in both types of activities, which will be directly invested in new curricula, more subsidized courses, the introduction of reduced pricing for low income family, and the further professionalization of the association.

FOGE: PRINTED BY CODE: GIRLS AND WOMEN SHAPING IDEAS

Revenues from activities	CHF 7'337.84	
Revenues from donations and partnerships	CHF 98'864.00	
Salary expenses		CHF 56'370.36
Other expenses (transportation, infrastructure, licenses, materials)		CHF 26'176.24
TOTAL revenues and expenses	CHF 106'167.78	CHF 82'546.60
		CHF 23'621.18

OTHER ACTIVITIES OF GIRLSCODETOO IN 2025

Revenues from activities	CHF 52'807.80	
Revenues from donations and partnerships	CHF 37'607.49	
Salary expenses		CHF 57'626.54
Other expenses (transportation, infrastructure, licenses, materials)		CHF 21'312.36
TOTAL revenues and expenses	CHF 90'415.29	CHF 78'939.90
		CHF 11'475.39

OUTLOOK

2025 showed us what GirlsCodeToo is capable of when individual motivation meets financial support and institutional belief. We launched our most complex project to date, grew our team to 48 active members, and deepened the relationships that matter most: with our students, our partner schools, and the organisations that share our mission. This momentum carries directly into 2026.

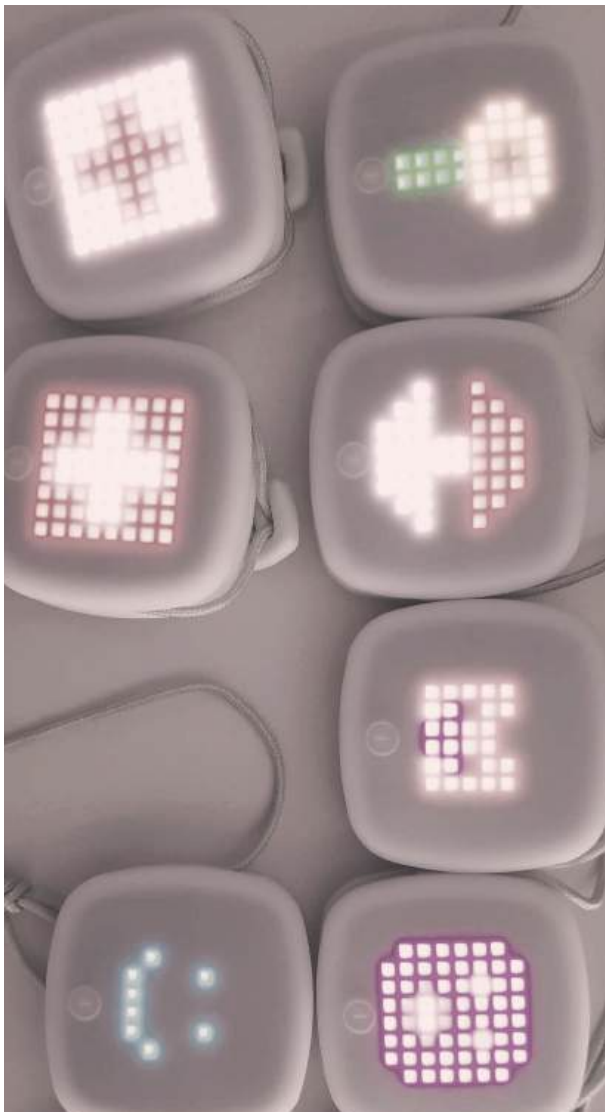
Our priority is the continued delivery of "Printed by Code: Girls and Women Shaping Ideas," supported by the FOGE. We are committed to reaching hundreds of girls and women across all language regions, building a lasting community, and continuing to pay our qualified and motivated instructors a good wage. This project is the largest we have ever undertaken, and we are determined to see it through with the same care and quality that defined the first year.

Alongside this, 2026 is for investing in new curricula. With artificial intelligence changing at lightning speed and having become a crucial aspect of modern society, we find it of the utmost importance to give girls the skills necessary to understand this technology. The tools are already in children's hands; the question is whether these children will be passive consumers or informed, critical, and autonomous users. This is why we are developing workshops on artificial intelligence and cybersecurity. Beyond the digital world, Switzerland's pharmaceutical and biomedical engineering sectors are among the most dynamic in the world, and we want to spark girls' interest in the technical side of these fields too. A new curriculum and new partnerships in this area are on our roadmap for 2026.

Sustaining this growth requires sustained investment, and we are clear-eyed about that. Our WeMakeIt crowdfunding success in December showed us that grassroots support for our mission is real. In 2026, we will pursue both corporate sponsorships and foundation grants with focus and rigour, ensuring that GirlsCodeToo remains financially healthy and able to offer subsidised and free courses to the schools and families of all Swiss regions.

Our experience has also shown us that girls from rural areas and low-income backgrounds are harder to reach. Closing that gap is one of our goals for 2026: every girl in Switzerland should have access to technical and STEM education, and the chance to build the confidence that she, too, is capable of whatever she sets her mind to.

Here is to 2026: deeper professionalisation, greater inclusion, and more girls discovering that technology is something they can shape, not just consume. We are grateful to everyone who makes this possible: our members, our families, the parents who trust us, and the collaborators in institutions and the private sector who believe in our cause and actively support it. **And finally, to the girls of Switzerland: your curiosity and courage are what motivate us to keep going. Speak up for the causes close to your heart. Every one of us has the power to change the world around us.**



Girls CodeToo