Distance learning during COVID-19

Continuing Education in low-tech and low-resource environments

7th April 2020



Agenda

- Welcome and introduction
- 2. Overview and framing Jacqueline Strecker [UNHCR]
- 3. Panel presentations
 - a. Luke Stannard [Save the Children]
 - b. Abigail Bucuvalas [Sesame Workshop]
 - c. Camilla Lodi [NRC]
 - d. Judith Flick and Laura Miller [WarChild Holland]
 - e. Lauren Lichtman [Learning Equality]
 - f. Mark West [UNESCO]
- 4. Moderated Discussion / Q&A



What is Distance Learning

- Many different terms used "virtual learning", "connected education", etc.
- Diverse models:
 - Facility-based, blended, differentiated, self-guided
- Diverse tools can be used:
 - Radio, TV, Mobile Phones, Online Learning, Paper & Pencil



Important Considerations

- Start with the national response What's being prioritized?
- Consider equity -
 - What resources do people have?
 - How can we ensure everyone can participate?
- **Sequencing your response:** What's first, what next?
 - immediate, medium, longer term, recovery interventions
- Lasting investments:
 - How can resources invested today link to programming in the future?
 - What are the hidden costs?



Interactive Audio Instruction



- UNESCO reports 75% of households globally have access to radio
- Multiple implementation options increases potential reach
- Multi child learning material

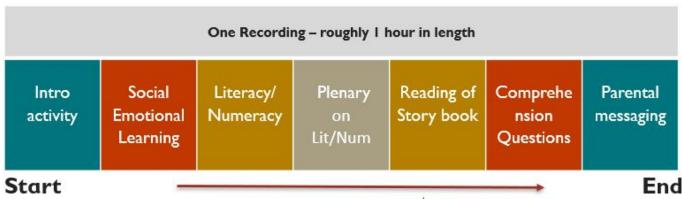
Interactive Audio Instruction (IAI)

- IAI is a term for all forms of interactive audio instruction

Interactive Radio Instruction (IRI)

IRI often focuses on the broadcast of material from a radio station





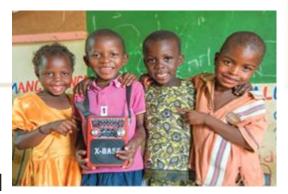




Tiyende! programme in Malawi

- 2013 present
- ECD material for children and ECD volunteers
- 100 pre-recorded lessons that align with ECD national curriculum
- Multi technology distribution community radio approach but also mobile phones
- 2017 study demonstrated significant impact on learning outcomes
- 800,000 children reached at approx 10c per child per year
- Repositioning this for COVID-19 response









Mass Media in Low-Resource Contexts

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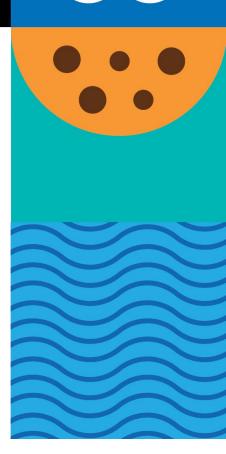
Key Considerations:

- Clear curriculum, driven by local needs and stakeholder partnership (e.g. alignment with government curriculum)
- Access to platform among the target population, and alignment between learning objectives and platform
- Additional support to caregivers and educators when possible

Example:

- Baghch-e-Simsim
 - Television in Kabul
 - Radio throughout the country
 - Listening circles for mother-child dyads







Involving Caregivers in Learning



Key Considerations:

- Where are children accessing our content? (e.g. at home, at school, in the community)
- Who are the key adults in their lives?
- What do these adults need to help children get the most out of the content?

Examples:

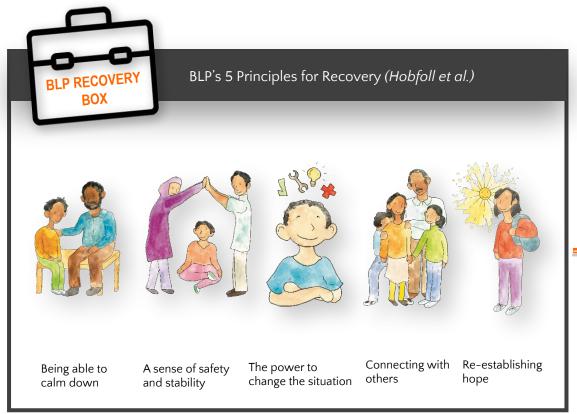
- Baghch-e-Simsim (mass media)
- Sesame Sheeko Sheeko (mass media accessed in classrooms)
- Play Every Day (community-based programming)





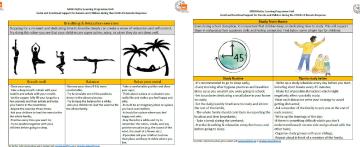
NRC's Better Learning Program during COVID-19 in MERO





REMOTE MODALITES:

- 1. NRC Emergency remote learning (HQ)
- 2. Data collection on the Learning Readiness of children (LB)
- 3. Supporting the Supporters system in place
- 4. WhatsApp PSS messages/flyers (PS-Syria)
- 5. Mobile App



NRC BLP APP

An example from Jordan

- The BLP App is a digital tool designed to complement BLP1 teacher training. It provides review of programme content and techniques, even in case of access constraints, ensuring support and continuity of learning amongst teachers and consequently amongst students.
- Off-line application for android devices, phones and tablets. It is available in three different languages: Myanmar, English and Arabic.
- The app contains 3 main chapters: 1) Recovery box, which includes an introduction and key principles; 2) Teachers and parents support; 3) Better Learning Program -1 exercises.

≡ Choose the Chapters







OVERALL GOAL OF THE REGIONAL BLP PROJECT







Each chapter contains animated lesson videos together with a quiz, designed to check the knowledge acquired and stimulate reflection.



Institutionalization of the BLP as an open source public good in the formal and non-formal education systems for vulnerable populations in the Middle East

PSS/SEL Adviser- Camilla Lodi- camilla.lodi@nrc.no

CAN'T WAIT TO LEARN GAMING



- A cost efficient and highly effective digital tablet-based innovation programme providing children access to quality education, in both formal schools or inside their communities.
- Offers children the opportunity to (continue to) learn to read, write and count through a self-paced digital game, which is specifically created to reflect their world and context.
- Partnerships with Ministries of Education to ensure that learning objectives are based on the national curricula.
- Children's progress is monitored and used for further improvements of the programme.
- Currently active: Jordan, Lebanon, Sudan, Uganda, Chad and Bangladesh.



OUR RESPONSE TO COVID-19

- 1. Downloadable Link/Zip file (3 weeks)

 Development of a downloadable link Zip file with CWTL videos, workbooks and audio (3 weeks)
- 2. Increase the number of available tablets (4-6 weeks)
 Per country, at least one tablet per household.
- Mobile compatible version of Can't Wait to Learn. (3 months)

 Development of game on phone accessible without internet connection.

 Learn materials will be available on existing devices available in the household (smartphones and tablets).
 - Phase 1 Make a subset of Arabic reading mini-games available on mobile, with existing educational content from Lebanon.
 - Phase 2 Complete the full curriculum Arabic reading game.



Kolibri: Equity-Focused Ed Tech





- fostering innovative pedagogy and effective learning
- increasing availability of relevant, aligned learning materials
- overcoming **infrastructural barriers** preventing equitable access



Can be used offline



Wide variety of hardware (legacy/low-cost)



Seamless distribution and data syncing



At-home use of Kolibri during COVID-19

Currently available:

- Kolibri and its content library in various languages, for different grade levels and subjects
- Kolibri Studio to support aligning digital resources to curricular standards

What's new or coming soon:

- Guidance on using Kolibri at home as well as pedagogical resources to continue learning
- Self-contained Android App + improved onboarding
- Library catalogue for improved content discoverability
- Updated content library
- Documentation on using Kolibri Studio curricular tool for alignment
- Added support to pre-provision devices for distribution and technical guidance to MNOs and government

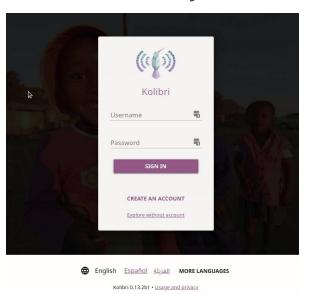
Mathematics	Life Skills	English
CK-12	SIKANA	career girls
Explore the characteristics of different types of triangles and sketch your own bridge and/or build a bridge out of sticks.	Watch videos on organic gardening. Design and sketch your own garden with all the characteristics you learnt about.	Watch a Career Girls video on a Career Cluster that you are interested in. Use your imagination to create comics that explore questions about careers: How do I do this? Your comics can be funny, silly, clever, serious, or any combination.





Kolibri & COVID-19

NITA-U server in Uganda, supported by UNICEF with content organized and approved by curricular body, NCDC



Elimu server in Kenya distributed via mesh network to local community





Multiple approaches: Use the full toolkit - hi tech, low tech, no tech

UNESCO response:

- Monitoring school closures
- Communities of practice MoE meetings and thematic webinars
- Repository of national response
- Distance learning solutions
- Country-level support
- Data collection, research and analysis



Global Coalition for COVID-19 Educational Response

Questions?



Next Webinar:

PSS/SEL for learners during COVID-19 Thursday 16th April 2020, 9am EST Invitation to be shared very soon





www.inee.org/collections/coronavirus-covid-19

Email: covid-19@inee.org