

RESUMEN DEL PROYECTO EN DISEÑO * (*)

Testing a hybrid model for remedial learning and re-engagement of students in Suriname

FECHA DE ELEGIBILIDAD DEL PITCH		PAIS(ES)
08/05/2021		Surinam
SOCIO(S)		
Foundation Young Help Suriname		
CLASIFICACIÓN PRELIMINAR DEL IMPACTO MEDIO AMBIENTAL Y SOCIAL		
C (**)		
PRESUPUESTO TOTAL	BID Lab	CONTRAPARTE LOCAL Y COFINANCIACIÓN
US 900,000	US 450,000	US 450,000
DESCRIPCIÓN		

The **problem** that is being addressed is the **learning gaps and disengagement of school age children and youth in Suriname which has been significantly exacerbated by school closures during the COVID 19 pandemic**. Even before the pandemic, the school dropout rates in Suriname were high. In 2017, the average dropout rate in the first two grades of elementary school (grades 3 and 4) was 13.9%. At the secondary school level, dropout rates were almost 15% per grade. Additionally, Suriname is currently facing a serious macro-economic crisis, and this combined with the economic and social impact of the COVID-19 pandemic, school dropout rates for Suriname are expected to increase in the next years with the impact likely concentrated in low income and vulnerable segments of the population.

The proposed **solution** will **pilot a hybrid learning model for remedial learning and re-engagement/re-energizing of students** during school closures and continuing as schools re-open through production and streaming of video education content online and on national television channels, gamifying assessment of student learning, and extension of learning clubs to help build interest and skills in key areas. The model will work as follows: Firstly, partnership between creative organizations who understand how to leverage technology for engagement and teachers, is critical. Secondly the approach will be designed, and pilot tested to facilitate continuous feedback and evaluation prior to a national roll out and scaling. Recognizing the realities of internet connectivity in country, the language of instruction and other factors that must frame an accessible option for students in Suriname, the hybrid learning model entails several interlocking elements of a relevant and engaging pilot that can be scaled up over time. Content development will focus initially on mathematics. Math is a foundational and universal subject, a key part of STEM and a critical 21st century skill; however, research shows that students in our Latin American and Caribbean region are falling behind in their mathematical performance.

The target **beneficiaries** for this pilot project will be **junior secondary school (MULO) students, mainly grades 9 & 10**. Based on the 2018-2019 data the country had 6,600 students in grade 9 (46% male & 54% female) and 5,880 in grade 10 (40% male and 60% female). MULO is a four-year program (grades 9-12), and a preselection of students takes place after grade 10.

Young Help Suriname (YHS), founded in 2015 will be the **Executing Agency**. YHS has focused its efforts on democratizing science education primarily through its STEM and Robotics clubs. **The foundation's main goal is to empower young people with Skills of the Future and building their ability for success through inclusion, inspiration, impact and by creating positive change.**

IDB Lab's contribution requested is a non-reimbursable Technical Cooperation of US\$ 450,000 to be matched by counterpart resources, IDB Lab funding which will be utilized for creation of video content for the selected subjects based on

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school's curriculum, gamification content generation, development and delivery of learning clubs, and creation of pool of mentors/coaches to assist students. Counterpart contribution will also support content development and production, as well as roll out of clubs, an independent assessment of learning outcomes and development of a scaling strategy and plan.

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