LEARNING PACKAGES

BACKGROUND

During the COVID-19 pandemic, over 188 countries had imposed country-wide school closures amounting to a global average of 5.5 months creating a huge learning gap that will affect the lives of learners in the long-term.[1]

Two thirds of the world's school-age children have no internet access at home.[2] Due to limited digital devices or connectivity such as TV, radio and mobile phones, other forms of distance learning were not always successful in reaching all learners. As a result, 463 million children were unable to access education through the pandemic.[3]

Moreover, learners who do have access to internet and technological devices, face the risk of physical and mental health issues that are caused due to the significantly increased screen-time in the pandemic. Several research papers indicate how increased screen time in children's day-to-day activities cause developmental delays, mental and physical illnesses and a dip in academic performance.[4]

Even prior to the COVID19 pandemic's devastating setback in worldwide education, the demand for effective distance learning, enrichment and catch-up learning resources has been well founded particularly in crisis-affected areas and to children of all deprived socio-economic backgrounds.

The Innovation Development Directorate (IDD) set out to tackle some of the issues facing students including learning away from traditional learning environments, enhanced learning and remedial learning when it set up the award-winning Internet Free Education Resource Bank (IFERB).

Designed to be student lead, low resource, interdisciplinary and most importantly internet-free, the IFERB provides projects, games, and activities for students across multiple levels from ages 4 to 14 years. Adapted by educators for implementations by the parents or community volunteers, IFERB is available in multiple languages.

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The core design challenges that IDD addressed were:

- Minimal access to student-led learning resources
- Limited access to teachers
- Lack of basic core literacy and numeracy skills
- Lack of resources that foster holistic and inquiry-based interdisciplinary learning
- Limited access to self-led socio-emotional
- Lack of internet connectivity and access to technology-based products or virtual schooling

[1] https://en.unesco.org/news/unesco-figures-show-two-thirds-academic-year-lost-average-worldwide-due-covid-19-school
[2] https://www.unicef.org/press-releases/two-thirds-worlds-school-age-children-have-no-internet-access-home-new-unicef-itu#:~:text=NEW%20YORK%2FGENEVA%2C%201%20December,International%20Telecommunication%20Union%20(ITU).
[3] https://data.unicef.org/resources/remote-learning-reachability-factsheet/
[4] https://journalistsresource.org/education/screen-time-children-health-research/

This hopes to be an easy tool to help build an understanding and love for learning in a fun manner. It consists of:

- The Learning Packages, designed as engaging workbooks for each age-group across different tracks.
- Detailed versions of projects, games, and activities for facilitators.
- A competency framework based international curriculum standards.
- A guide on how to use the Learning Packages effectively.
- Parent Guidelines for Early Childhood Development

Core Features Of The Learning Packages:

- **Free and Open-Source**: The Learning Packages is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License with the exception of the SEL books. The resources allow adaptation for context specifications and translation into relevant language (with some attribution requirements).

- **Student-Facing:** They contain curated projects with simple and easy-to-follow instructions that require no or minimal parent supervision and do not require them to be educators. Each workbook is designed to be a month-long learning journey.

- **Interdisciplinary:** In addition to the projects, each workbook promotes holistic learning and contains SEL activities, math games, stories to build literacy skills, and engaging worksheets to practice key concepts.

- **Inquiry-Based:** All projects in the Learning Packages are designed to be globally relevant and ready to use while giving options to be adapted to local contexts. They promote learning through discovery and are fun with gamified elements to build engagement for self-led learning.

- **Low or No Resource:** They require very basic household items (with alternatives provided, wherever applicable) or no resources.

- **Technology-Free:** Once downloaded, they are screen-free and do not require technology or internet connectivity to use.

- **Curricula Alignment**: They are aligned to international curriculum standards and designed to meet the learning outcomes for each age-group. The Learning Packages follow a logical progression of learning by building on pre-requisite knowledge/skills and moving from known to unknown concepts.

- **Build Relationships**: The activities and games in the Learning Packages encourage interaction and relationship-building with family and community members or peers.

- **Level-Based:** Each workbook contains a simple Diagnostic Test to determine which workbooks is best suited for the learner. It is created for learners between the ages of 2 – 14 years across 4 levels and multiple tracks:

Level (Age – Group)	Learning Package Track			
2 to 3 years	**Early Childhood Development** – *A collection of activities designed for parents to do with their child.*			
Foundation* (3+ years)	Literacy	Numeracy	World Around Us**	-
Level 0 (4 to 5 years)	Literacy	Numeracy	World Around Us	-
Level 1 (6 to 7 years)	Literacy	Numeracy	World Around Us	Social Emotional Learning***
Level 2 (8 to 10 years)	Literacy	Numeracy	World Around Us	Social Emotional Learning
Level 3 (11 to 14 years)	Literacy	Numeracy	World Around Us	Social Emotional Learning

**Based on learning levels, learners of higher age groups can use any workbook, depending on their learning levels and the outcome of the diagnostic test.*

Note: Young learners using Foundation, Level 0 and Level 1 workbooks may require some parental support. The details on how to use the Learning Packages effectively have been outlined in the 'Instruction Manual'.

TRACK DESCRIPTION:

All the Learning Packages are interdisciplinary. They contain stories to build literacy skills, exciting Math Games that build numeracy skills, SEL routines, and activities that encourage learners to make connections to daily life, with a focus on a specific subject area (track). Below are the core elements of each track:

- **Early Childhood Development:** This track is a collection of play-based activities that parents can do with their young learners. A simple guide for parents on how to conduct these activities effectively to foster early childhood development is available on the website.

- **Literacy:** This track builds reading, writing, listening, and speaking skills through literacy-based projects.

- **Numeracy:** This track focuses on building skills in different strands of mathematics – numbers and operations, geometry, data analysis, probability, etc.

- **World Around Us:** This track encourages the process of scientific inquiry and reasoning in learners as they explore key concepts in science and social studies.

- **Social-Emotional Learning (SEL):** While this a separate track dedicated to build socio-emotional learning skills, all workbooks, across all tracks have SEL elements interspersed in them. This track includes the Colours of Kindness Program, developed by Amal Alliance, by experts in the domain area. The Socio-Emotional Learning Tracks are available under Creative Commons Attribution-NonCommerical-No Derivatives 4.0 International License and it is strongly recommended to not alter the content or progression of this workbook in any form to avoid unfavourable consequences related to the learners' socio-emotional capacities.

Learning Packages Use Cases

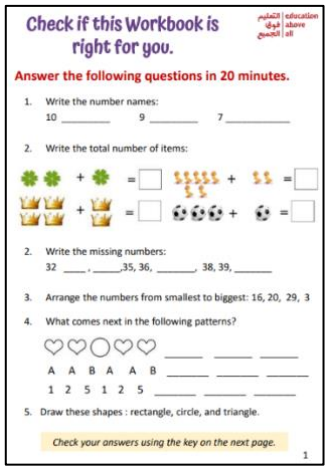
The Learning Packages can be used in different contexts:

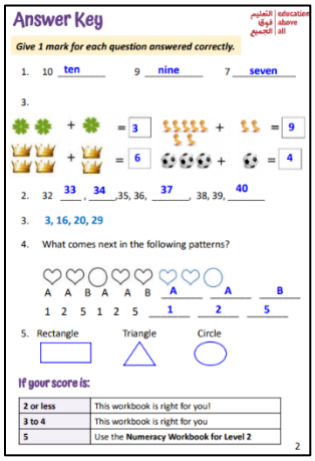
- As a distance learning resource and methodology during school lockdowns due to emergencies.
- For blended learning as schools open partially.
- As a summer or after-school learning tool to expand learning.
- As a screen-free alternative learning resource .

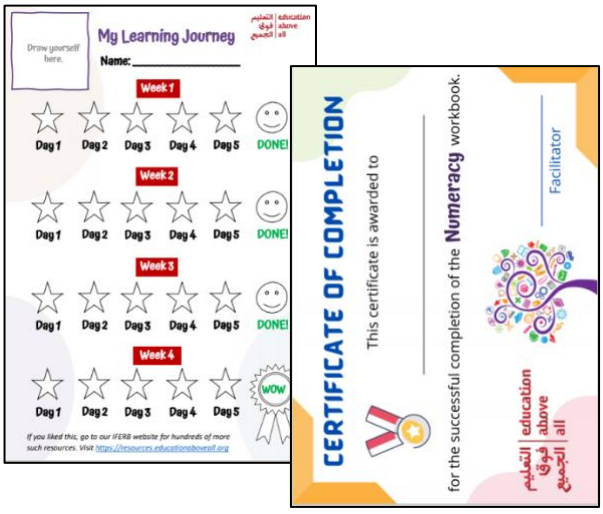
Elements of the Learning Packages

Diagnostic Test

The simple test needs to be answered in 20 to 30 minutes by the learners. An answer key has been provided. The score will determine which workbook is appropriate for the learner based on their level.







Progress Tracker and Certificate

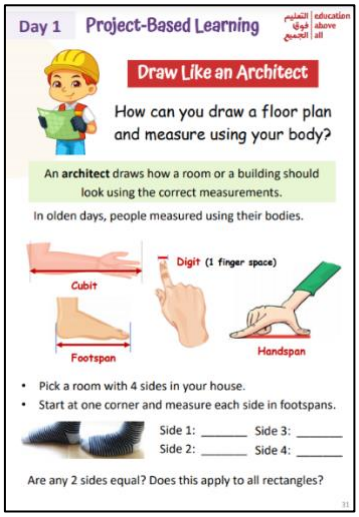
The tracker helps students take ownership of their learning and must be filled at the end of each day. Upon completion of the workbook, a certificate is awarded.

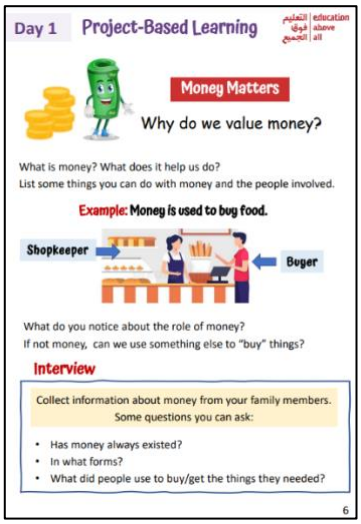
Weekly Overview

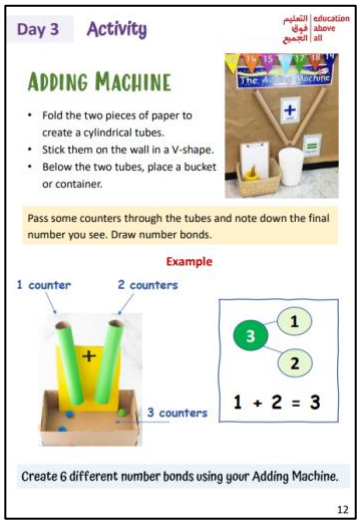
It maps out the learning journey for the week and mentions the materials required.

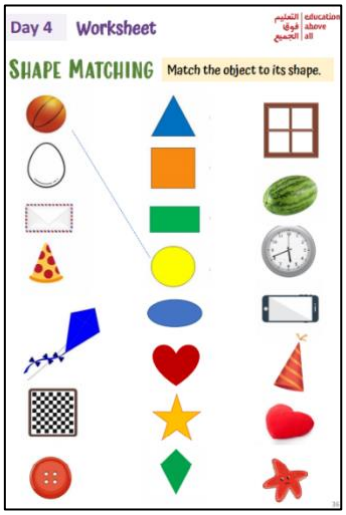
Project-Based Learning Resources

Every week, learners will develop a project through sustained inquiry (asking questions, observing results, finding resources, etc.) and discover concepts on their own, which result in deeper learning.







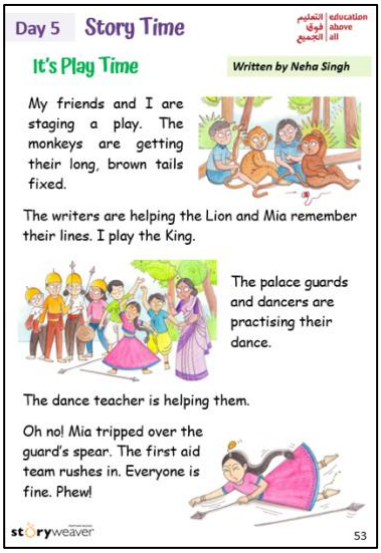


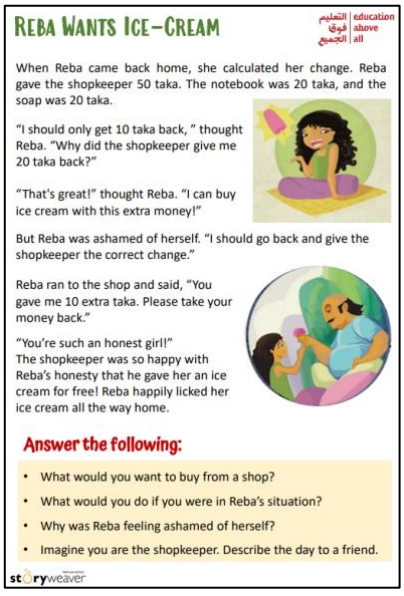
Activities and Worksheets

To extend the learning from the project, learners will also complete worksheets to practise key concepts and perform simple activities or experiments.

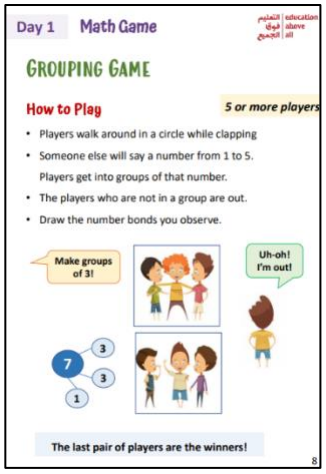
Stories

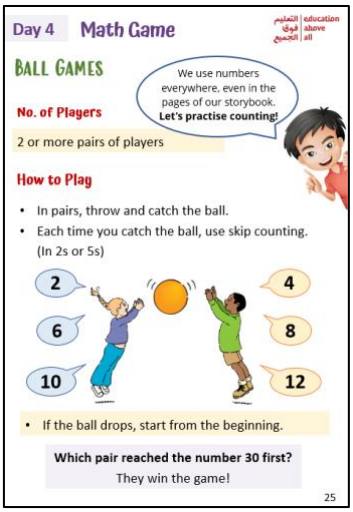
Each learning package contains stories which connect to the project followed by questions that build literacy skills.

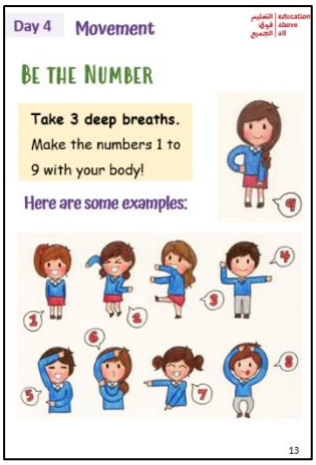




Math Games
Each week, learners will play a math game that builds numeracy skills which can be used in their projects.







SEL Routine and Activities
Learner will engage in a daily SEL routine (such as identifying how they feel, expressing gratitude, etc.). Additionally, each week contains an SEL activity to promote mindfulness or a movement break.

Weekly Reflection
At the end of a project, learners will reflect on what they discovered, what they did well and what they can improve about themselves in the following week.

CONTENT PARTNERS

The Learning Packages were developed in-house, by curating and creating student-facing versions of IFERB'S Project-Based Learning resources, Math Games, and Activity Bank For Disabilities.

EAA was supported in developing these Learning Packages by our content partners:

- **Pratham Storyweaver** for the stories used in all the workbooks.
- **Dream A Dream, India,** for the Socio-Emotional Learning Activities, interspersed in all the tracks.
- **Amal Alliance**, for the creation and design of the Colors of Kindness Program in the SEL Track.

All the Learning Packages were internally reviewed and published by the IDD team.