



"Picture is taken prior to the pandemic"

August 2021

SOLVE EDUCATION! IN THAILAND

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

Prepared and presented by Solve Education! Team

01 Thailand English Literacy Rate

02 Thai Students' English Literacy

03 Thailand's English Teachers' Literacy

04 CEFR System in Comparison to Other Framework

05 Digital Means as an Approach to Education

06 Effectivity of Learning Apps

07 A New Approach: Solve Education!

08 Working Towards The Goals

09 Case Studies: Our Work in Thailand

10 Some of The Exceptional Learners

12 Our Partner in Thailand

14 Some of PTT's Learners

CONTENTS

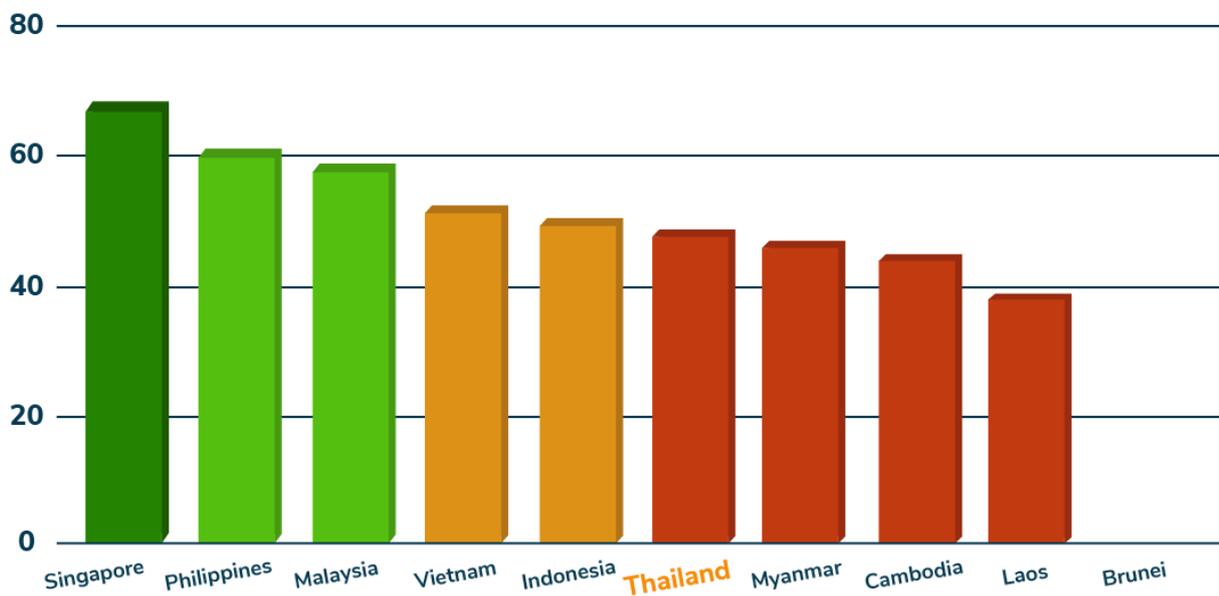
TABLE OF

THAILAND ENGLISH LITERACY RATE

ARE YOU AWARE?

Of Thailand's population of 69.3 million people, only 27% have been reported able to speak in English. Furthermore, this figure only captures the number of individuals who are able to communicate in English at some level but does not guarantee their level of fluency. Measured by the Education First Standard English Test (2019), **Thailand ranked 6th in English proficiency among 9 ASEAN countries***, scoring 47.61 which falls under the Very Low Proficiency group.

English Proficiency of ASEAN countries



*no data exists for Brunei

THAI STUDENTS' ENGLISH LITERACY

Thailand has often been cited for its lack of English communication skills, despite having English being taught officially in school since Grade 1. Throughout 2016 to 2018, **Grade 12 students have consistently scored low for English** in the Ordinary National Education

Test (O-Net), having scored 28.31 at best in 2018 (Bangkok Post, 2018). This also does not seem to improve at university. A study conducted by Prapphal (2003) has shown results indicating that **the average English proficiency of Thai university students is lower than that of other ASEAN countries**. A more recent study by Waluyo (2019) also revealed that 77.3% of first-year university students were at basic levels of English proficiency (A1, A2), equal to that of primary and junior high school students.

Year	2016	2017	2018
Mathayom 6 English O-Net scores	24.78	27.7	28.31

(Bangkok Post, 2017; Bangkok Post 2018)

Student Level	Language Competence Level	CEFR Level
Primary 6 students (Prathom 6)	Basic user	A1 proficiency
Grade 9 students (Mathayom 3)	Basic user	A2 proficiency
Grade 12 students (Mathayom 6)	Independent user	B1 proficiency

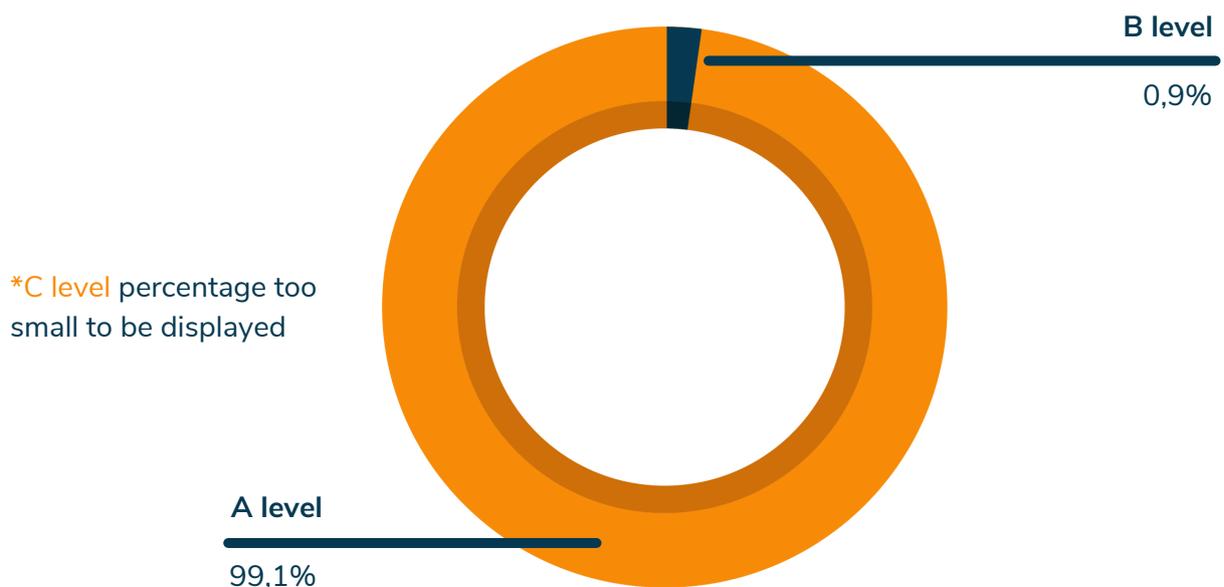
(Asian Correspondent, 2015)

THAILAND'S ENGLISH TEACHER'S LITERACY

A test was also conducted to assess the fluency of English school teachers in Thailand and the results found were astounding. The Minister of Education of Thailand stated that out of 40,000 Thai English teachers that were tested using Cambridge English standards, a mere number of six English teachers obtained a score indicating high fluency of English (Level C proficiency on the CEFR scale).

Another 350 teachers were at intermediate proficiency (Level B), while the other 99% of the group were found to only be at the beginners level (Pollack, 2018). Having failed to pass the minimum requirement level of B1, **the proficiency level of the large majority of these teachers was even below the level of English expected of their students.**

English Proficiency of Thailand's English Teachers

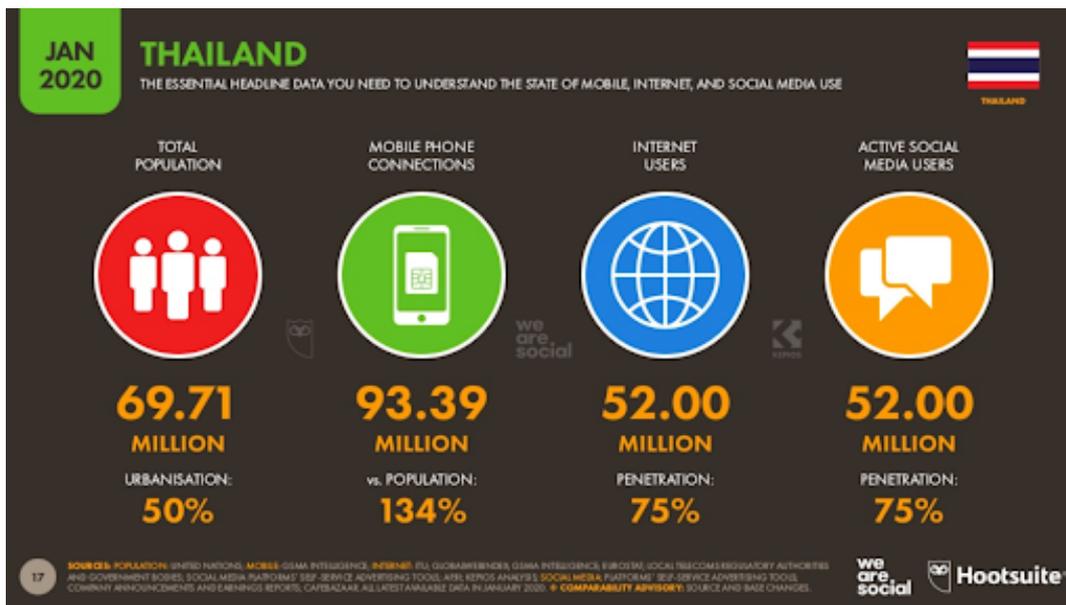


CEFR SYSTEM IN COMPARISON TO OTHER FRAMEWORK

Common European Framework of Reference

	CEFR	GWS -GEP Standard Level		IELTS	TOEFL IBT	Trinity	Cambridge
Proficient User	C2			9.0	118		220
	C1	Level 11 & 12		8.5	115		210
			8.0	110		200	
Independent User	B2	Level 9 & 10		7.5	202	ISE I	190
				7.0	94		180
	B1	Level 7 & 8		6.5	79		180
				6.0	60	ISE II	170
A2	Level 6		5.5	46		160	
			5.0	35	ISE III	150	
Basic User	A2	Level 6	Level 5	4.5	32		140
			Flyers (YLE Flyers)			ISE Foundation	130
	A1		Level 3 & 4	Movers (YLE Movers)			120
		Level 1 & 2	Starters (YLE Starters)				110
							100

DIGITAL MEANS AS AN APPROACH TO EDUCATION



According to Hootsuite, internet penetration in Thailand has reached a percentage of 75% in 2020. In fact, a whopping 94% of internet users aged 16-64 years old in Thailand own smartphones and spend an average of **9 hours using the internet every single day** (Datareportal, 2020).

Therefore, digital means may just be the most efficient, effective, and scalable solution to reach out and educate the youth of Thailand.

EFFECTIVITY OF LEARNING APPS

A study by BrightByte (2018) found that many learning apps implemented in schools were not correlated to improvements in learning outcomes, regardless of the immense price these schools have paid to obtain their licenses.

It is predicted that the cause of this is that learners do not follow the recommended 'dosage' of the app, potentially exacerbated by students' low learning motivation. **When apps are unable to boost and encourage learning motivation, it comes as no surprise that academic improvements do not arise as a result.**

On certain occasions, it is also not rare to find that **the effectivity of such learning apps are often unknown due to the lack of a real-time, updated monitoring system** to record learners' current competency and improvements. Reliable feedback on learning progress is a necessity in order to continuously adapt to changing needs and provide support accordingly.



"Picture is taken prior to the pandemic"

A NEW APPROACH: SOLVE EDUCATION!

At Solve Education!, we are focused on making education available to the most vulnerable children and youth across the globe. When children are marginalised from the education system, it can be difficult to understand the benefits that education can bring. Therefore, **tackling minimal to no learning motivation is at the core of our efforts to educate our beneficiaries.**

We aim to develop lifelong learning and growth mindset among out-of-school youth and prepare them for the workforce of the future by integrating **evidence-based curriculum and employment opportunities in game play.** Through a mobile game application, we hope to ensure that out-of-school youth have the opportunity to enhance their literacy skills and learn the values of intrinsic motivation that will help them adapt to the continuously changing world.



>50,000

beneficiaries with office in



Indonesia



Singapore



India



Nigeria

WORKING TOWARDS THE GOALS

Thai Ministry of Education's Goals	How Solve Education! Can Support the Goals
Improve English literacy rate for the students in Thailand	By integrating our technology into Thailand's digital learning platform, we can provide mass customisation of education for the students and deliver quantifiable learning outcome.
Enhance the quality and education standards of all levels/types toward the international level.	The content delivered through the learning game follows a curriculum developed based on a standardised CEFR framework , and is therefore also aligned with Thailand's FRELE-TH. The game currently holds \pm 30,000 question sets.
Strengthening the equalisation of opportunities for access to public education services.	Unlike most education technology products available in the market, Dawn of Civilization was designed specifically for mid-range gadgets and can be played offline to make it available to everyone regardless of their socio-economic background.
Develop the educational management system in accordance with good governance principles.	We fully support data transparency and enable reliable and real-time monitoring and evaluation governance through Learnalytics , our learning management system (LMS).

CASE STUDIES: OUR WORK IN THAILAND

Our partner -King Mongkut's Institute of Technology Ladkrabang (KMITL)

Our partner organization King Mongkut's Institute of Technology Ladkrabang (KMITL) is a research and educational institution in Thailand. **It is one of the 12 universities included in U-Multirank for Thailand.** Its overall profile shows top performance across various indicators, **with 5 'A' (very good) scores overall.**

We have started rolling out our game **Dawn of Civilization** in phases to their students and by **2022 we will have reached a number of 20,000 students.**

To further make the learning process highly motivational, we are planning **gaming challenges, lucky draws with exciting prizes for the winners.** We also have events like award ceremonies with categories of awards such as 'the best learner award' to make it fun and encouraging for the learners.

OUR IMPACT SO FAR:



323

active learners



90,096

concepts learnt



56,470

mini lessons
delivered



20,000

learners for the next phase

SOME OF THE EXCEPTIONAL LEARNERS

The learner with the Mayor name Natcha has progressed from CEFR level A2.1 to A2.2 just within three months of learning 944 concepts under reading, listening skills etc.

The learner with the Mayor name Fern has progressed from CEFR Pre B1.1 to B1.2 in just 2 months by learning 1,077 concepts.

Feedback from the session:



Normally, people have no time to focus on English lesson in a middle-aged. This is the way we can study more in the less time. It's not just only for a student, we can learn listening, speaking, reading skills in one application. This game is outstanding!

Thatakorn Posingha [ZICK] | FOREIGN RELATIONS OFFICER



The game is very interesting. It encouraged most of our students who joined the sessions to improve their English skills to be better. Because the game is quite easy to be approached, students can join it anytime and anywhere. Also, it suits anyone who would like to gain knowledge and have fun at the same time. And thank you, Solve Education, for your support our students. Finally, we found the game that can connect learn and play perfectly!

Duangkamon | OIA FOREIGN RELATIONS OFFICER, KMITL

SOME OF THE EXCEPTIONAL LEARNERS



I'm Improved reading and speaking English and get a lot of vocabulary and built a city fun and very happy. Thank you for having games that can improve English to learn and play with fun.

Nuchjarin | KMITL Student



Thank you for a good project and game that helps me to access English more easily. For playing a game I found bucks such as a price of extended land is not stable, call father but it is a girl charcter. For me, I'm not serious with these bucks. However, I think the game really help me in English. Thank you 😊

Fasai | KMITL Student

OUR PARTNER IN THAILAND - PTT

Our partner organization PTT Public Company Limited is a Thai state-owned SET-listed oil and gas company. They have collaborated with Solve Education! to fulfill their Corporate Social Responsibility(CSR)

Together we have reached out to **8 schools in Thailand** namely **Watnoenkraprok School, watnaprathat, Watkokthong School, Wadluangphrommawas, Sakud, Watdotalung School, Banchumsang School, Ban Nong Kho School** for their students to play with our game **Dawn of Civilization**.

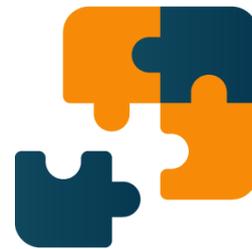
Between June to August 2021 the learners have played around **5,827 educational minigames**. Similar to KMITL, we have various ongoing gaming challenges and motivational awards such as 'most consistent player'.

IMPACT SO FAR:



Reached

8 schools



3 months

5,287 minigames



10,247

concepts learnt



We conducted digital facilitator training sessions with over 40 teachers from PTT Thailand schools. These training sessions are meant to develop their digital literacy skills and get familiarized with our gaming platform to help assist more and more children in the learning process. 100% of the participants found the digital facilitators session very helpful

Teachers rated

5.0
out of 5



SOME OF PTT's LEARNERS and TEACHERS:

100% of the participants rated the digital facilitators session a 5 on 5

Some of PTT's learners:

The active learner with the Mayor name Bowie has Progressed from the **CEFR level Pre A1.1 to A1.2 in just 15 days of learning 768 concepts under reading, vocabulary skills etc.**

The learner with the Mayor name Bypass has progressed from **CEFR level PreA1.1 to A1.1 in just 10 days of learning 507 concepts.**



I do appreciate your support. Dawn of Civilization game help my students improve their English Skill and cognitive development include many skills such as listening ,reading, speaking and writing skill. Moreover, They are happy and fun. My students feel free to practice the language. They have good attitude to English. Thank you for making an amazing game.

Teacher Som | Watnoenkraorok School



Thank you from my heart for the best preparation. I really love it and I hope that my students will be fun and get more knowledge from this amazing game. 😊

Teacher Nammon | Watnaprathat School

After the great session, I am addicted to the game as it can improve anyone's English skills if they play it!

Teacher Tle



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

For more information,
contact us at info@solveeducation.org

Follow us on:

 [instagram.com/solveeducation](https://www.instagram.com/solveeducation)

 [facebook.com/solveeducation](https://www.facebook.com/solveeducation)

 twitter.com/solveeducation

 [linkedin.com/company/solve-education-](https://www.linkedin.com/company/solve-education-)