



**Bridging the education gap through proven digital game-based learning designed BY and FOR children affected by conflict**

**MILLIONS OF CHILDREN WORLDWIDE ARE MISSING OUT ON QUALITY EDUCATION**

- **75 million** children aged 3-18 years, living in 35 crisis-affected countries, are in desperate need of educational support. (Overseas Development Institute, 2016)
- **3.7 million** refugee children are not receiving an education at all and refugee children are five times more likely to be out of school. (UNHCR Education, 2016)

Research consistently demonstrates that education is the starting point on the journey to a better life, especially for the poor and the most vulnerable, a fact that communities consistently reinforce.

Even in the worst situations **99%** of children affected by conflict name education as one of their top priorities. (Save the Children, 2015)

Conflict-affected children need flexible learning opportunities, which allow them to catch up on basic literacy and numeracy skills, support their wellbeing and prepare them to successfully (re)enter formal education.

**This is why War Child and our global partners designed Can't Wait to Learn: a unique education technology model delivering quality curriculum-based learning to conflict-affected children at an affordable cost.**

**PUTTING EDUCATION IN THEIR HANDS**

In the Can't Wait to Learn model, children learn by playing educational games on tablet computers. The total system solution is comprised of culturally sensitive, custom-made games that include instruction, practice and a learning management system, and low-cost hardware solutions designed for local context and manufacture, including solar charging, tablet recharging stations, and digital tablet desks. This means that Can't Wait to Learn can provide quality education to all children, no matter where they are. It brings education to places where there not enough classrooms or teachers, and to both refugee and host community children - whether in formal Ministry of Education schools or through catch-up learning programs within alternative education centers.

**CHILDREN LEARN, AND THEY LEARN FAST EFFICIENT, EFFECTIVE AND LOW-COST**

- In Sudan, research results show that Can't Wait to Learn children improved significantly. **Nearly twice as much in maths and almost three times as much in reading.**
- **Findings for Sudan**, also indicate that Can't Wait to Learn has the potential to improve children's chances of reaching required reading competency levels at a rate **2.7 times faster** than the Government Alternative Learning Program (ALP).
- In Lebanon, on average children playing Can't Wait to Learn **improved their math score by 7% in just twelve weeks.**
- Research shows there is a **measurable positive effect on self-esteem** experienced by children engaged in Can't Wait to Learn.

**Our comparative analysis shows that the cost of delivering Can't Wait to Learn is significantly lower than other alternative education methods.**

In the small-scale trials conducted so far - which included considerable research costs - the cost per child has been around

**\$400**



However, plans to go to scale in Sudan would bring the cost per child per year to around

**\$50**

**THE GAME WORLD IS THEIR WORLD**

One of the unique features of the approach is that the software is tailored to the relevant national curriculum requirements and, crucially, designed with children to ensure the learning environment is recognizable and safe. Using a well-developed human-centered design approach, we co-create each game world by transforming children's voices, stories and art into familiar characters and locations in the educational game world.

**Above** - Girls in Sudan, learning Arabic reading with Can't Wait to Learn. Photo by Bos / UNICEF Sudan

## ACHIEVEMENTS TO DATE INCLUDE

- Reaching over **20,000 children** in **Sudan, Lebanon, Jordan** and **Uganda**, with start-up in **Chad** initiated in 2019.
- Establishing an excellent track record collaborating with Ministries of Education and partners including UNICEF and UNHCR.
- Securing strategic investment from key donors and supporters and winning recognition with international awards at pilot/innovation stage.
- Investing in research and learning, generating valuable impact data and improving implementation processes.

### Partnerships for scale

The Can't Wait to Learn scaling team bring together: War Child Holland's technical leadership and expertise; Save the Children's operational reach; the software design capacity of &ranj; Butterfly Works' human-centred design skills, and Sheffield Hallam University's frugal innovation expertise.

**Taken to scale Can't Wait to Learn has the potential to be widely adopted as a model to support children living in conflict and/or with limited access to education anywhere in the world. Our ambitions are to reach**

- **320,000 children** in current countries in three years.
- **1,000,000 children** in current and new countries in five years.



**We have laid the foundations for scale up, and are well positioned for bold investments to support our ambitions. With your support, over the next five years we can:**

### DRIVE WIDER ADOPTION OF CAN'T WAIT TO LEARN AS A GLOBAL EDUCATION SOLUTION \$10 MILLION

- Enable 100,000 children to gain basic maths and literacy skills based on national curricula.
- Conduct detailed research to inform game and data management portal quality improvements, and further develop frugal hardware technologies to support local manufacture.
- Offer quality assured open source content and game code to a wider audience through global open access platforms and by adapting content to new devices, such as smart phones, beyond current Android offerings.
- Accelerate Ministry of Education ambitions to accredit and significantly expand Can't Wait to Learn in existing countries.

### START UP IN A NEW COUNTRY \$5 MILLION

- Enable 50,000 children in South Sudan, Burkina Faso, Nigeria or Colombia gain basic maths and literacy skills.
- Conduct needs assessment, co-creation and curriculum-based game design processes, in new languages.
- Document learning to support wider adoption and further build the evidence base for the sector
- Identify and onboard additional implementation partners.

### SCALE UP IN EXISTING COUNTRIES \$1 MILLION

- Enable 10,000 children in Sudan, Lebanon, Jordan, Uganda or Chad gain basic maths and literacy skills.

Left - Boys and girls playing Lebanon maths game



BUTTERFLY WORKS

Sheffield  
Hallam  
University

&RANJ



## LEARN MORE

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