



DIGITAL EDUCATORS'

TRANSFORMATION PROGRAMME

Together, we can work hand-in-hand to improve students' learning and prepare them for a brighter future.

BRIEF OVERVIEW



DID YOU KNOW:

Over the years, education technologies have made significant changes in the teaching and learning environments around the world. But, the use of technology in the field of education highlights a certain gap between the existing education policies and what is practiced in reality. One of the gaps lies in the usage of technology by educators. Over time, educators have slowly become aware of the use of technology and how it can be integrated into their existing teaching curriculum. But data shows that the integration process has been complicated.

(Decoding the Digital Gap, 2020)

Educators of the 21st century are undeniably dealing with new challenges. From being accountable for a student's overall development, laying the foundation for lifelong progress, they play a crucial role in a child's life. After the pandemic, curriculums were modified or condensed, lesson plans adapted, working methods turned on their heads which massively increased the workload for educators (UNESCO, 2020).

WHAT WE DO:

At Solve Education! we motivate and empower educators to overcome their digital challenges and help them achieve better results with lesser efforts. Through our "Digital Educators' Transformation Programme", we create a platform for learning and sharing different challenges, and to understand how the ways in which we can improve a child's overall learning through our platforms-Dawn of Civilization and Ed the Learning Bot, our Telegram chatbot.

During the current pandemic situation where access to education has been even more challenging than ever, our digital solution has not only helped educators to see the progress children are making but has also witnessed significant improvements in children's overall learning.

The Digital Educators' Transformation Programme includes:

- Helping educators get familiar with online video conferencing tools such as Google meet and Zoom.
- 2 How to use education technology, using our tools, technology-driven gaming platforms-Dawn of Civilization and Ed the learning bot on Telegram.
- 3 How to implement the educational tools in different learning environments such as school, classroom, and informal learning settings.
- 4 Understand data and analytics.
- 5 How to track and monitor each student's learning progress using our real-time monitoring platform "Learnalytics".

TARGET BENEFICIARIES

Educators (Teachers, caregivers, social workers, facilitators).

PROJECT LOCATION:



PROJECT DURATION:

Programme duration- 3 months

HOW WE MAKE A DIFFERENCE

- 1 Empowering educators to feel optimistic and fulfilled about their work. This encourages them to further motivate their students in the learning process.
- 2 We discuss challenges that they face as educators and provide them solutions through our platforms
- 3 Educators can assess each learner's performance and learning levels through our automatic analytics system Learnalytics. The platform provides real-time monitoring and an in-depth view of each learner's progress. This helps educators guide each student and manage their time and effort efficiently with student reports.
- 4 Enhancing digital literacy for educators which is a highly demanded skill especially in the present times.
- We give them our continuous support through follow ups where we announce learner achievements, learner data from Learnalytics to announce top players, hours spent in learning, and feedback from educators to further assist them.



A training session with HDI Indonesia's orphanages- Yayasan Bina Citra Insan Depok, Yayasan Gayatri Widya Mandala, Panti Asuhan, Kasih Abadi Pontianak, Panti Asuhan Harapan Remaja, Rawangmangun Jakarta

HEAR IT FROM OUR TRAINERS



I feel that the learning process is a continuous cycle. When I train educators, they can efficiently help beneficiaries in the learning process. With their feedback, I keep finding ways to assist them in the best possible ways. This gives me scope for self reflection to learn more about myself and have a sense of fulfillment.

Aishani, trainer in South Asia



I am a trainer who loves to learn from the educators. With their perspective, I can understand how is the current learning process on the ground; the challenges, how are the students, etc. This is how I use my role to help them in solving their problems, this is how I can contribute to the education field.

Velia, trainer in Indonesia



Teaching is a noble profession. It is very important for the teachers to have confidence in teaching, while student consistently learning assisting both of them with technology. When I deliver the training, I must ensure DOC is the best teaching and learning aid that they will always use in English. Learning and teaching should always be fun!

Shahfiq, trainer in Malaysia

FACILITATOR TESTIMONIALS

93% of the attendees found the programme helpful.

It's a great game for learning, kids can learn a lot while enjoying the game and this is a great opportunity for them.

Sujit Adak, Sahay India

The trainers are working hard to teach the game. Thank you for that!

Ms. Induni Dandeniya, Event Coordinator, NECY, Kandi Sri Lanka

After the session, I found the game amazing! Healthy competition in the game is good for developing life skills.

Marlyn, Gawad Kalinga, Philippines

After the digital instructor session, we introduced the game to 200 students. They really love playing the game and spending time on the platform.

Ms. Induni Dandeniya, Event Coordinator, NECY, Kandi Sri Lanka



Get involved today! To know more about Solve Education, please check our website

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