



UNDERPRIVILEGED SMART LEARNERS

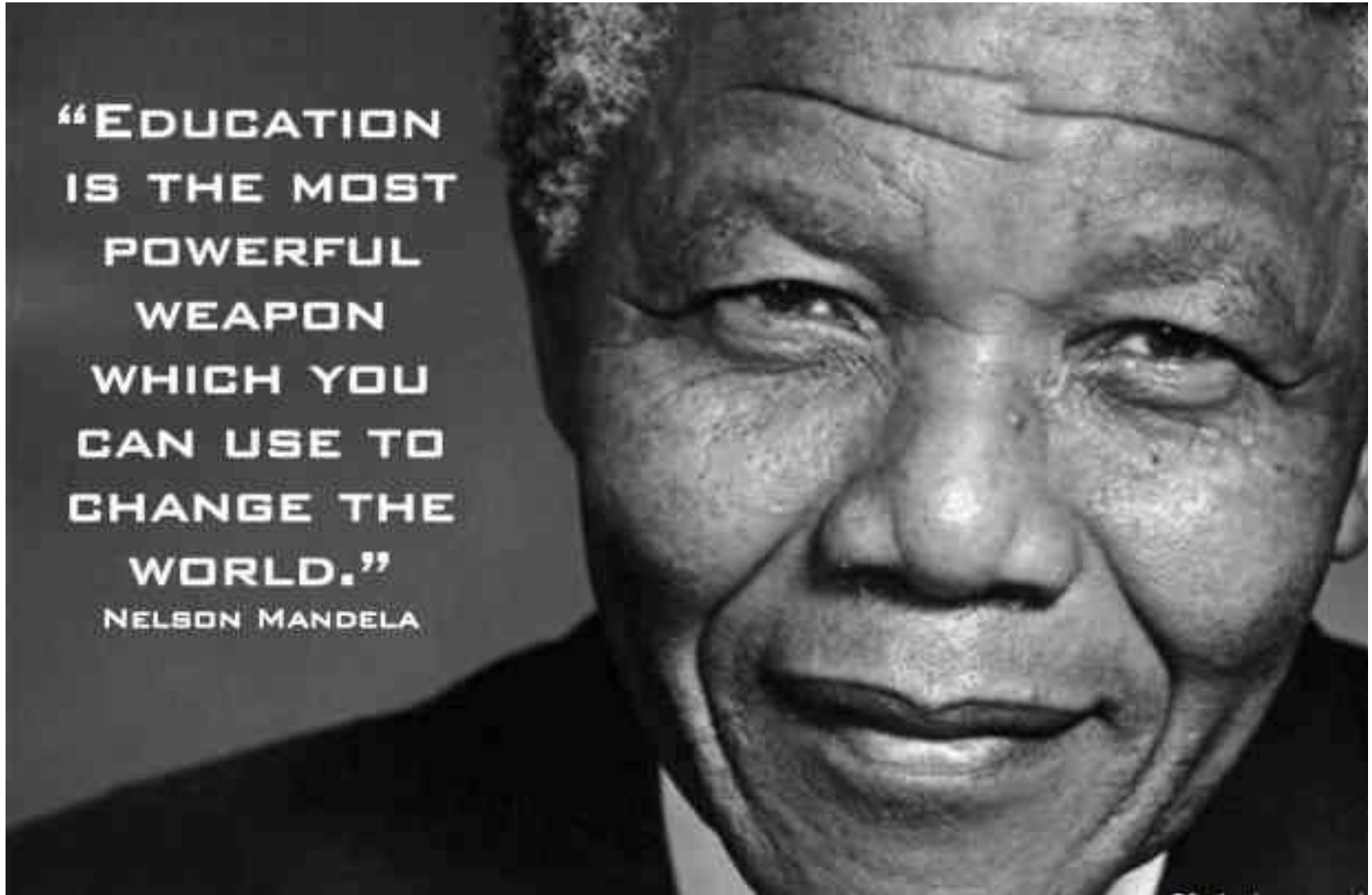
CO-WILLING CONFERENCE, KENYA
«Economic Development»
26. – 30. Jan 2019

Roland Diethelm

wiLearn 4 Life ANYWHERE ANYTIME ANYHOW – RD SEP 2018



**“EDUCATION
IS THE MOST
POWERFUL
WEAPON
WHICH YOU
CAN USE TO
CHANGE THE
WORLD.”
NELSON MANDELA**





[...and when I grow up, I would like to be a docta!]

Linah Adhiambo - Student

PROFESSIONAL SKILLS



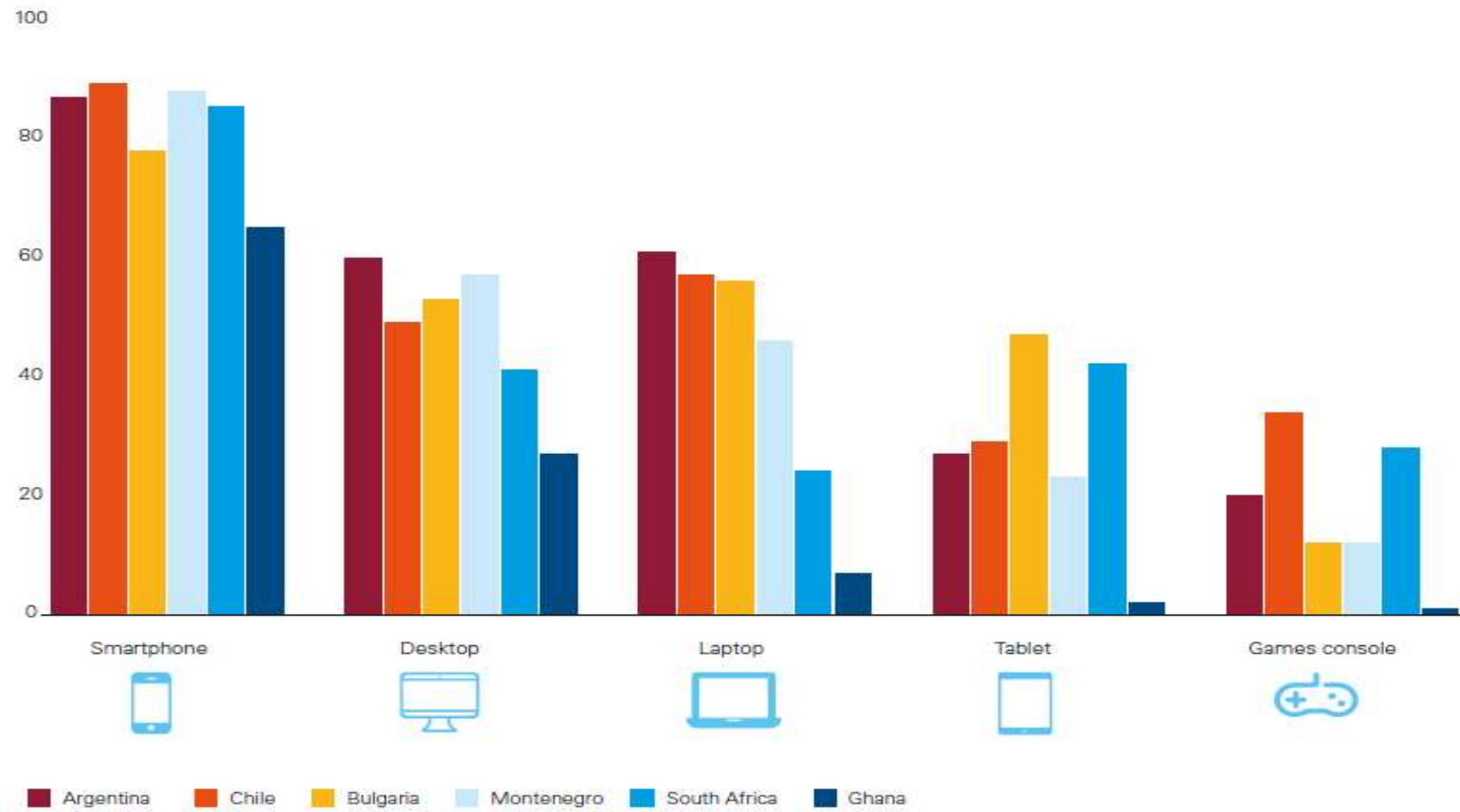
DEVELOPMENT = MOBILE



Digital technology has already changed the world – and as more and more children go online around the world, it is increasingly changing childhood.

- Youth (ages 15–24) is the most connected age group. Worldwide, 71 per cent are online compared with 48 per cent of the total population.
- Children and adolescents under 18 account for an estimated one in three internet users around the world.
- A growing body of evidence indicates that children are accessing the internet at increasingly younger ages. In some countries, children under 15 are as likely to use the internet as adults over 25.
- Smartphones are fuelling a 'bedroom culture', with online access for many children becoming more personal, more private and less supervised.

FIGURE 2.6 CHILDREN RELY HEAVILY ON SMARTPHONES TO GO ONLINE
 PERCENTAGE OF CHILDREN USING EACH DEVICE AT LEAST ONCE A MONTH, 2016–2017



Source: Global Kids Online partner countries 2016–2017, aggregated by UNICEF Office of Research – Innocenti.

A banner for Sustainable Development Goal 4 (Quality Education). It features a row of 17 colored squares at the top, with the 14th square (blue) highlighted. Below the squares, the text "ENSURE INCLUSIVE AND EQUITABLE QUALITY EDUCATION AND PROMOTE LIFELONG LEARNING OPPORTUNITIES FOR ALL" is written in white, uppercase letters. To the right of the text is the SDG 4 icon, which consists of the number "4" and the words "QUALITY EDUCATION" above an icon of an open book and a pencil.

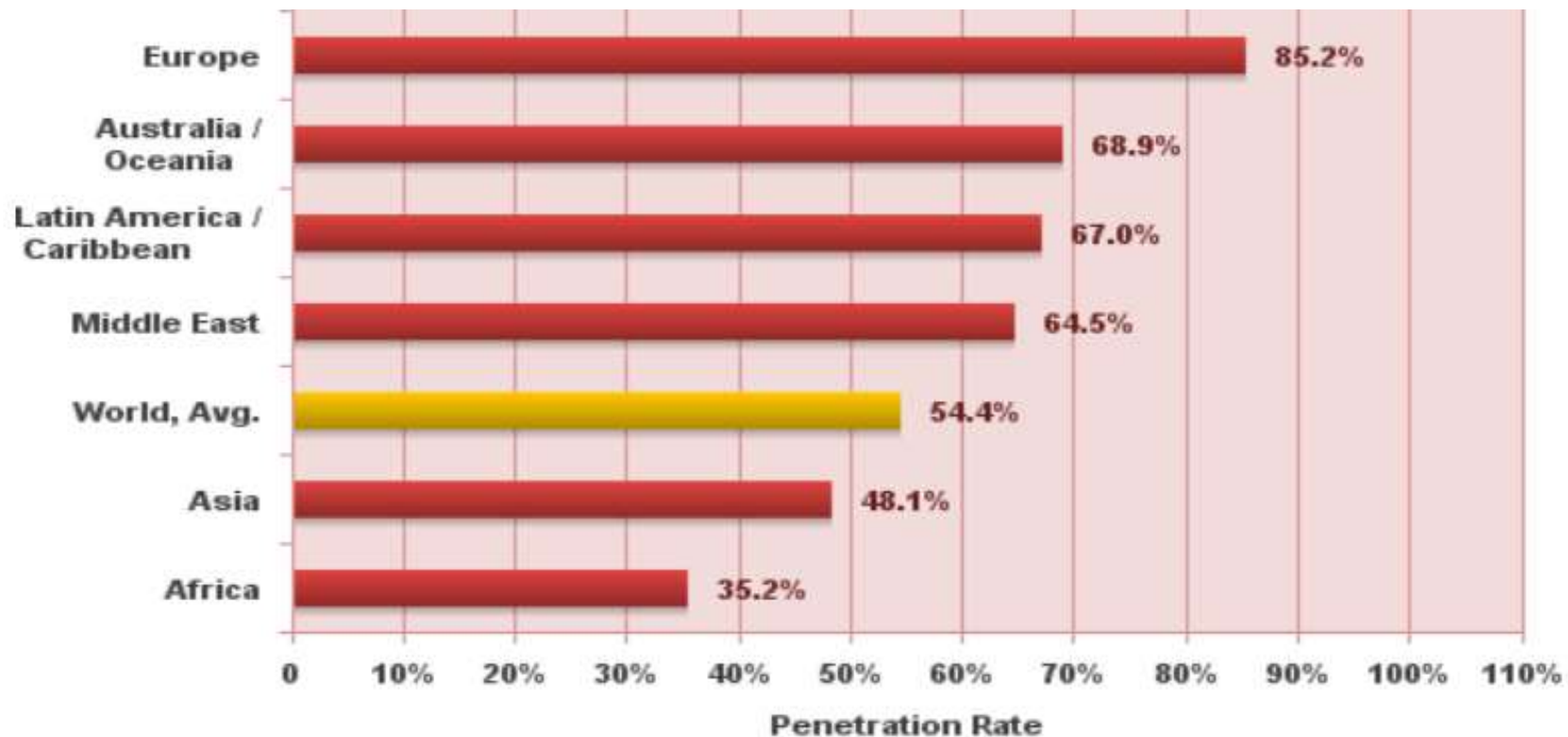
ENSURE INCLUSIVE AND EQUITABLE QUALITY
EDUCATION AND PROMOTE LIFELONG
LEARNING OPPORTUNITIES FOR ALL

4 QUALITY
EDUCATION

AAA

ACCESSABLE

“4 Billion people are unable to access digital information. Again THE MOST VULNERABLE do not access equal opportunity in the global society built on the internet of things” rd



Source: Internet World Stats - www.internetworldstats.com/stats.htm
Penetration Rates are based on a world population of 7,634,758,428 and 4,156,932,140 estimated Internet users in December 31, 2017.
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**ENSURE INCLUSIVE AND EQUITABLE QUALITY
EDUCATION AND PROMOTE LIFELONG
LEARNING OPPORTUNITIES FOR ALL**

4 QUALITY
EDUCATION



AAA

AFFORDABLE

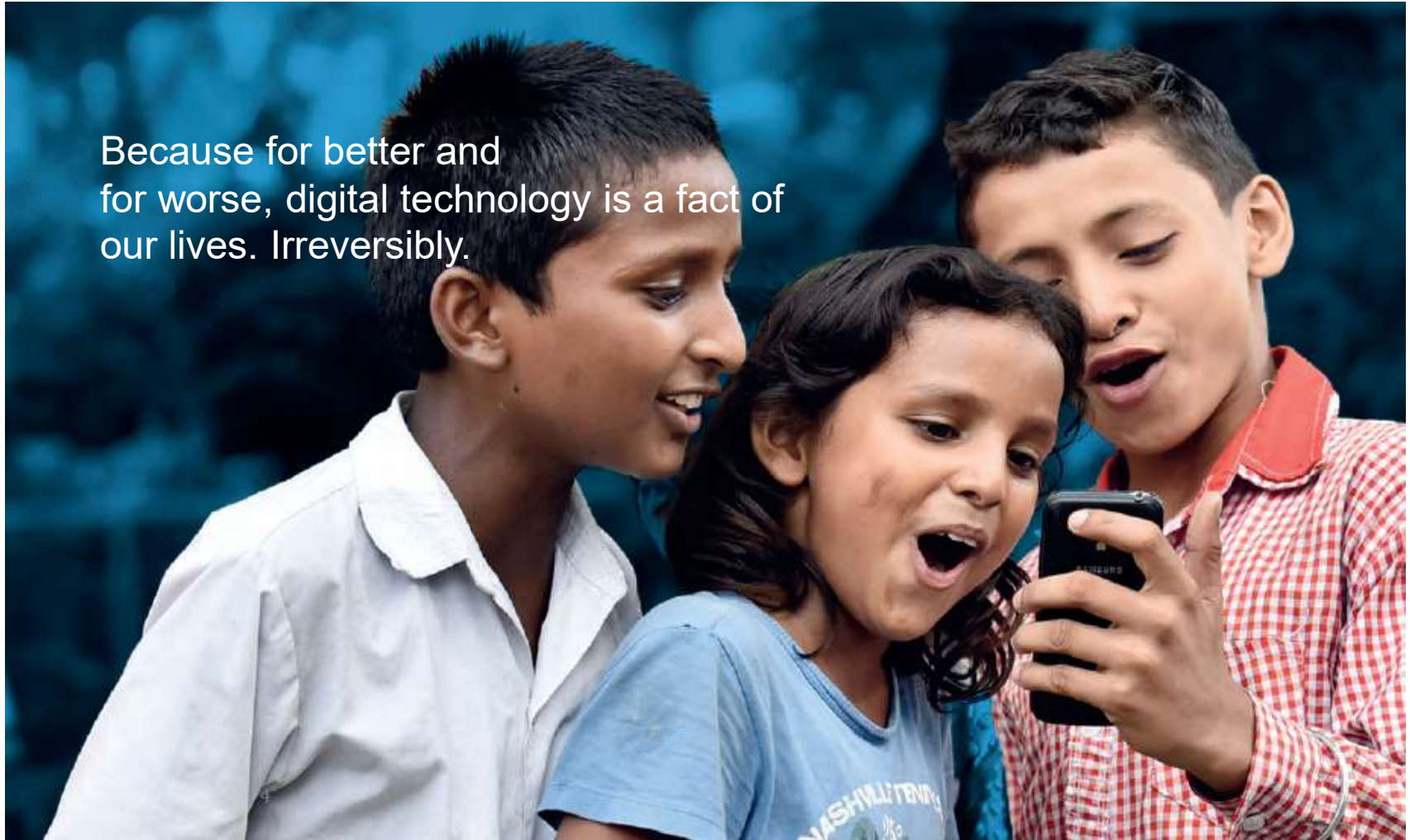
A banner for Sustainable Development Goal 4, Quality Education. It features a row of 17 colored squares at the top, with the 4th square (blue) highlighted. Below the squares, the text "ENSURE INCLUSIVE AND EQUITABLE QUALITY EDUCATION AND PROMOTE LIFELONG LEARNING OPPORTUNITIES FOR ALL" is written in white, uppercase letters. To the right of the text is a white icon of an open book and a pencil, with the number "4" and the words "QUALITY EDUCATION" above it.

AAA

ADAPTABLE



DEVELOPMENT = MOBILE

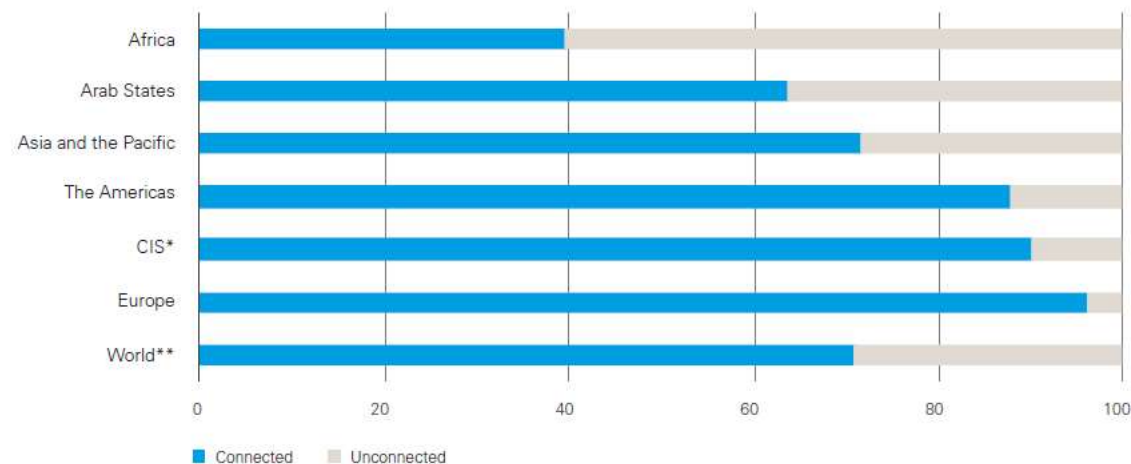


Because for better and for worse, digital technology is a fact of our lives. Irreversibly.

SDG 4 GLOBAL CITIZENS

To be unconnected in a digital world is to be deprived of new opportunities to learn, communicate and develop skills for the twenty-first century workplace. Unless these gaps in access and skills are identified and closed, rather than being an equalizer of opportunity, connectivity may deepen inequity, reinforcing intergenerational cycles of deprivation.

FIGURE 2.2 ABOUT THREE OUT OF FIVE YOUTH IN AFRICA ARE NOT ONLINE
PERCENTAGE OF 15–24-YEAR-OLDS WHO ARE NON-INTERNET USERS BY REGION, 2017







WHO WE ARE...

wiLearn 4 Life

Charitable Association - Registration ZH-41386-2018 / SN
(pending document approval)

Board Members

André Mebold, President
Roland Diethelm, Founder and CEO
Christine Diethelm, Coordinator
Dr. Daniel Kast, ICT Specialist
Michael Kellenberger, Trainer ICT
Rachel Wille, Fundraising

MOLLI
TREK

WILLI

RACHEL

TABEA

PARTNERS

WORLD POSSIBLE

FHNW – L4A

OER4SCHOOLS

INEE

Learning Equalities

Education Cannot

Wait



OUR MISSION

Learners of all ages living in fragile context gain free access to digital information in a safe learning environment. They learn to use 21st century education material and get empowered through selected Open Education Resources. Through instructions, selfdirected learning methods and collaboration, learners discover their own potential through creativity and personal achievements. Education is transformed through a people centred approach with Learning for life at the core of change. wiShare Faith, Hope, Love through our services for ultimate sustainability and 4 Life.

A tablet with a dark grey bezel and an orange border. The screen is light beige and displays three words stacked vertically. On the left side of the bezel, there is a speaker grille and a camera lens with the text '3.X zoom' below it. On the right side, there is a vertical navigation bar with icons for home, search, and menu.

HARDWARE

ENERGY

SOFTWARE



willi

wireless learning lab interactive



FREE ACCESS

ALL IN



Topic, video, exercise...

TEACH

MANAGE

LEARN

DOCS

ADMIN

You successfully created user 'Roland Diethelm'



Facilities



Videos



Language

Show me how!

Zone for public key MIIBCgKCAQEA... / Watu Moja Lee Academy

Export learner stats

Coaches

Delete Coaches

<input type="checkbox"/>	Coach	Edit	Logins	Login Time	Coach Report Views
<input type="checkbox"/>	Agiza, Maureen		0	0 hour(s)	0
<input type="checkbox"/>	Ashimala, Pius		0	0 hour(s)	0
<input type="checkbox"/>	Ibrahim, Mohammed		0	0 hour(s)	0



FROM CHILD LABOUR TO CHILD WELLBEING

wiLi
CAN CREATE
70'000
ADAPTED
LESSONS PER
YEAR*



wiLi
CAN HOST
1'400
LEARNERS A
WEEK*

* 40 Learners, 1hr sessions, average 5 hr per day, 7 days a week

Progress report

Comparing 2-digit numbers

Topic	% Complete	Streak
Greater than and less than symbols	0	100%
Compare 2-digit numbers	50%	100%
Compare 2-digit numbers 2	50%	0%

Greater than and less than symbols
Compare 2-digit numbers
Compare 2-digit numbers 2

Inequalities : Greater than and less than basics



LEARNING 4 LIFE IS FUN AND SMART



EVIDENCE OF ACCESS - AWSTATS

Summary					
Reported period	Month Nov 2018				
First visit	NA				
Last visit	19 Nov 2018 - 16:32				
	Unique visitors	Number of visits	Pages	Hits	Bandwidth
Viewed traffic *	3	6 (2 visits/visitor)	34 (5.66 Pages/Visit)	1,500 (250 Hits/Visit)	77.22 MB (13178.97 KB/Visit)
Not viewed traffic *			0	12	24.00 KB

* Not viewed traffic includes traffic generated by robots, worms, or replies with special HTTP status codes.

Monthly history					
Jan 2018	0	0	0	0	0
Feb 2018	0	0	0	0	0
Mar 2018	0	0	0	0	0
Apr 2018	0	0	0	0	0
May 2018	0	0	0	0	0
Jun 2018	0	0	0	0	0
Jul 2018	0	0	0	0	0
Aug 2018	0	0	0	0	0
Sep 2018	0	0	0	0	0
Oct 2018	0	0	0	0	0
Nov 2018	3	6	34	1,500	77.22 MB
Dec 2018	0	0	0	0	0

Send monthly stats files to wLearn 4 life via email or Whatsapp

«COWS CAN BE STOLEN –
BUT KNOWLEDGE AND
SKILLS YOU KEEP FOR LIFE»

THE KENYA NATIONAL EXAMINATIONS COUNCIL
EXAMINATION FOR THE KENYA CERTIFICATE OF PRIMARY EDUCATION
DILMIL RESULT SLIP

2124822405 HANNAH BACHUKHIN PRIMARY
CHRISTOPHER BENO BENO 7th 2018

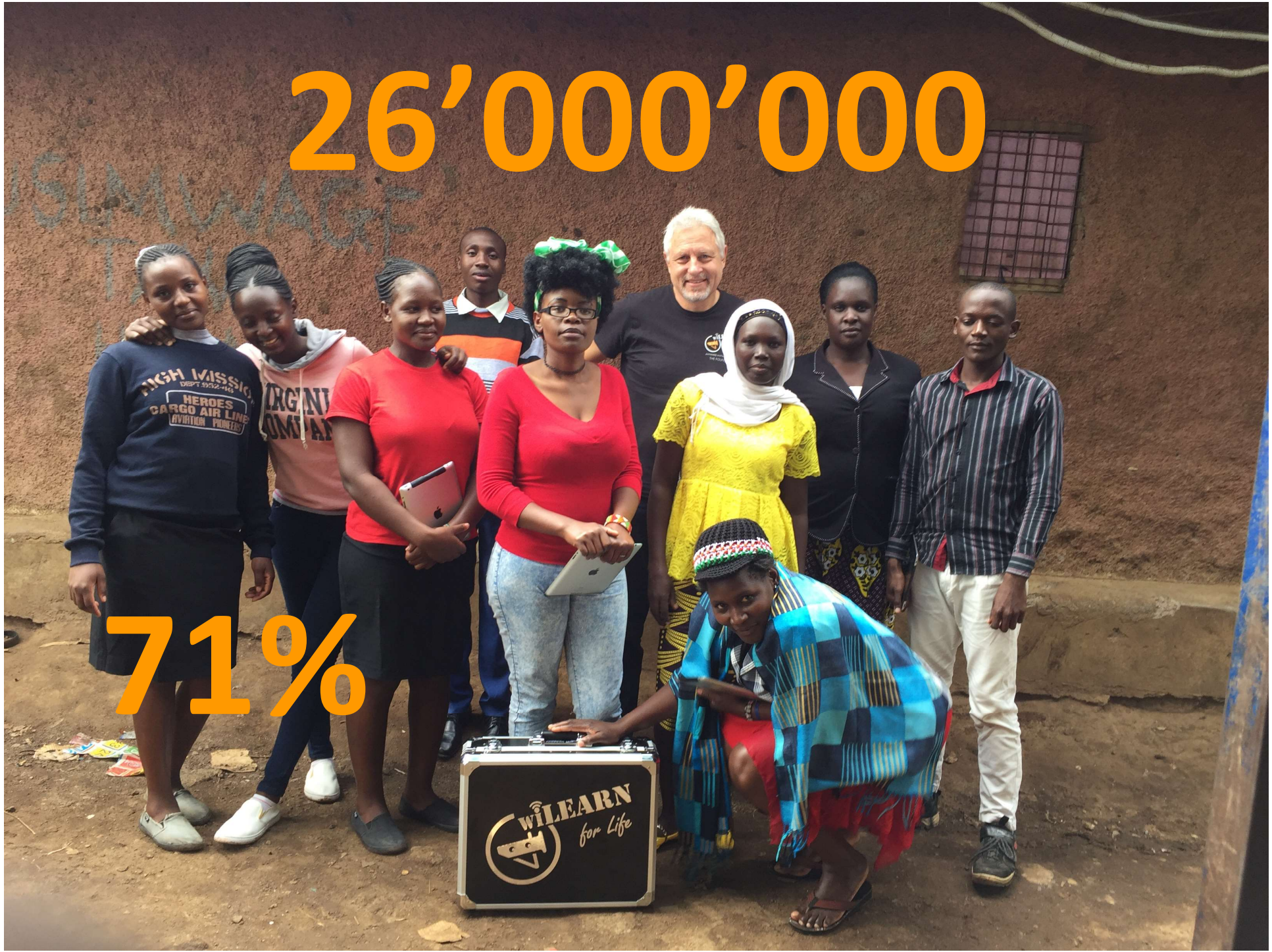
SUBJECT	GRADE
ENGLISH LANGUAGE	BT B (PASS)
KISWAHILI	BT A (PASS)
MATHEMATICS	BT A (PASS)
SCIENCE	BT A (PASS)
SOCIAL STUDIES AND RELIGIOUS EDUCATION	BT A (PASS)

21 NOV 2018



26'000'000

71%



Workshop Agenda

Day 1 – Functional ICT 4 Education

Day 2 – Operational ICT 4 Education

Day 3 – Adaptable ICT 4 Education

Day 4 – Inspirational ICT 4 Education

Day 5 – Relational ICT 4 Education

DAY 1 Functional

Learning 4 Life is fun

wiLLi «Case Study»

Tabea – tablets to learn

RACHEL Plus 3.0

wiView – Cinema at school

Debrief and Outlook

[...and when I grow up, I would like to be a doctor!]

Linah Achimbo – Student



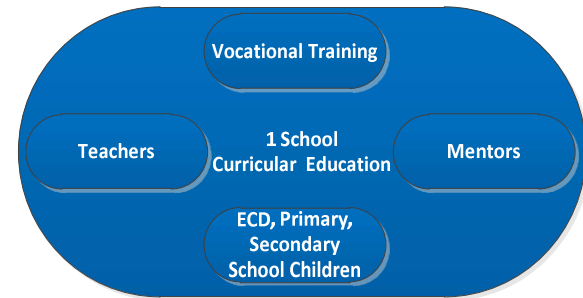
1. Why do schools need digital education?
2. What do you expect?
3. What do you fear the most with technology in class?
4. Where do you wish assistance?
5. Who will benefit the most from the digital learning?
6. What will change for you?
7. What is your goal?
8. When do you call the project a success?

GOAL PHASE I
 Vulnerable children practice Life Long Learning despite living in a emergency situations

GOAL COMMUNITY LEARNING
 Children and communities in emergency situations collaborate in life skills development by the joint use of digital learning content

GOAL INSTITUTIONAL LEARNING
 Children in emergency situations access quality formal education in a blended learning environment

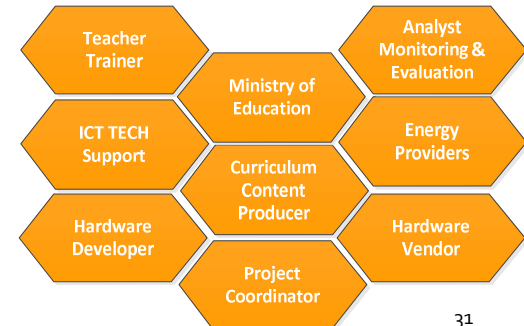
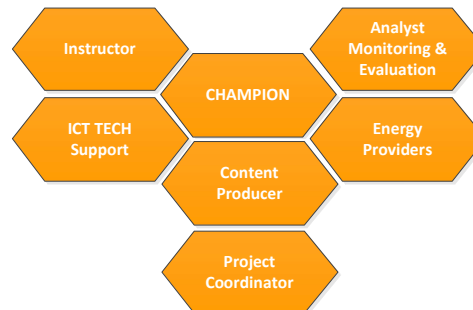
OUTCOME
 Vulnerable children access digital quality education and learning content on a daily basis to improve their literacy, and discover their full potential



OUTPUT
 Offline Servers provide regular access to quality education material for children, teachers, parents and community members in emergency situations



ACTIVITY
 Develop and secure mobile technical hardware, software and energy solutions containing the learning content useful for formal and non-formal education





WHO IS ?
WHY DIGITAL LEARNING?
MY DIGITAL FIRST
MY DIGITAL FAVORITE



HARDWARE



ENERGY



SOFTWARE

DAY 2 Operational

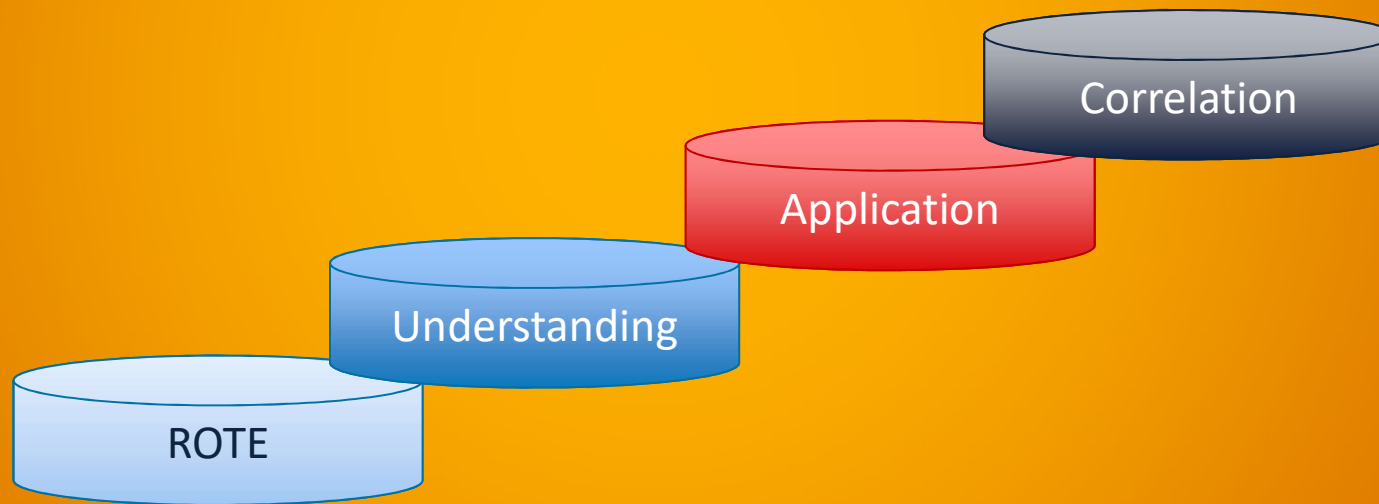
Discover eLearning Modules
Introduce your favourite
Discover Kolibri
Setup Kolibri
Debrief and Outlook

[...and when I grow up, I would like to be a doctor!]

Linah Adhiambo - Student



4 STEPS OF LEARNING





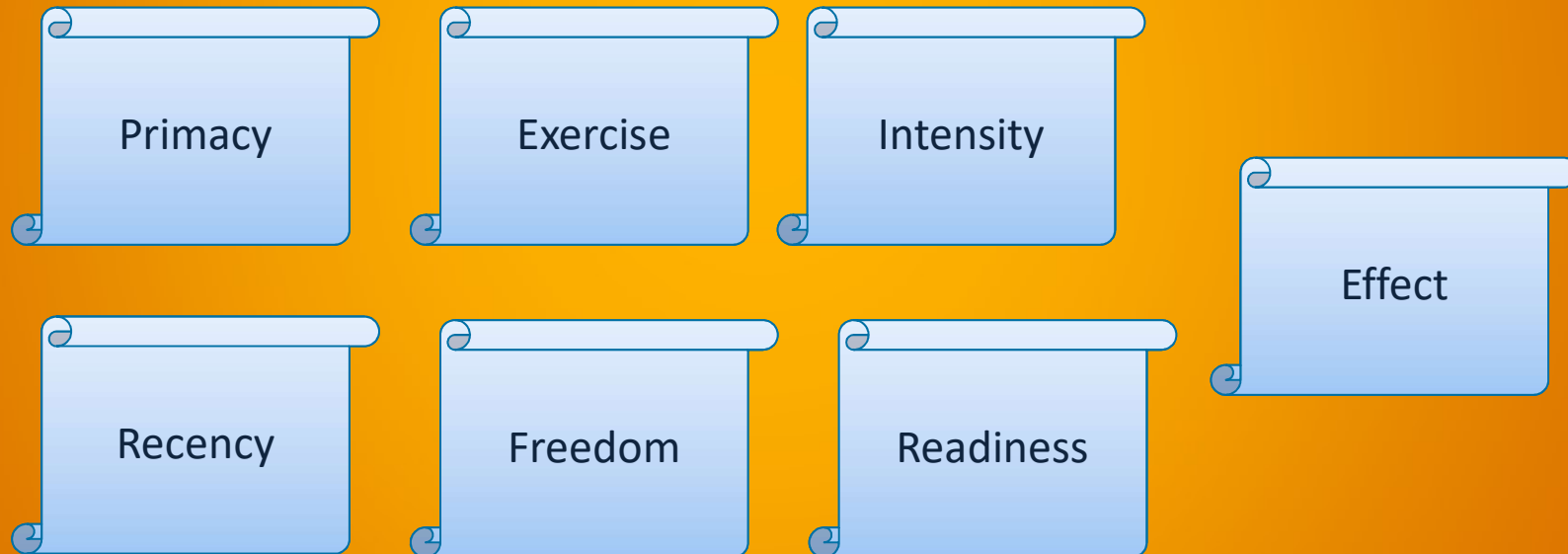
BLENDED LEARNING

PROS

CONS

7 Laws of Learning

Thorndike





Show me how!

Local KA Lite Installation

Export Data

Facilities

Facility Name	# Users	# Groups	Last Usage	Delete
Default Facility	14	0	Nov. 21, 2018, 6:33 p.m.	
Watu Moja Lee Academy	4	8	Nov. 21, 2018, 6:33 p.m.	

+ Add a new facility...

Devices

Device name	# Times Synced	Last Sync	Last Usage	Available Actions
CMAL-a788	10	Nov. 17, 2018, 5:38 a.m.	Nov. 21, 2018, 6:33 p.m.	Sync Now!



+ Add a new coach.

Learner Groups ?

Delete Groups

<input type="checkbox"/>	Group	Edit	Coach	# Learners	Logins	Login Time	Videos Viewed	Exercises Completed	Mastery
<input type="checkbox"/>	Community		---	1	0	0 hour(s)	0	0	0.0%
<input type="checkbox"/>	Grade 1		---	0	0	0 hour(s)	0	0	0.0%
<input type="checkbox"/>	Grade 2		---	0	0	0 hour(s)	0	0	0.0%
<input type="checkbox"/>	Grade 3		---	0	0	0 hour(s)	0	0	0.0%
<input type="checkbox"/>	Grade 4		---	0	0	0 hour(s)	0	0	0.0%
<input type="checkbox"/>	Grade 5		---	0	0	0 hour(s)	0	0	0.0%
<input type="checkbox"/>	Grade 6		---	0	0	0 hour(s)	0	0	0.0%
<input type="checkbox"/>	Parents		---	0	0	0 hour(s)	0	0	0.0%

+ Add a new group.

Learners ?

Change Learner Groups

Delete Learners

<input type="checkbox"/>	Learner Name	Edit	Coach	Group	Logins	Login Time	Videos Viewed	Exercises Completed	Mastery
<input type="checkbox"/>	Diethelm, Roland		---	Community	0	0 hour(s)	0	0	0.0%

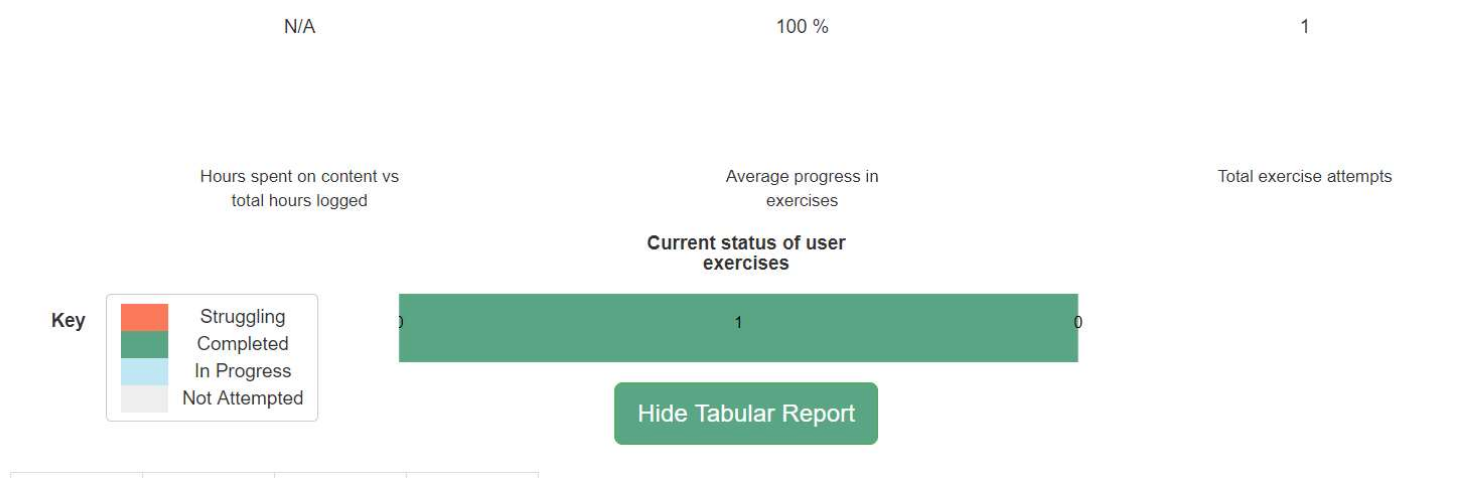
Coach Reports

Facility
Group
Date Range →

Watu Moja Lee Academy: Community

Topic:

11/15/18 → 11/22/18





Tabea

Tablets for education access



OOO OFFLINE OPENSOURCE OFF GRID



000

OPENSOURCE



000

OFFLINE



000

OFF GRID

DAY 3 Adaptable

Discover local content library
Classroom organisation
Create lessons, Video, Foto
PDF, Docs, EPUB
Debrief and Outlook

[...and when I grow up, I would like to be a doctor!]

Linah Adhiambo - Student

DAY 4 Inspirational

Enjoy eLearning – share & inspire
Classroom training and feedback
Play with kids – have fun
Classroom trial lecture
Debrief and Outlook

[...and when I grow up, I would like to be a doctor!]

Linah Adhiambo - Student

DAY 5 Relational

Leadership – Admin - Statistics
Handling, Safety, Security,
passwords, trouble shooting
Community learning, facilitation

[...and when I grow up, I would like to be a director!]
Community library

Linah Adhiambo - Student

Final Brief and Project Outlook



DAY 6 TEACHER CONTENT

KAlite – Setup & Admin
Progress Monitoring Reports
Kolibri – Admin
Local content library upload
Lesson planning
Final Brief

[...and when I grow up, I would like to be a doctor.]

Linah Adhiambo - Student