

PROJECT STATUS REPORT (PSR)

07/01/2022 - 12/31/2022 - PSR-09478

PROJECT SUMMARY

Operation number

SU-T1148

Suboperation number

ATN/ME-18998-SU

Project Name

Testing a Hybrid Model for Remedial Learning and Re-engagement of students in Suriname (Helping Youth Progress in Education - HYPE)

Team Leader

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Executing Agency

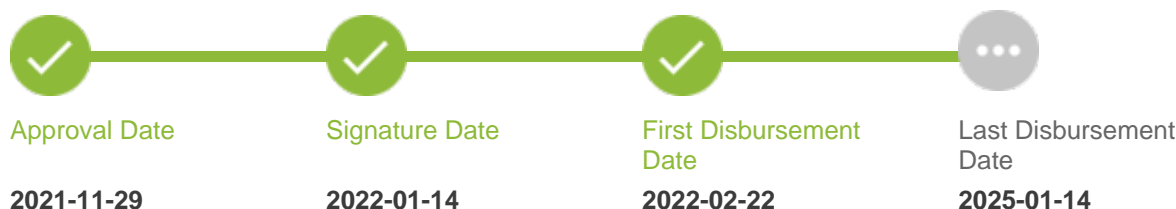
Stichting Young Help Suriname

Purpose

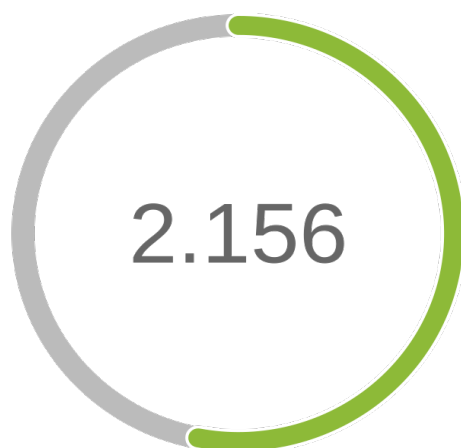
Piloted an innovative scalable model to engage students using creative multimedia tools that support participative learning and accelerated development of critical skills.



Project cycle



PSR SCORE



- 0 - 1 Red Flag
- 1 - 2 Yellow Flag
- 2 - 4 Green Flag

LEARNINGS

1. Risk and Lessons

1.1. Risk

1.1.1. What do you think is the biggest risk that threatens the achievement of the project objectives?

The project objective is to pilot (1) an innovative model to engage students using creative multimedia tools that support participative learning and (2) accelerated development of critical skills. The biggest risk lies with the development and dissemination of the supplemental content: The biggest risk for the video development comes from the slow pace of execution witnessed on the subcontractors side. They did not roll out a recruitment campaign as was expected and communicated to them on several occasions. This resulted in months passing and video presenters not being selected and trained as planned. The recruitment came much later. Also the inexperience of the project coordinator who needs mentoring and regular clarifications on required steps that are already clear in the project document. The internal organization of the subcontractor should support the coordinator in a more intense manner. The biggest risk for the Math Game development is the readiness of content for the developer. The video topic scripts could however prove useful and this may be a non-risk.

1.2. Greatest Achievement or Failure

1.2.1. What has been the greatest achievement or failure in the last semester that affected the implementation of the project?

Greatest achievement in the last semester: the successful execution of the Annual First Global Robotics Competition as part of the STEM club and the exposure that it gave to the component of critical skills development (Learning Clubs). It triggered an accelerated execution on the subcontractors side because they were still in student recruitment stage for the Youth Leadership Club. Greatest failures: delays in having the Game developer contracted in the last semester because that shifts the timeline for game development to 2023 and also not having the first set of videos ready.

1.3. Findings and Lessons

1.3.1. What are the most useful findings and lessons from this project that when taken into consideration could improve the execution and results of existing projects and the design of similar projects in the future? A finding describes an action, circumstance or decision that was critical in determining the positive or negative evolution of the project (for example, switching from the development of a blockchain platform to a web-based shared database reduced the cost and time devoted to implementing the traceability capabilities required by the project). A lesson is a concrete, actionable proposal based on a finding that, in similar circumstances, would facilitate problem solving, risk mitigation, and the achievement of results (for example, Develop guidelines and criteria to identify candidates that could benefit from the implementation of a blockchain platform, and assess during the design if the selected project satisfies the criteria before committing to develop one).

Most useful findings: every educational project needs careful consideration in how educational content is 'translated/developed' and made ready for a new type of platform. The identification of the areas (educational topics) to target should be followed by a phase of 'development' else it looks like consideration is given to 'R' from (Research/identify) but without 'D' (Development/preparation). Only then follows 'execution stage: the actual production (video making) or game programming. Identifying and engaging the skilled people to 'translate' the topics into useful content (scripts for video production) took time and it is expected that the same will happen with the game content availability (but allegedly to a lesser extent because of video scripts already being available). Most useful lesson: translating traditional educational content into 'modern innovative content' requires attention for the -step-in-between: a skilled person that can make the 'translation' so the video producer can stick to their job of production and the

Programmer can stick to programming. The content should be prepared with set criteria and be a milestone from which the (video and game) developers continue.

2. Scalability and replicability

2.1. Scalability Plan

2.1.1. Now that the Project is in the execution phase, have you developed any concrete plan or action that will allow it to reach a greater number of users/clients/beneficiaries (or broader environmental or resilience to climate change and natural disasters impacts) in the future?

Action: the project is available online with results that a broader audience can access. The information is however not disseminated aggressively because the demand exceeds what we can deliver at this time. For example many more students want to join and be part of STEM club but we can only accomodate as per planning.

2.2. Costs and Partners to Scale

2.2.1. Now that the project is in the execution phase, do you know how much it costs to offer your product / service per user / client / beneficiary? Is this a factor that could affect reaching a greater number of users / clients / beneficiaries in the future? Has any public or private institution requested this information from you, looking for scaling or replicating the model / product / service?

We can make a decent estimates on this with the experience. It should not be a critical factor in the short time coming but thereafter yes. Last question: No.

2.3. Facilitating or Hindering Factors

2.3.1. Has any of these factors affected the number of users/clients/beneficiaries (more/fewer) reached by the project compared to what was originally planned (or environmental or resilience to climate change and natural disasters impacts)?

[Other]

Others, Which?

Cultural aspects: the students are not always used to being part of extracurricular activities or just don't seem to leverage opportunities. Low levels of dedication/commitment: The low engagment level is noticeably when commitment is required for longer periods. Club activities should follow not to long 'programs' so students complete with a sense of accomplishment.

2.4. Scalability Scope

2.4.1. How feasible it is that the organization could reach a number of users/clients/beneficiaries 5, 10 or 100 times the number originally planned in the project design, five years after the project ends?

[It could reach between 5 times and 10 times the number of users/clients/beneficiaries originally planned in the project design five years after its closure]

2.4.2. How likely is the organization to reach that number five years after the project ends?

[Probable (more than 50% but less than 90% chance)]

2.5. IDB Group business relation

2.5.1. Has a business relation been created with another part of the IDB Group different from IDB Lab?

NA

2.6. Replicability Partners

2.6.1. Are you aware of any other entity at a national or international level that has copied / replicated completely or partially the business model of the project? Did you collaborate in the process with that entity?

[Yes]

If Yes, Explain

Another local organization has started 'club' activities but with a younger age group. A second one replicates parts of how we 'promoted' and executed our activities. Persons linked to the second organization volunteered with us and may have shared information.

2.7. Replicability Scope

2.7.1. Number of users / clients / beneficiaries reached by entities that have fully or partially replicated / copied the business model / products / services implemented with the support of the project?

[Less than 2 times the number of users / clients / beneficiaries planned in the original project design]

2.7.2. Have you experienced, in the last year, significant expansion (50% or more) of the reach of the business model of the project beyond what was expected in the original project design (due to increasing of the organizational size, operational scope or geographic spread)?

[No]

2.7.3. Number of users / clients / beneficiaries reached as of the end of the year?

[Less than 2 times the number of users / clients / beneficiaries planned in the original project design]

2.8. Sustainability

2.8.1. How do you think the project will continue once the IDB Lab financing ends? Examples: it has identified external financing sources to continue operating, it has reached the breakeven point through the sale of services and products, it has obtained the support of public institutions or the private sector, it will adjust the business model to remain viable (via franchises, etc.)

Some of the activities were already being executed before the project with the support of public and private sector. We will adjust the business model to remain viable by setting up more collaborations.

3. Implementation

3.1. Facilitating or Hindering Factors

3.1.1. What specific aspects have (positively or negatively) affected the implementation of the project the most?

[Coordination with third parties]

3.1.2. Explain in detail how these factors that you identified have made the implementation of the project easier or more difficult

Usually we select the partners we work on larger projects with based on experience developed with them previously working on smaller initiatives. We develop a mode of collaboration before we commit to larger projects. This way we have already set a foundation and the work is accomplished efficiently. We structurally engage and collaborate with new partners but we don't start with setting ourselves in a position where we would be dependent on product delivery that can significantly effect overall performance: we like to be able to mitigate that risk of delay that would follow from engaging with a new third party: engaging with parties with no collaboration history may lead to unnecessary difficulty in project implementation. In our case: having lead coordination over all 3 learning clubs would have resulted in all 3 being launched in time to achieve Milestone 2. We waited for the 3rd club and delayed some of our activities because of this: it negatively effected implementation. The set up could have been that we run all 3 clubs but we engage a subcontractor for delivery of the content: the fact that a third party has coordination over 1 of the 3 clubs results in having to wait instead of freedom to act and decide.

3.2. Novel Technologies Factors

3.2.1. If the project makes use of novel technologies or methodologies, what factors have facilitated or hindered the implementation of the technological solution initially proposed by the project?

[Other]

Others, Which?

The solution is still in development and not implementation. It is expected that the availability/type of devices to run the novel methodology/tech may have effect on implementation.

4. Development Outcomes (Quantitative)

4.0 Has your project contributed to any of the following indicators in the last 12 months (last year)?
[4.6. Not contribute]

5. Development Outcomes (Qualitative)

5.1. Target population identified in the design

Is the target population that was identified in the design being reached by the project? Select the target population actually reached by the project that was originally identified in the project design.

[Child and young]

5.2. Population served NOT identified in the project design

5.2.1. Select if there are Groups that were NOT originally identified in the project design but are being reached in the execution phase?

[Entrepreneurs]

5.3. Facilitating or Hindering Factors

5.3.1. Factors that have affected (facilitated or hindered) reaching these groups, or the resilience/environmental impacts, in the numbers/dimensions that the project had originally planned.

[Interest of clients/users/beneficiaries, Institutional Capacity]

5.3.2. Explain in detail how these factors that you have identified have affected the ability of the project to reach the groups (achieve resilience/environmental impacts) in the numbers/dimensions originally expected

Interest of persons helps facilitate reach: parents and students who have been part of the project activities share the experience with others and they tend to reach out with interest to be part of activities as well. Institutional Capacity: unclear actual available institutional capacity vs on-paper communicated capacity meaning discrepancies effect performance: our subcontractor is supposed to have access to a pool of students /recruitment tools (marketing experience), but proved twice to be unsuccessful in the 1st full year by not timely recruiting video presenters for training nor coaches for the Leadership Club.

INDICATORS

 Overachieved  Achieved  Pending  In process  Overdue

C1: Development and Dissemination of Supplemental Content in Math

Weight: 25%

Qualification: High Satisfactory

C2: Piloting of Learning Clubs

Weight: 25%

Qualification: High Satisfactory

C3: Measurement of Results and development of a Scaling Model

Weight: 25%

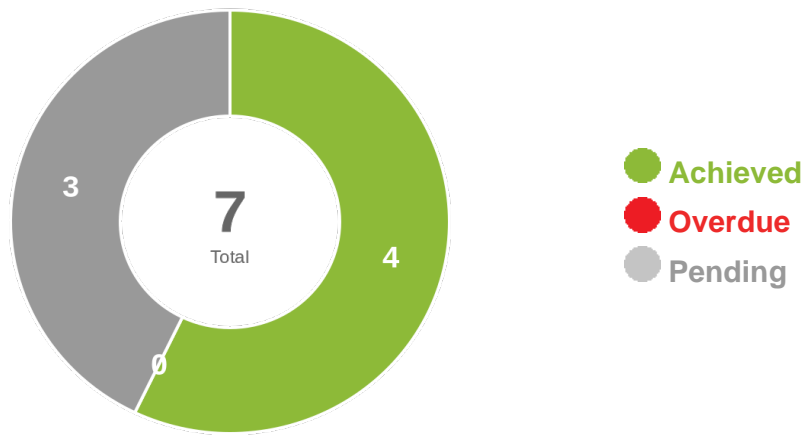
Qualification: High Satisfactory

C4: Project Administration

Weight: 25%

Qualification: Satisfactory

MILESTONES



Milestones	Achieved Value	Due Date	Achieved Date	Status
*Knowledge Event	1	2023-06-30	2023-02-15	✓
*Conditions Precedent	1	2022-04-15	2022-02-11	✓
*Testing of videos and game	1	2022-07-16	2022-07-04	✓
*First Knowledge Event	1	2023-01-14	2023-02-15	✓
*Evaluation	1	2023-07-16		⋮
*Financial/Business Model	1	2024-01-15		⋮
*Knowledge product	1	2024-07-15		⋮