

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

OOO – 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://wilearn4life.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

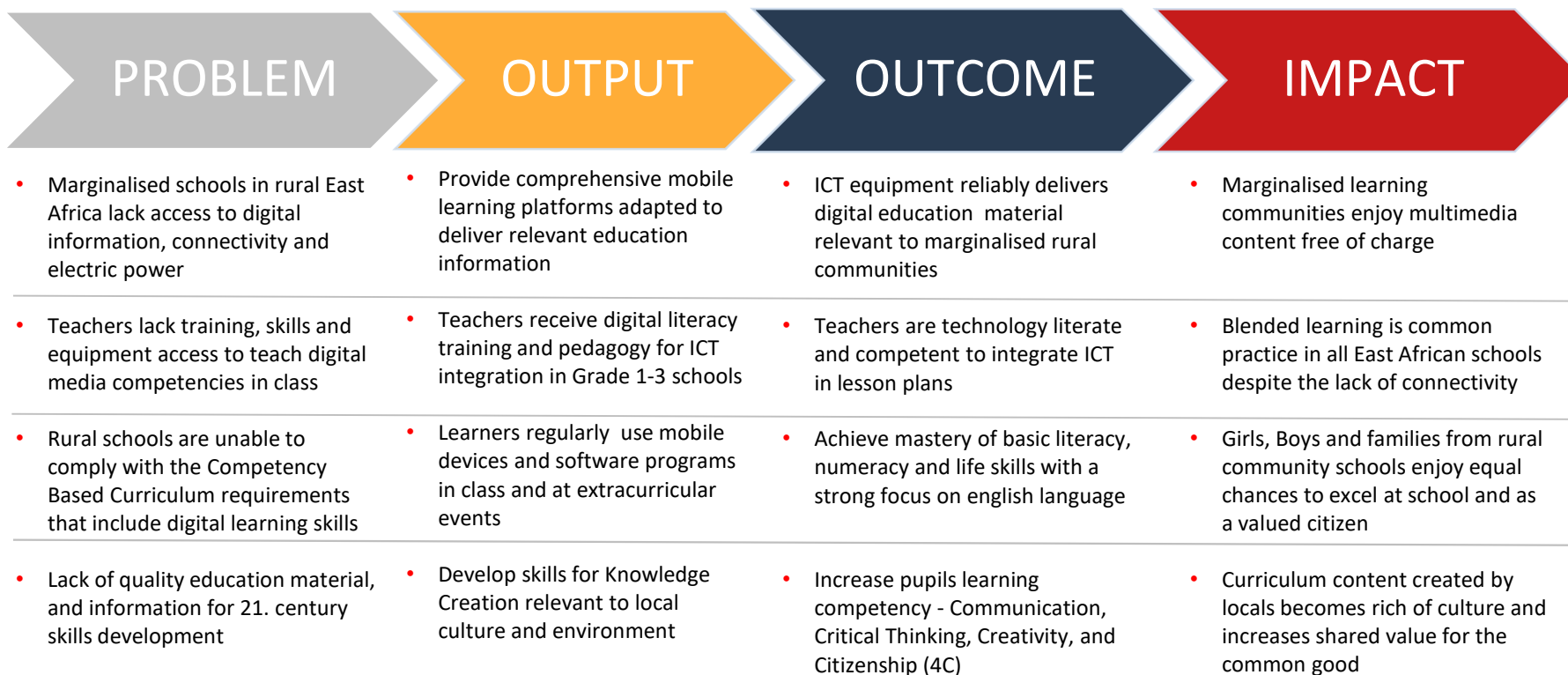
- UNESCO ICT competency framework for teachers
- moLLi fosters Basic Literacy, Critical Thinking, Problem Solving, Life Skills, Self Oriented Learning, Digital Media Competency, Creativity
- MsingiPACK Kenya, Ubongo Kids Tanzania - Award winning education software partners approved by Education Ministry 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 support
- VLS-Virtual Learning Solution - Microsoft Certified Educator MCE /MIE and NITA accredited training org. for Gov. youth programs. Testing Center for Pearson
- EIDanny 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.



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:



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



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



3. DIGITAL LITERACY
We use digital devices to create and access information.

Core Skills – the 4 C's

