

# CAN'T WAIT TO LEARN LEBANON

**WAR**  
child

Can't Wait to Learn (CWTL) 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 and Higher Education approved curriculum, providing opportunity for children to work toward primary level education even where there are no teachers and schools. In this way, CWTL 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.



## **BARRIERS TO EDUCATION FOR OUT OF SCHOOL CHILDREN<sup>1</sup>**

- Distances between home and school and insufficient existing public school facilities. In particular, limited or no forms of public formal certified school opportunities exist in nearby areas with high refugee concentration
- Ability of children to successfully (re-)integrate into formal education due to years spent out of school
- Language of instruction in Lebanon, i.e. technical subjects in French or English, as opposed to Arabic
- Initial intimidation by the Lebanese curriculum, and lack of basic literacy and numeracy skills



Almost 60% (286,000) of the estimated 488,000 Syrian children of school age in Lebanon were **not enrolled in public education** in the 2016-17 school year

Since beginning implementation in October 2017, Can't Wait to Learn has already reached **over 2,000 children** in 30 locations by April 2018

**15 LOCAL AND INTERNATIONAL IMPLEMENTING PARTNERS**

**30 LOCATIONS IN 7 GOVERNORATES<sup>3</sup>**

## **CAN'T WAIT TO LEARN COMPONENTS**



**Co-created** by children: culturally, contextually and curricula appropriate, in **Arabic, English and French<sup>2</sup>**



**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 and Higher Education** curricula and requirements



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

## **Supporting the transition to Formal Schools or Accelerated Learning Programmes**

The programme currently offers maths (Grade 1 – 5 equivalent) to the large number of Syrian Refugee and Lebanese children, aged between 10 – 14 years old, currently ineligible for either the government endorsed Accelerated Learning Programme or formal schools due to either over age or lack of appropriate competency level.



- ▶ **New Arabic and English as an Additional Language**
- ▶ **Reading games in 2018**
- ▶ **A psychosocial support component**
- ▶ **French as an Additional Language**

**7,000**  
CHILDREN  
BY 2018

**35,000**  
CHILDREN  
BY 2020

# RESEARCH, PARTNERS & ACHIEVEMENTS IN LEBANON

## RESEARCH COMPONENT

Previous Can't Wait to Learn proof of concept studies for Maths indicated promise for learning impact (Sudan, 2014).

Research studies are currently underway in Lebanon; the end line measurement for the research study in non-formal settings completed in May, 2018 and the data analysis is on-going. Results should be available in July.

The study will measure **progress on the mathematics component and improvement in psychosocial well-being for out of school children**. The study will also include a **qualitative assessment of participant experience**.

Using nationally & internationally recognised measurement tools and methodologies, the research component has been designed to support scale up, contributing to knowledge development in the Education in Emergencies sector and the Can't Wait to Learn aim of encouraging sector endorsement of education technology more generally and Can't Wait to Learn specifically.

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 pre-requisite for starting programming in country. The assumption being that these will support scale-up and effective programming to reach impact.



Samples of maths games - Lebanon

## PARTNERSHIPS

Reflecting the Lebanese education sector enthusiasm for Can't Wait to Learn, a wide variety of implementing partners are involved in Lebanon. Implementing partners are chosen for their reach, technical skills, willingness to engage with research and ability to support scale-up.

Current partners include: **Ministry of Education & Higher Education; Sonbola; Ana Aqra Association; Lebanese Organisation for Studies and Trainings; INTERSOS; Terres des Hommes, NRC, AVSI and partner-supported CBOs<sup>4</sup>**

Partners are implementing CWTL as part of their existing programming as an informal education intervention designed to support children to re-enter non-formal or formal education. The model is useful for learning about implementation in various settings and programming contexts and on partnerships, including engagement, integration, quality and costing.

## AN INCLUSIVE APPROACH

The Can't Wait to Learn programme is designed with and for children, especially the most disadvantaged. Implementing partner Forum for the Rights of People with Disabilities noted that after one week of playing most of the children chose to forego their Easter break because they wanted to keep playing and finish more levels.

Since the day that Can't Wait to Learn launched in the FORUM centre, a girl with Down's Syndrome has inspired the centre staff with her good skills in using the tablet. She supports her friend in listening to the game instructions and is one of the children who respects the time allotted for playing the game and rules the best.



Can't Wait to Learn receives funding from the following key supporters:



IKEA Foundation

Google.org



UNHCR  
The UN Refugee Agency



Funded by the  
CISCO Cisco Foundation

### FOR MORE INFORMATION OR TO GET INVOLVED, PLEASE CONTACT:

Nisreen Ibrahim, CWTL Programme Manager - Lebanon: [Nisreen.Ibrahim@warchild.nl](mailto:Nisreen.Ibrahim@warchild.nl)  
Kate Radford, Can't Wait to Learn Programme Director  
[Kate.Radford@warchild.nl](mailto:Kate.Radford@warchild.nl)

#### References:

- 1 'I dream of going to school': Out of School Children in Lebanon. Inter-Agency Coordination Lebanon. 2016
- 2 Initial math game is in Arabic; scale up plans include games in English as an Additional Language and French
- 3 Beqaa, South Lebanon, Baalbeck-Hermel, Akkar, North Lebanon, Nabateh and T5
- 4 El Hamidieh; O.D.A., Seed, ElRibbat, A.N.D., Handicap Forum; Ahlam Lajea; Mouhamara Municipality