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.

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 are 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.

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.
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 &Ranuj; 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**

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**ACTIONS**

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