Samburu Smart Learning Communities empowered by mobile learning skills





moLLi - mobile Learning Lab interactive

- The most comprehensive digital teaching and learning package for underserved communities
- Free access to quality education content for All
- Multi language adaptation of media content
- Structured Lectures, Games, Audiobooks, Exercises, Books, Graphics, photos & Videos, Manuals and locally produced documents
- Lesson Plan Creation for blended learning
- 1TB educational content storage organised by local leaders and supported by global educators
- Free of brands, commercials and agendas
- interactive multimedia library with up to date encyclopedias for less than 5000 USD

000 - Offgrid, Offline, Opensource

- Battery powered content access point (8 hrs)
- Solar powered backup system (5 hrs offgrid ops)
- Battery powered wiFi projector for facilitation
- Zero connectivity problems! 4G LTE capability
- No social media / internet distractions
- Secure and controlled learning environment
- Low cost local content development of OER Modules

Large scale impact and sustainability

- Reduction of inequality gap in education access
- Low cost access to mobile apps
- Affordable expansion of modular ICT systems
- High reliability due to simple intuitive devices
- Local knowledge development- global sharing
- Library http://wilearncap.asuscomm.com/

SLC Samburu Project Design

4 School libraries
1 mobile communities library



Project Budget

Investment 85 USD per child! Total 198'000 USD

IMPACT

2400 digitally skilled learners 15'000 lessons per year

Beneficiaries – Samburu County 4 Communities

- Under resourced community schools and mostly overcrowded due to lack of teachers
- Marginalised schools without benefit from Government schemes and required to adhere to CBC standards including digital skills development
- Gov. Minister and County Gov. Support

Competency Based Curriculum /CBC

- UNESCO ICT competency framework for teachers
- moLLi fosters Basic Literacy, Critical Thinking, Problem Solving, Life Skills, Self Oriented Learning, Digital Media Competency, Creativity
- MsingiPACK Kenya, Ubongo Kids Tanzania Award winning education software partners approved by Education Ministry and Experts

Local Partners with Expertise

- iLab Africa Project lead by Research and Innovation Centre excelling in EduTech solutions and connecting with Global Tech Businesses
- Strathmore University evidence gathering, proof of concept / evaluation and research
- EduTech Digital Solutions SME Dr. Samuel Nyaga ex KICD, experienced in large scale edutech projects, teacher training logistics and and support
- VLS-Virtual Learning Solution Microsoft Certified Educator MCE /MIE and NITA accredited training org. for Gov. youth programs. Testing Center for Pearson
- ElDanny ICT Edutech Delivery, Service and Support structure
- wiLearn 4 Life experience RACHEL CAP services in Kenya, Zimbabwe, Lesotho, Namibia, Mozambique, Benin, pending South Sudan, Ethiopia, Mongolia

THEORY OF CHANGE – SMART LEARNING COMPETENCIES

Purpose: Reduce the digital divide in East Africa by enhancing digital literacy and learning competencies for teachers and learners in marginalised communities and enabling free access to quality education material.

PROBLEM

OUTPUT

OUTCOME

IMPACT

- Marginalised schools in rural East Africa lack access to digital information, connectivity and electric power
- Provide comprehensive mobile learning platforms adapted to deliver relevant education information
- ICT equipment reliably delivers digital education material relevant to marginalised rural communities
- Marginalised learning communities enjoy multimedia content free of charge

- Teachers lack training, skills and equipment access to teach digital media competencies in class
- Teachers receive digital literacy training and pedagogy for ICT integration in Grade 1-3 schools
- Teachers are technology literate and competent to integrate ICT in lesson plans
- Blended learning is common practice in all East African schools despite the lack of connectivity

- Rural schools are unable to comply with the Competency Based Curriculum requirements that include digital learning skills
- Learners regularly use mobile devices and software programs in class and at extracurricular events
- Achieve mastery of basic literacy, numeracy and life skills with a strong focus on english language
- Girls, Boys and families from rural community schools enjoy equal chances to excel at school and as a valued citizen

- Lack of quality education material, and information for 21. century skills development
- Develop skills for Knowledge Creation relevant to local culture and environment
- Increase pupils learning competency - Communication, Critical Thinking, Creativity, and Citizenship (4C)
- Curriculum content created by locals becomes rich of culture and increases shared value for the common good

GOAL: We imagine a World where every family can freely access relevant multimedia information to increase their knowledge and life skills fostering personal growth for a self-determined life.

Kenya Vision 2030 – Competency Based Curriculum - CBC

Three mindsets are taught across the new Kenya curriculum:

Core Skills – the 4 C's



1. LEARNING TO LEARN We are curious and seek to learn everyday.



2. SELF-EFFICACY
We have the
confidence to do difficult things.



1. Communication & Collaboration

We work together to speak and realize shared goals.

4. Citizenship

We value our community and act with respect for all.

2. Critical Thinking & Problem Solving

We observe, evaluate, and reason to find solutions.

3. Creativity & Imagination

We are free to think differently, to create new and valuable things.