



bits&bytes™

the next generation will not be handed to us.

we have to give them somewhere to begin.

partnership & sponsorship prospectus

lucknow, india / 2026

an independent, teen-led builder network under GOBITSNBYTES FOUNDATION



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a letter from the founders



*we did not set out to build a community.
we set out to remove the distance between
a teenager with an idea and a thing that exists.*

in july 2025, an event we were helping organise was cancelled by the organisation it sat under. the easy response would have been to wait for another permission, another calendar, another adult room. we were teenagers with a problem and a group of people who still wanted to build.

so we started bits&bytes™ in november 2025. it began as a way to make one independent hackathon happen. then the shape of the work became clear: young people do not need more reasons to consume technology. they need a place where they can use it, break it, explain it, ship it, and meet others who are doing the same.

the network is still young. that is part of the point. we are building the systems, standards, partnerships, and trust that let a teen-led organisation move with urgency without making young people carry adult legal or financial risk.

our working belief

**school can teach the map. real projects teach you where
the ground gives way.**

yash singh / aadrika maurya / akshat kushwaha
co-founders, bits&bytes™



the shape of the work

-
- 03** **what is bits&bytes™**
identity, people, and purpose
-
- 04** **why this needs to exist**
the gap between school and capability
-
- 05** **the missing layer**
mission, differentiation, and the operating thesis
-
- 06** **the journey so far**
from a cancelled event to a national network
-
- 07** **the proof**
programmes, forks, events, and collaborations
-
- 08** **trust is part of the product**
legal structure, safeguarding, and stewardship
-
- 09** **why partner**
university, corporate, and institutional pathways
-
- 10** **the next three years**
forks, schools, maker tracks, and the alumni fund
-
- 11** **next steps**
one conversation, then one thing built

this is a working prospectus. the exact shape of a partnership should be made together, with the teenagers who will live inside it and the adults who will help make it safe.

what is bits&bytes™

a youth-led, builder-first technology education foundation. built for teenagers who want to move from interest to evidence.

**we create the missing
conditions to build.**

not a marketing agency. not a whatsapp crowd. not a list of events. bits&bytes™ is the infrastructure around the work: the people, programmes, tools, spaces, standards, and public moments that help a young person finish something real.

01

builder network

teenagers, mentors, organisers,
designers, engineers, and
alumni working in public

02

operating layer

events, cohorts, squads, forks,
and systems that turn intent
into a shipped artifact

03

public-benefit foundation

a Section 8 structure that keeps
money, IP, safeguarding, and
mission under stewardship

**the community is free to join. the bar is not low. we ask
people to show up, collaborate, and release work that can
survive outside the room where it was made.**

**ship
something
useful.**

grades are not portfolios.

and a syllabus can describe knowledge without creating the muscle to use it.

the gap is not motivation.

the gap is opportunity. a teenager can be curious, online, and surrounded by information, then still have no clear place to practise building with other people. this is where capability stays theoretical.

86.8%

of 14-18-year-olds in ASER's rural sample were enrolled in education

5.6%

reported taking vocational training or related courses

43.3%

could solve a basic three-digit by one-digit division problem

these are not a verdict on young people. they are a reminder that enrolment is not the same thing as readiness, and that access to content is not the same thing as access to practice.

[1] ASER 2023: main findings. rural 14-18 sample, 34,745 youth across 28 districts in 26 states.

the world is changing faster than the timetable.

the most useful education does not stop at explaining a concept. it gives a learner a reason to care, a constraint to work within, a person to work with, and an audience that can say whether the result holds up.

the skill stack is moving from recall to judgment.

the World Economic Forum's 2025 employer survey expects 39% of workers' core skills to change by 2030. AI and big data sit beside analytical and creative thinking, resilience, collaboration, and leadership. the answer is repeated contact with real constraints.

policy is already pointing here. NEP 2020 calls for hands-on vocational exposure, internships, and learning that crosses subject boundaries. building is already part of the direction.

a 2023 meta-analysis of 66 experimental and quasi-experimental studies found project-based learning contributed positively to achievement, thinking skills, and student attitudes. practice is not decoration. it is a learning method.

bits&bytes™ is the layer between what a teenager has been told and what they can show. that layer needs mentors, deadlines, peers, tools, feedback, and a safe way to publish the result.

[2] WEF Future of Jobs Report 2025 / [3] Government of India, NEP 2020

[4] Tao et al., Frontiers in Psychology, 2023, DOI: 10.3389/fpsyg.2023.1202728

build the missing layer.

our mission is simple enough to remember and difficult enough to keep us honest: enable young builders, contributors, organisers, mentors, and communities to learn, build, collaborate, and contribute through locally adaptive technology, education, open-source, community, and public-benefit initiatives.

01

find a real problem

start with a person, place, or system that needs something to work better

02

make the first version

teach only what the next decision requires, then let the work expose the next gap

03

work in public

use peers, mentors, and partners as a feedback loop, not as an audience

04

release the result

a project becomes evidence when someone outside the room can use it

the bet is that a shipped artifact changes what a young person believes is possible.

we are vertically integrated

the event is only one surface. the work continues before the room, inside the room, and after the applause.

THE COMMON MODEL

announce an event

collect registrations

run a room

post the recap

move on

THE bits&bytes™ MODEL

 **spot the builder**

 **shape the problem**

 **staff the programme**

 **ship the product**

 **keep the relationship**

we build the whole loop

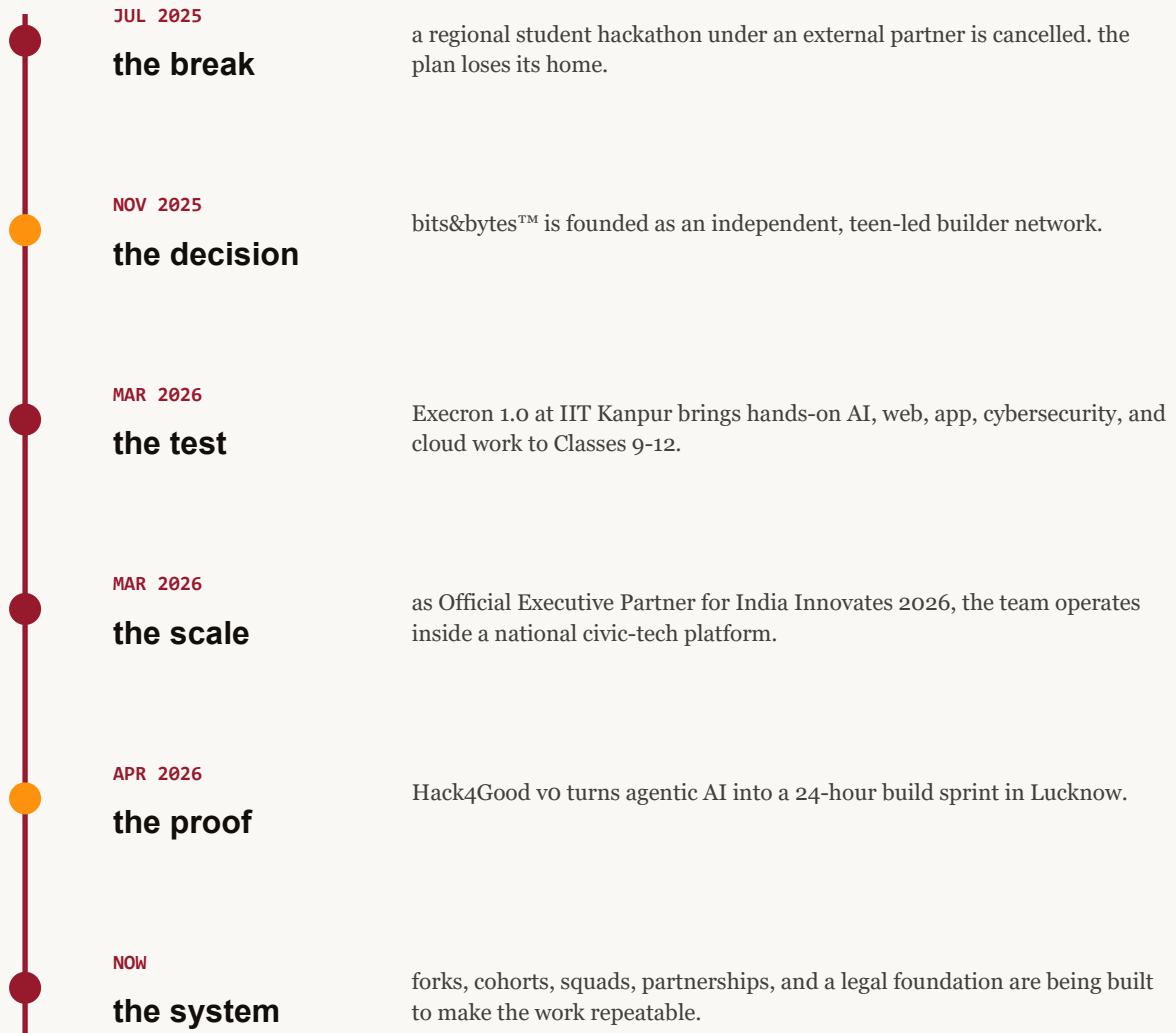
people / programmes / product / place / proof

a partner does not have to choose between reach and depth. we can put a technical challenge in front of young builders, give them a place to work, bring in practitioners, help them ship, and turn the result into a public artefact that stays useful after the event.

the work keeps going.

a network born from a cancelled event

the timeline is short. the operating ambition is not.



the proof is not a pitch deck. it is a trail of work.

numbers matter here because they are traces of people doing the work: joining, reviewing, hosting, building, and returning for the next room.

2,700+

projects reviewed

three-day evaluation sprints

1,400+

active members

free, teen-led network

2,000+

people reached across WhatsApp, Instagram, Discord, and LinkedIn

6+

events across hackathons, workshops, and build communities

5

recognized Forks with their own builders and programmes

13-19

the age range the network is built around

the useful reading

the network is not measured by audience alone. the stronger signal is repeat participation: people come back to make, review, host, mentor, and carry context forward.

different doors in. one standard out.

we build programmes around the stage a young person is actually in, without turning the network into a single curriculum.

01

hackathons

high-pressure, problem-led sprints where teams go from a blank repo to a public demo.

02

workshops

short, hands-on sessions with the tools people are using now: AI, cloud, hardware, design, and developer workflows.

03

cohorts

small groups with a shared pace, a clear output, peer accountability, and mentors who have built the thing.

04

design and dev squads

cross-functional teams that keep shipping after the event and make the work legible to real users.

05

hacker houses and residencies

focused spaces for deep work, collaboration, and the kind of iteration that needs more than an evening.

06

open-source and public goods

projects, playbooks, and tools that stay open when the programme ends.

07

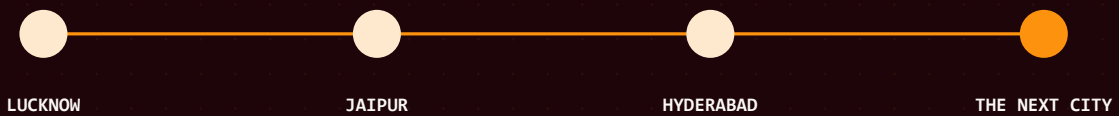
hardware and maker track

the next layer: fund, mentor, and showcase deeptech prototypes in electronics and hardware.

*the output is always more important
than the format that got you there.*

a Fork is a local place to begin.

a Fork is an official city-level, institutional, digital, or thematic operating unit of the bits&bytes™ network. it can adapt its events, culture, and projects to the place it lives in. it still stays inside one Foundation, one brand, one safeguarding standard, and one financial control system.



local autonomy, upstream trust

Forks are not franchises, subsidiaries, or separate legal entities. they are a permission to operate locally with a real operating system behind them. no Fork can sign contracts, collect sponsorship money, or bind GOBITSNBYTES FOUNDATION without written authority.

we want local ownership without asking teenagers to carry adult liability.

when the room is national the standard has to rise.



OFFICIAL EXECUTIVE PARTNER

15

TEAMS AT THE FINAL STAGE

a young team can hold serious responsibility when the system around the work is serious too.

India Innovates 2026 was a national civic-tech platform held at Bharat Mandapam, New Delhi. the funnel moved from 1.26 crore+ applicants to 28,000+, then 5,000+, and finally 15 teams. bits&bytes™ served as the Official Executive Partner, operating at a scale where coordination, participant experience, and public trust mattered as much as the stage.

01 open civic problem

02 national funnel

03 finalist teams

04 ministry-level presentation stage

a partnership with bits&bytes™ can begin in a city and still be designed with national ambition. we know what it means to make a programme legible to participants, institutions, and public stakeholders at the same time.

from the first build to the next room

the events look different. the underlying move stays the same: give young people a real problem and enough structure to finish something.



Hack4Good v0

24-HOUR AGENTIC AI HACKATHON

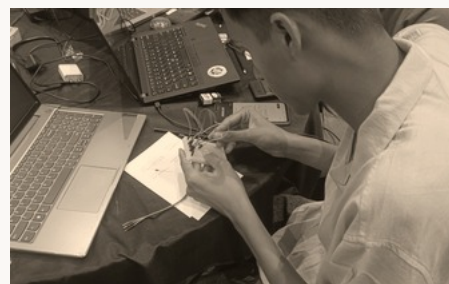
Lucknow / 425 registrations / 110 on-ground



Execron 1.0

AI WORKSHOP + HACKATHON

IIT Kanpur / Classes 9-12 / 4h workshop + 24h sprint



GitHub Copilot Dev Days

RESPONSIBLE AI FOR DEVELOPERS

Lucknow / Copilot workflows + responsible AI

Lucknow Build Guild

HARDWARE WORKSHOP + MEETUP

free hardware workshop + meetup in Lucknow

Regional Space Apps Hackathon

REGIONAL BUILDER SPRINT

300+ participants / space, data, public problems

India Innovates 2026

NATIONAL CIVIC-TECH PLATFORM

Official Executive Partner / Bharat Mandapam, New Delhi

names, not logos.

roles, not fog.

institutions bring context. companies bring tools, practitioners, and hard questions. this is a working record of the organisations and event systems we can point to in public, with the kind of relationship named beside each one.

01	HackerRank community partner / Infinity Hacks 2026	02	GitHub + GitHub Copilot GitHub Copilot Dev Days, Lucknow
03	Notion Hack4Good v0 and Dev Days community support	04	Coding Connoisseurs community partner / Faculty of Engineering and Technology, University of Lucknow
05	India Innovates 2026 Official Executive Partner / Bharat Mandapam, New Delhi	06	HN Group + Municipal Corporation of Delhi organisers of India Innovates 2026
07	Byte Forge presenting partner / Execron 1.0	08	Indian Institute of Technology Kanpur institutional setting / TechKriti '26
09	Lucknow Build Guild hardware workshop and meetup support	10	Regional Space Apps Hackathon regional space, data, and public-problem sprint
11	Pure Buttons Hack4Good v0 event partner	12	Notion Lucknow local community partner
13	Z.ai AI partner	14	GitLab sponsor

young leadership needs stronger guardrails

the legal and safeguarding system is not decoration around the work. it is what makes the work possible.

GOBITSNBYTES FOUNDATION

SECTION 8 NON-PROFIT COMPANY / INCORPORATED 2 JUNE 2026

bits&bytes™ is the public network and brand. the Foundation is the upstream legal steward. the Board holds ultimate fiduciary, constitutional, financial, IP, and safeguarding authority.

written authority

titles describe operational responsibility. contracts, sponsorships, funds, and formal commitments move through written Board delegation.

safeguarding first

consent, supervision, reporting, moderation, confidentiality, and escalation apply to every Fork, event, cohort, and digital space.

money stays in the system

sponsorships, donations, event fees, and grants flow through Foundation-approved financial channels. no personal UPI collections.

one Foundation

Forks have local creative autonomy, but they are not franchises, subsidiaries, or separate legal entities. the brand stays stewarded.

we are youth-led without pretending that youth-led means ungoverned. the network gives teenagers real operational ownership and keeps adult legal responsibility where it belongs.

partner before the shortlist exists.

the best time to meet a young builder is before their identity has hardened into a job title. a partnership with bits&bytes™ lets you show up while people are still trying things, choosing what to care about, and learning what good work feels like.

purpose with proof

fund work that produces a public result, not only a logo placement

early talent signal

meet builders through the quality of their decisions, not only a CV

technical relevance

put real tools and real problem statements in front of the people who will use them

institutional reach

enter a network that can move between schools, universities, cities, and online spaces

brand memory

be remembered as the organisation that made the work possible

if you want a relationship with the builders of the next decade, start by helping one of them ship this month.

a partnership can be small, then compound

we would rather design one sharp programme that works than sell a menu nobody can operate.

university partnership

- campus Fork or city node
- co-designed pre-incubation for school builders
- challenge labs, faculty mentors, and maker space access
- showcases that make student work legible beyond a certificate

corporate partnership

- sponsor a problem track or build sprint
- developer tools, cloud credits, devices, or expert mentors
- technical review and responsible AI guidance
- early relationship with builders before they enter the job market

school and institution partnership

- hands-on workshops for Classes 8-12
- teacher and coordinator enablement
- safe, parent-aware event operations
- a repeatable pathway from interest to portfolio

the unit of partnership is not a campaign. it is a working loop.

make the work visible without making it shallow

every partnership should leave a useful trace for the young people in the programme and a clear record for the organisation funding it.

01

naming

co-branded programme identity, challenge tracks, or event series where approved

02

presence

stage, venue, digital, and community surfaces across WhatsApp, Instagram, Discord, LinkedIn, and web

03

participation

mentors, judges, reviewers, speakers, and technical office hours

04

proof

public demos, project write-ups, impact notes, and a clean post-programme report

05

access

early conversations with builders, Fork Leads, educators, and future collaborators

06

continuity

a pathway from one event to a cohort, a Fork, a research track, or the alumni network

visibility is the by-product of useful work

we do not want to decorate a weak programme with a strong brand. we want the brand to sit next to work that a participant, a partner, and a skeptical reader can all inspect.

the next three years are a systems problem.

we want a network that feels local when you enter it and national when you need it. that means more places to start, more people who can help, and a reliable path from a first prototype to a longer body of work.

20

ESTABLISHED FORKS ACROSS INDIA

100

PARTNER SCHOOLS AND EDUCATIONAL INSTITUTES

5x

THE COMMUNITY SIZE, WITHOUT LOSING THE BUILDER-FIRST BAR

always

AN EVENT, COHORT, SQUAD, OR BUILD CYCLE IN MOTION

the new track

hardware, maker, and deeptech

we plan to fund, mentor, and showcase serious hardware and electronics work, so the network does not stop at browser-based prototypes. physical work needs a place to survive.

the network should outlive its first generation

the most valuable thing a young builder can become is not a success story. it is a person who comes back with context.

alumni are distribution for the next builder.

an alumni layer lets people return as mentors, reviewers, collaborators, funders, founders, researchers, and hosts. it keeps the network from confusing age with authority. someone who has shipped more can make the first step less lonely for someone who has not.

the alumni network

mentorship, peer review, research collaborations, founder sessions, and a route back into the rooms where people first started.

the alumni fund

a planned pool that recycles later success into first hardware parts, cloud credits, travel, prototypes, and small grants for the next generation of builders.

the long-term argument for partnership is simple: you are not only funding an event. you are helping create a system that can return value, care, and capital to the people who come after.

bring us a problem worth giving to teenagers.

start with the thing your organisation already knows is difficult: the technology people are not learning fast enough, the public problem that needs a new lens, the students who have more ability than evidence, or the hardware idea that keeps getting deferred.

the first conversation

1. tell us what you want to make possible.
2. tell us what cannot be compromised.
3. we will sketch the smallest working partnership.

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instagram.com/gobitsnbytes

research sources used in the problem and context pages: ASER Centre (2023); ILO, India Employment Report 2024; World Economic Forum, Future of Jobs Report 2025; Government of India, National Education Policy 2020; Tao et al., 2023 project-based learning meta-analysis; UNESCO Global Education Monitoring Report 2023.



somewhere in india a teenager is trying to become useful.

they do not need a prophecy. they need a room, a problem, a few people who will stay, and a reason to put the first version in the world.

we are building that room.

bits&bytes™

a teen-led builder network from india, for india, and with the world watching

gobitsnbytes.org

hello@gobitsnbytes.org