

CAN'T WAIT TO LEARN UGANDA

WAR
child

Can't Wait to Learn aims to develop solutions **with** and **for** children affected by conflict. The programme does this by engaging locally based education stakeholders, such as Ministries of Education and community-based organisations, as well as international expertise in software development, game development and design. The result is a self-guided serious gaming format accessed on tablets that takes children through Ministry of Education approved curriculum, providing opportunity for children to work toward primary level. In this way, Can't Wait to Learn aims to reinforce the education pipeline across informal and formal education, to decrease drop-out rates and encourage transition into formal primary and secondary education. In Uganda, Can't Wait to Learn works in formal schools and informal learning centres.



BARRIERS TO EDUCATION FOR OUT OF SCHOOL CHILDREN

- UNHCR has identified severe overcrowding in temporary schools, the lack of institutional latrines and limited number of qualified teachers as significant challenges to the learning capacity, safety and dignity of children.³
- Language, distance, overcrowded classrooms, poor or lack of facilities and materials, hunger, age differences (for overage children), and transition to the Ugandan curriculum form the main barriers to education according to children.⁴
- Very low levels of literacy across age groups, including visual literacy (interpretation of pictures, symbols and images).⁵
- High expectations on the school environment and the teacher to be the source and location of knowledge and learning.⁶



Uganda is the largest refugee hosting country in Africa: it is home to **1,444,856 refugees**, including over 1 million from South Sudan. **60%** of the refugee population are children.¹

Over 330,000 of these children are out of school with a significant gender gap in enrolment, especially at secondary level, where fewer girls are in school compared to boys.²

In 2018, Can't Wait to Learn will reach up to **5,000 children** prior to large scale roll out in 2019.

Implementing Can't Wait to Learn as part of **Accelerated Education Programmes** will support children aged 10-14 'catch up' to their age grade level by following a condensed curriculum, or achieve their primary school certificate in **3 years**.

CAN'T WAIT TO LEARN COMPONENTS



Co-created by children: culturally, contextually and curricula appropriate



A delivery mechanism that works across resource-constrained environments



A digital gaming interface that is adapted to context to support motivation and active, self-paced learning



Maths and reading curriculum educative game and full instructional model based on **Ministry of Education** curricula and requirements



Diagnostics for every learner which can be aggregated according to Ministry and sector requirements

Improved quality and learning outcomes for South Sudanese refugee children and vulnerable Ugandan children in the West Nile region through accelerated education programming

With the addition of Uganda as a programme country in 2017, Can't Wait to Learn added a new educational and implementing context: a refugee population from and hosted in a low resource setting, who have had limited or no access to education before being displaced. Play testing began in April 2018, and from May 2018 Can't Wait to Learn will offer maths (Grade 1 – 3 equivalent) in 13 or more Accelerated Learning Programme (ALP) centers in 5 refugee settlements in West Nile.



- ▶ **Reading 1-3 game design and implementation**
- ▶ **Scale up in refugee settings**
- ▶ **Develop and pilot English as an Additional Language Reading game**

5,000
CHILDREN
BY 2018

20,000
CHILDREN
BY 2020

RESEARCH, PARTNERS & ACHIEVEMENTS IN UGANDA

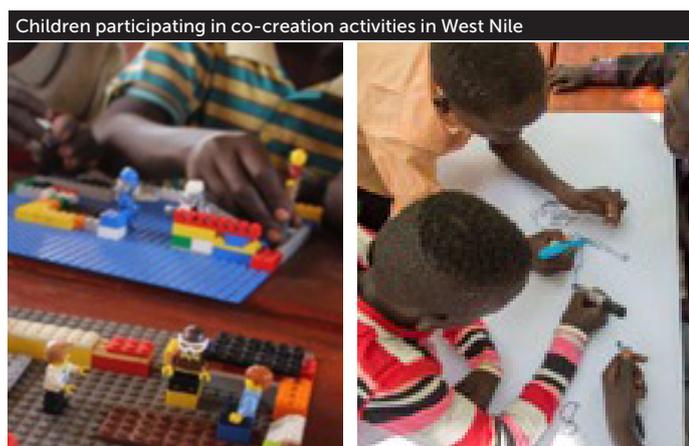
The Can't Wait to Learn theory of change places strong emphasis on both i) **research** for evidence building and iterative design and ii) developing **partnerships** with Ministries of Education and other stakeholders as a prerequisite for starting programming in country. The assumption being that these will support scale-up and effective programming to reach impact. Another crucial element of the approach is **co-creation**; the software is designed with target children to ensure familiarity

RESEARCH COMPONENT

Previous Can't Wait to Learn proof of concept studies for Maths indicated promise for learning impact (Sudan, 2014). Further research studies are currently underway in Sudan, as well as in Jordan and Lebanon. In Uganda, roll out will start on a small scale as part of the Ministry of Education endorsed Accelerated Education Programme and be accompanied by rigorous observations and feedback gathering with regard to scheduling classroom timetables, teacher professional development needs, classroom/group management, and tablet management (storage, distribution, charging). This feedback will inform large scale roll out set to begin in 2019.

RAPID START-UP

Thanks to significant testing, adjustment and refinement of Can't Wait to Learn processes in Sudan, Lebanon and Jordan, **in Uganda the total time from country entry to 'tablets in the hands of children' has been just 9 months** (August 2017 - May 2018). This timeframe includes the game build, teacher and IT training workshop, game installation, roll-out preparation activities (community sensitization, storage facility installation and solar panel installation), and roll out.



Children participating in co-creation activities in West Nile

Google.org

UNHCR
The UN Refugee Agency

unicef

Funded by the
Cisco Foundation

UKaid
from the British people

FOR MORE INFORMATION OR TO GET INVOLVED, PLEASE CONTACT:

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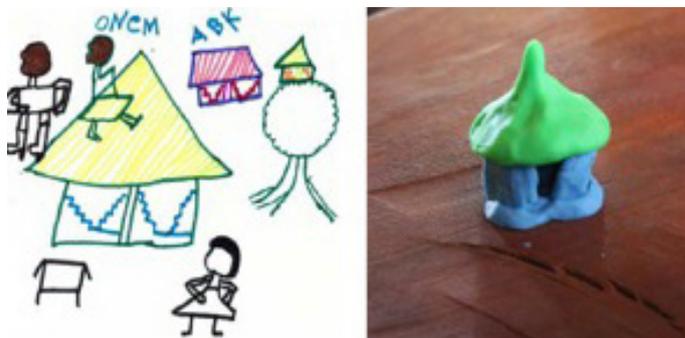
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PARTNERSHIPS

The Norwegian Refugee Council (NRC) leads programme implementation in Uganda, in collaboration with the Can't Wait to Learn global team, with **Finn Church Aid** and **Save the Children** also on board as implementing partners. The **Ministry of Education** – at national and District levels - has been heavily involved at all programme stages, particularly with regards to supporting integration of Can't Wait to Learn into accelerated education programming (AEP).

DESIGNED BY CHILDREN

A local interface that reflects children's reality in both the look and feel of the characters and game design, but also in the game's storyline lowers the threshold for children to engage, particularly if new to technology. Thus, the 'cognitive load' for children is reduced, and instead of learning to recognise new characters, events and circumstances, children become immersed in a world that reflects their own and focus on math and/or reading. In Uganda, for example, the recognisable rural game world that children helped design, was also supplemented with an urban environment, which children can explore in level 3 of the Uganda Maths 1-3 game. This was included because children expressed curiosity about urban environments during the needs assessment and co-creation activities, but had never visited urban settings.



Children's drawings and clay models developed during co-creation workshops

References:

- 1 Uganda Humanitarian Situation Report, April 2018. UNICEF
- 2 South Sudan Regional Refugee Response Plan January - December 2018. UNHCR
- 3 Ibid.
- 4 Responses from children during Can't Wait to Learn needs assessment consultations with children in Imvepi refugee settlement
- 5, 6 Ibid.