SAMPLE: Digital Learning

⬚ Sample Organization

Digital Bootcamp is a group chat-based learning where students will be intensively equipped with compulsory subjects for high school certification exam and work readiness skills. This program mainly consists of 2 interventions: (1) Work readiness skills training including motivational, soft skills, and IT skills. (2) Academic training including subjects relevant for high school certification exam. To support these interventions, we set 1 supporting condition: Teachers' professional development which includes pedagogy and subject-specific matter to enable teachers to help the students improve their academic and employability skills. Target beneficiaries: students in the learning centers

Location:
Indonesia

Content updates:

Impact Receipt [®] for...
JetBlue

Investment:
$500.00

Report Stage:
Interim

Last Updated:
25 Mar 2020

Feb 1, 2019
Program start

Jan 31, 2020
Program end

Portion Funded	**Investment Type**	**Funder's Claim** (funded this portion of outcomes...)
3%	Incremental	23 improve academic performance
of total cost	*from options: incremental,significant, or foundational*	

Core Services

Below is the grantee's description of each of the core services or activities this program/initiative uses to achieve its goal.

The program's primary core service or activity:

📖 Education ❯ Elementary And Secondary Education ❯ **Early Childhood Education**   ❓

The primary and secondary intervention types:

| ➡️ Direct Service | Individual Supports, Training, Education | Exhibits Or Performances |

The program's duration and frequency of engagement with beneficiaries:

Program Duration	Engagement Frequency	Engagament Duration
🔋 Multiple Months	Eleven or more	One hour or less

Additional information about your program's core service, activity or strategy:

(1) Hybrid of 90% online and 10% offline activities. This offline activity will take the form of 3 hours long on-boarding session where participants learn how to use platform and pledge their commitment to complete all learning milestone for the whole year.
(2) Points and reward system, to boost engagement and retention rate of participants. Every user who completes certain program milestone (complete X% of the content, do tryouts, submit regular challenges) will earn certain points; the user with the highest points accumulated every month will be given a reward.
(3) Buddy system. pen recruitment for volunteers to be mentor/buddy for the students. Each buddy will be assigned to 2-3 students and will guide the students to explore themselves better, find the right jobs, and motivate them during job searching process.
(4) Job and internship vacancy sharing, to expose students to more job opportunities.

Beneficiaries

Below is the grantee's description of the people served by this program (on the left) and selected demographic and geographic categories representing these beneficiaries (on the right).

Over 8 million students in Indonesia (about 1⁄6 of students' population in Indonesia,). In Phase 2, we plan to refine our target to cover a total of 1800 out-of-school youths—90% of them coming from the disadvantaged background, which are defined by those;
1. Living under the monthly minimum wage set by the government
2. Out-of-school youths, who cannot complete his/her high school diploma in formal school
3. At risk youths, who are vulnerable, living under broken family, living under crisis, forced to work at a young age, and other condition that makes them unable to live accordingly
4. Having limited access and opportunity to study and get more knowledge, particularly to prepare them to go to the workforce and get decent jobs to help improve their livelihood

| Adolescents (100%) |

| Economically disadvantaged people (88%) |

| Students (100%) |

Impact Model / Theory of Change

Below is the grantee's summary of how this program/initiative generates value, including the criteria for success at each stage and the number of successes achieved (Indicator), where the data come from (Measurement), and, if relevant, how much the current numbers vary from the original forecast before implementation (Variance).

Service type: Educational programming (K-12) - *Engage beneficiaries to improve educational achievement*

Stage	Indicator	Classification	Variance
🌐 Reached	**18,000 people reached** *Description:* Number of people served by this educational program *Success Criteria:* 800 students join digital boot camp (learning group chat) and have their first access to content in apps. *Sources/Assumptions:* Database of registered students	⬛⬛⬛ **Directly Measured** Tracked by participant sign-in, attendance lists, or usage logs	n/a

Stage	Indicator	Classification	Variance
Learn	**1,534 achieve competence** **Description:** *Number of participants that attain the desired level of knowledge, skill, attitude, and/or perspective as a result of the educational programming* **Success Criteria:** *(1) Participants engage with Online Academic training, as demonstrated by the fact that they access at least 240 videos in app = 85% of total participating students or 1530 students (2) Participants learn through the app, as demonstrated by the fact that they: - get tryout scores greater than 60% on average = 80% or 1440 students (3) Participants are satisfied with the training, as demonstrated by the fact that they give rating: 4 out of 5 on average* **Sources/Assumptions:** *In-app tracking of student performance, online assessments and self report*	■ ■ ■ **Directly Measured** Subjective assessment of learning gains self-reported by [intermediaries] (based on their own opinion)	n/a
Succeed (Social Impact)	**900 improve academic performance** **Description:** *Number of participants that achieve a higher level of academic performance* **Success Criteria:** *# of students who get a decent job 6 months post certificate issuance = 900 students (83% of students who take action)* **Sources/Assumptions:** *(1) Post-program survey to students (taken 3 months, 6 months, and 12 months after graduation)*	■ ■ ■ **Directly Measured** Objective assessment of social impact self-reported by [beneficiaries] (e.g., based on surveys or tests using specific, predefined evaluation criteria)	n/a

Budget

Expenses	Current Forecast	Variance	Notes (contents of line item)
Total Program Cost	$19,198.00		

Expenses	Current Forecast	Variance	Notes (contents of line item)
Direct Cash	$10,183.00		Personnel, Procurement & Training Costs: (1) Dedicated project manager for 12 months (2) Teachers' group chat facilitator for 12 months (3) Students' group chat facilitator for 12 months (4) Offline onboarding training for teachers and students (5) On The Go for teachers and students (6) Motivational and soft skill content development
Direct In-Kind	$0.00		none
In-Direct Cash	$9,015.00		Administrative Support, Monitoring and Evaluation Costs: (1) Onboarding training equipments; (2) Communication expenses: internet data plan, phone credits, local transport; (3) Incentive for participating teachers and students; (4) Evaluation costs: content Usability Testing, FGD, Data processing and enumerator
In-Direct In-Kind	$0.00		None
Total Program Cost	$19,198.00		