

HUNDRED REPORT #018

HundrED Global Collection: 2021

Report

NOVEMBER 2020

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GLOBAL COLLECTION: 2021

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Conclusions and recommendations from HundrED reports
represent the author's own views.



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the support of our global partner Supercell.



Report on the 2020 Global Collection

“Education is one of the blessings of life –
and one of its necessities”

– Pakistani education activist
Malala Yousafzai

2020 has seen the largest ever impact on education globally. COVID-19 has forced everyone to adopt and adapt new ways of teaching and learning at a speed like never before. Sadly, we know the pandemic has also surfaced and exacerbated existing inequities that will have consequences we are only just beginning to understand. For example, skills that require face to face spontaneous interaction like cooperation, collaboration, and empathy are more challenging to replicate with home learning or social distancing restrictions. On the other hand, this crisis has yielded some silver linings, like the potential to form deeper bonds between educators, parents, and students.

In these times, we especially need cooperation and collaboration across multiple levels for lasting change in education. Since 2016, HundrED has discovered that the world is already full of impactful and scalable innovations. Unfortunately, most educators in the world do not know about the best ones to learn from outside of their local area. We aim to change this through our Global Collection each year.

HundrED's annual Global Collection highlights 100 of the brightest innovations in K12 education from around the world to anyone for free. Now in our 4th Collection, the goal is to inspire a grassroots movement by helping pedagogically sound, ambitious innovations to spread and adapt to multiple contexts across the world. To make this year's Global Collection, a shortlist of innovations was reviewed by 150 Academy Members consisting of academics, educators, innovators, funders and leaders from over 50 countries. In total, there were 3404 reviews by the Academy based on their impact and scalability that were then evaluated by HundrED's Research Team to make the final collection.

This year, our previous readers may notice we decided to separate our usual HundrED Yearbook into two reports: (a) this Impact 2020 report focusing on what we've done this year and where we are going in 2021, and (b) a dedicated report for our Global Collection 2021. Both of these reports can be downloaded freely at <https://hundred.org/en/research>. We hope that this separation will provide some clarity around these two purposes and make it easier to access their contents.

In this Global Collection 2021 report, we first give an overview of the process we used to select this year's Collection. A short overview of each selected innovation follows. You can find more in-depth details on each by viewing their full innovation page on our website at <https://hundred.org/en/collections/hundred-2021>. We are sure you'll be inspired by the amazing innovations highlighted in the following pages as we are!

HUNDRED

Finland based, not-for-profit, HundrED, discovers, researches and shares inspiring innovations in K12 education. Their goal is to help improve education and foster a movement through encouraging impactful and scalable innovations to spread, mindful of context, across the world. HundrED Spotlights create unique opportunities for both educational professionals and independent organisers of the Spotlight to gain a thorough insight into the education innovations taking place in either a specific area of education, like literacy or sustainability, or within a certain geographic location, for example, India or London. For each Spotlight, we select

the brightest education innovations, which then undergo a thorough study by our Research Team and an expert Advisory Board. HundrED Spotlights are organised with partner organisations, who help from their area of expertise.



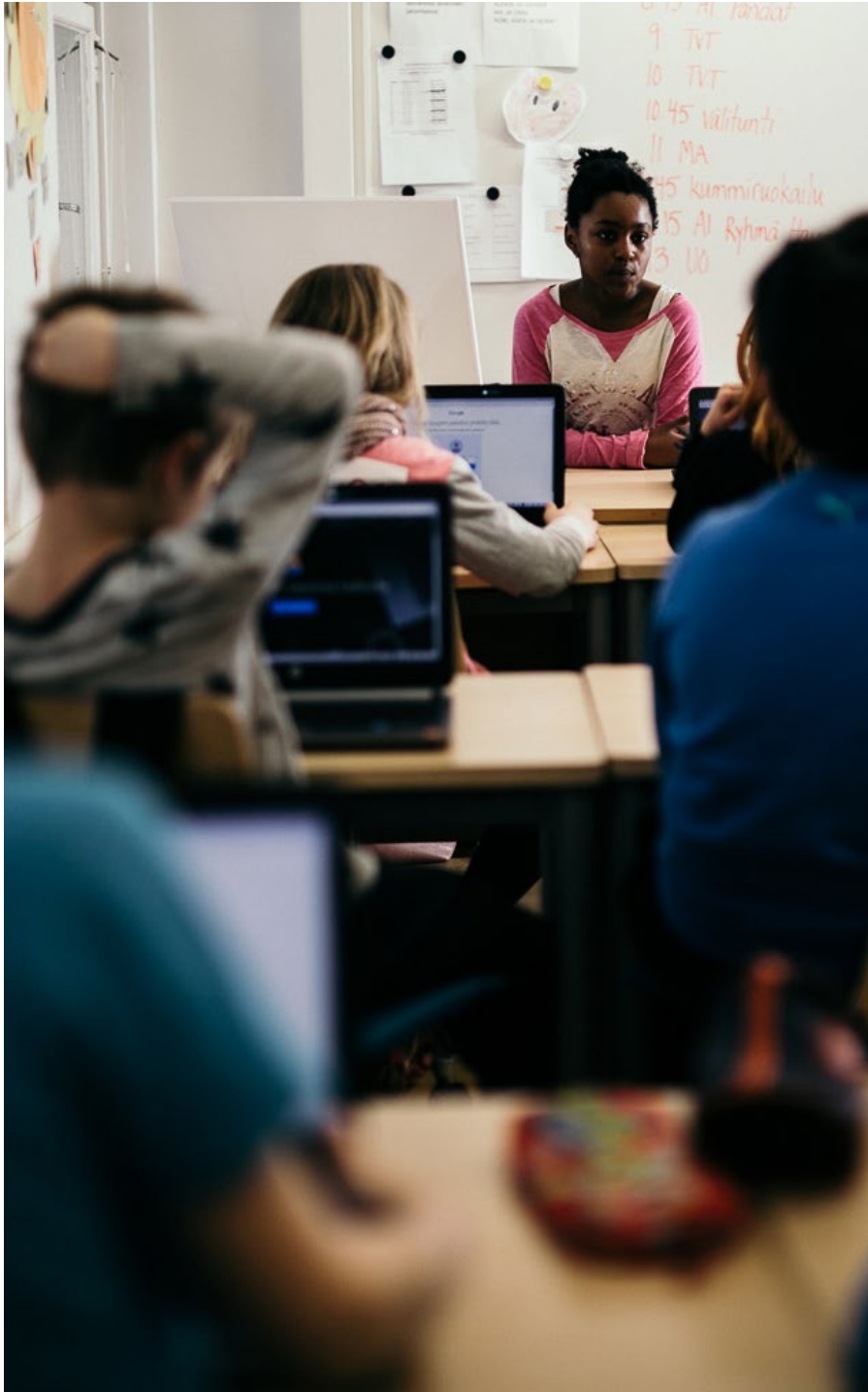
Christopher Petrie

Head of Global Research



Katija Aladin

Researcher



HundrED's Mission

HUNDRED MANIFESTO

The purpose of education is to help every child flourish, no matter what happens in life.

In a fast changing world, focusing on traditional academic skills will remain important, but that is not enough. To thrive as global citizens, children must be equipped with a breadth of skills. While we are advocates of a child-centric approach and personalised, passion-based learning, the relationship between an inspired teacher and a motivated student will remain essential.

Assessment has to be aligned with the core purpose of helping kids flourish and all of this should be reflected in the learning environments of the future.

To make this happen, we need visionary leadership at every level of our education system with ambitious, impactful and scalable education innovations that are globally effective. The world of education is full of hardworking specialists who are making this happen every day.

Our mission at HundrED is to give them the recognition and visibility they deserve.

Theory of change

1. Identify innovations

Over 1 500 innovations submitted from more than 120 countries

Academy of education experts review and select innovations for all collections

3. Help innovations spread

Ambassadors in over 100 countries share innovations locally

We directly connect innovators with growth opportunities

2. Change the tone

Positive message of change drives 40 000 web visitors per month

Innovation pages have been viewed over 1,3M times

4. Implement at scale

Combine innovation expertise with system-level needs to create sustainable improvements

Completed various education projects on every continent





Methodology

THE SELECTION PROCESS:

Inspired from Everett M. Rogers classic book Diffusion of Innovations (2003), we use the following definition for innovation in education:

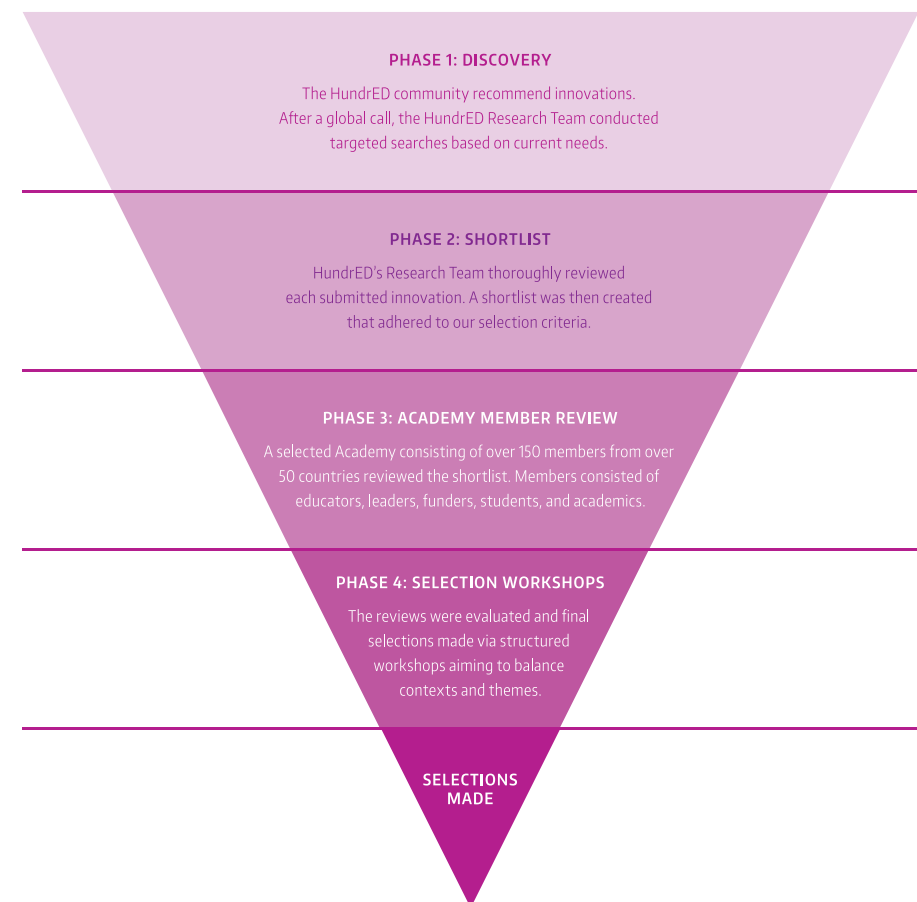
“Innovation in education can be defined as meaningful improvements considered within the place of implementation to a new or modified practice and/or technology that supports any part of the educational ecosystem (for example: skills, teachers, assessment, environment and/or systems, and leadership).”

To progress through each phase, all innovations must have shown evidence for impact and scalability by the reviewers using the following definitions:

Impact: Evaluated as a valuable improvement within the innovation’s context. All innovations must have at-least 1-year of being implemented with its intended users. We made an exception this year to those innovations adapting to COVID-19 that were based on a pre-pandemic innovation.

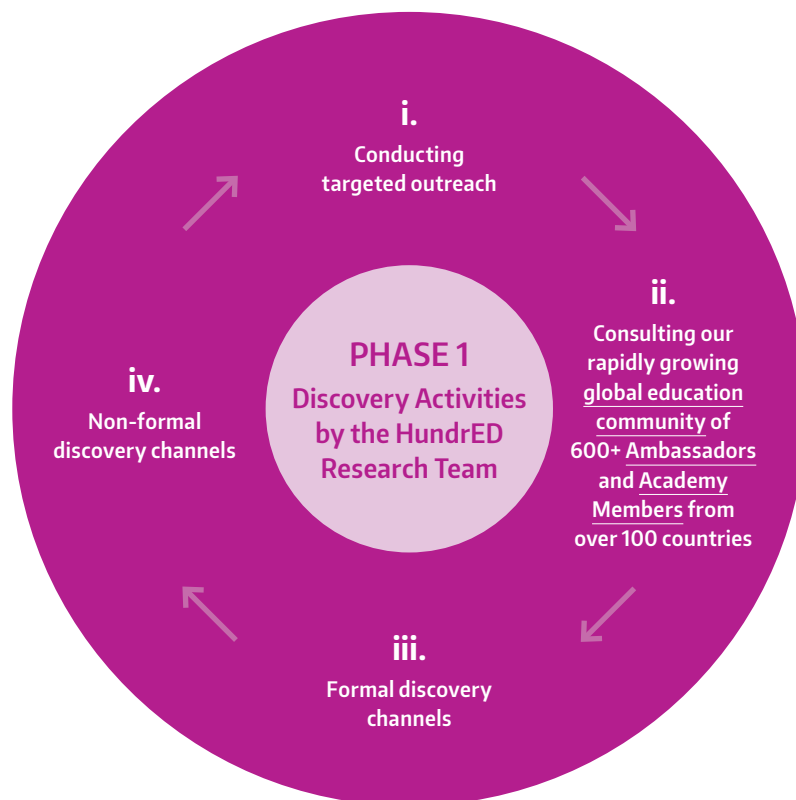
Scalability: Either the innovation is actively expanding to other contexts or has a high degree of transferability for others to adopt its practice/technology.

HOW WE FIND AND SELECT INNOVATIONS:



Phase 1: Discovery

The first phase involved discovering leading innovations by our research team with support of HundrED's Global Community, which included surveys, interviews, and in-depth online searches. The main areas of activity by HundrED's Research Team are outlined in the Figure below:



- i. Conducting targeted outreach and applicant support to potential submissions
- ii. Formal and non-formal discovery channels, such as:
 - a) attending major education events and conferences
 - b) monitoring high profile innovation competitions from around the world
 - c) speaking with experts in and out of education
 - d) studying academic and non-academic texts such as peer reviewed journals and blogs
 - e) news and books that highlight innovation in education.
- iii. Talking to our growing global education community of 550+ Ambassadors (teachers, leaders, academics and more) and Youth Ambassadors (current students) all from 100+ countries. These people are essential as our local eyes and ears on the ground - especially in locations that are difficult to get access to (e.g. rural schools and regions with limited internet). They also recommend and report about the best practices and technologies emerging from their region.

Phase 2: Shortlist

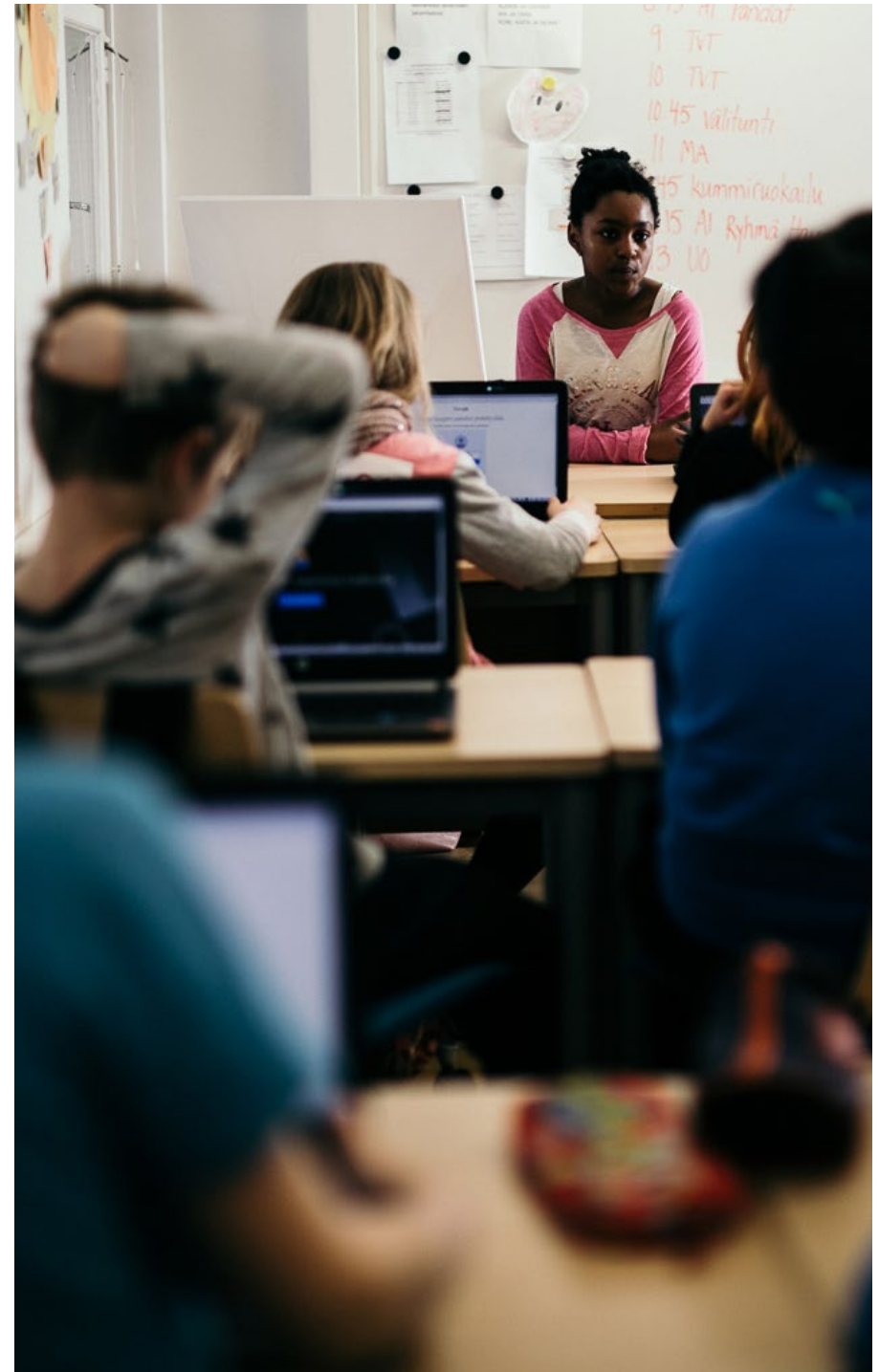
In this phase HundrED's Research Team thoroughly reviewed each discovered innovation. To be selected for the shortlist, each innovation must have shown evidence for impact and scalability using the following definitions:

- **Impact:** Evaluated as a valuable improvement within the innovation's context. All innovations must have at-least 1-year of being implemented with its intended users.
- **Scalability:** Either the innovation is actively expanding to other contexts or has a high degree of transferability for others to adopt its practice/technology.

Phase 3: Academy Member Review

We believe that a diversity of experienced perspectives from a wide range of contexts is fundamentally important to our selection process. The Academy consists of 150 experts from 50 countries in education from around the world including current: academics, innovators, teachers, students and leaders in education. They reviewed a shortlist of innovation created in Phase 2 over a two week period in July 2020,

The selection process of the Academy was conducted carefully by HundrED. We ensured they supported HundrED's mission to help every child flourish in life and a careful balance for a range of experienced stakeholders in education that can offer a valuable perspective on innovative practices and solutions in education.



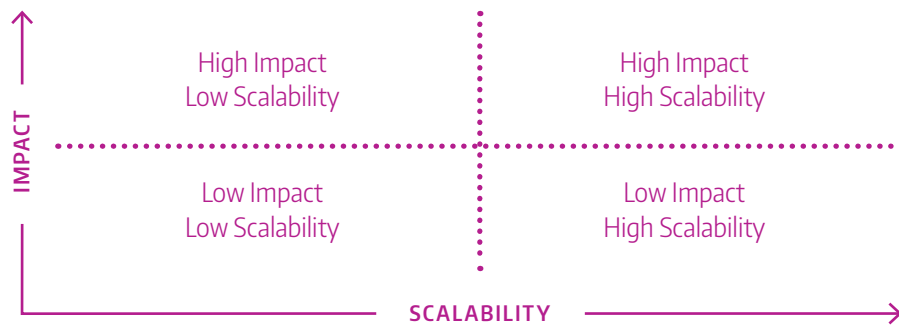
HUNDRED ACADEMY 2020

Renee Rainville	CEO and Awareness Instigator, Quanticopia	US	Sibel Yali	Mentor teacher & Educator in higher education	Turkey
Jeong Lee	Education Consultant	South Korea	Elizabeth Lopez	Independent Education Consultant	Malaysia
Sandeep Rai	Chief of City Operations, Teach for India	India	Jigyasa Labroo	CEO and Co-Founder, Slam Out Loud	India
Samantha Butters	Co-CEO, Fair Education Alliance	UK	Vanessa de Oliveira Tenório	Sustainability Educator and Designer	Brazil
Vivian La Dini	Education Consultant	Hong Kong	Natalia-Fenix Rojo	Arts Teacher - Choreographer	Mexico / Germany
Sabrina Tan	Mindful Educator	Singapore	Ashley Lynn Priore	Founder, President, CEO of The Queen's Gambit Chess Institute	US
Camilla Lupton	Mathematics Teacher - London Screen Academy	UK	Catalina González	Founder & Director - Literacy4All LEMA	Colombia / US
Jurana Aziz	Assistant Professor in English, University of Dhaka	Bangladesh	Hayley Roberts	Director of Teaching and Learning	UK/ US
Iris Hubbard	Master's Student at the University of Eastern Finland	US	Maria Marin	EduMarin	Finland
Enos Magaga	Communication and Outreach Coordinator at BEADS for Education Kenya.	Kenya	Vince Siu	Founder and Principal Consultant, Epiphany Labs	Hong Kong
Jasleen Kaur	Co-founder: Generation -E & Policy Researcher - Quality Council of India	India	Lisette Rojas	CEO and co-founder of TrixandTrax	Venezuela
TamilSelvan Ramis	Lecturer at HELP University	Malaysia	Noburo Hagiwara	Director of Innovation, Kolbe Catholic College, Western Australia	Australia/ Japan
Carol Yap	Creator, YelaoShr®	Malaysia	Anis Amouri	Innovative educator, International speaker, Trainer	Tunisia
Annie Sidotam	Lead - Project strategies & design, The Nisaba Godrej Foundation for Education	India	Shreelata Krishnan	Community Alchemist / Non Profit Communication Strategist	India
Jonathan Nalder	Futures Thinking Coach at STEM Punks	Australia	Rakhi Iyer	Freelance Communications Trainer	India
Donna Fields	Author/Educational Trainer/Innovations Advisor, BEDA Program	Spain	Stephen Caleb Opuni	Country Director at IDP Foundation - Ghana	Ghana
Parvani Dawar	Headmistress, at The Shishukunj International Preschool, Indore Official	India	Enrico Poli	Director, Zanichelli Venture	Italy
Junko Tanaka	Student, University of Oulu	Japan	Isabella Henriques	Executive Director of Alana Institute	Brazil
Priyanka Handa Ram	Founder & Director of REWA	Botswana	Jenny Finn	Head of School, Springhouse Community School and Sourced Design	US
Adesunloye Adeola	Founder, Studomia LTD	Nigeria	Kathy Bartlett	Co-director Girl Rising Global Education Fund	US
Kendra Thornton	Neuroeducation Consultant	United States	Mike Dunn	Director of College Counseling, Private School in Philadelphia	US
Mustafa Aykut	Principal - Advisor to BoD and CEO at Turkcell	Turkey	Kehkashan Basu	Founder President Green Hope Foundation	Canada
Maria Kononova	Business Development Expert Advisor Art Producer	Finland	Kathlyn Pattillo	Writer & Consultant, EdWell	Kenya
Lefteris Emmanuel Heretakis	Designer and Lecturer in Visual Communication Design	Spain	Khatantuul Zorig	AI Investor at Innospark Ventures	US
Milan Kumar Sardar Tharu	CEO & Project Lead - Himalayan Development Initiative	Nepal	Emmanuel Otoo	Program Officer, Wellspring Philanthropic Fund	US
Marcus Sheehan	Pedagogical Developer & Teacher	Finland, Australia, Japan	Nigel Ngiam	HundrED Academy Member & Ambassador	Malaysia
Raquel Fernandez Jimenez	Head of International Projects, Fundacio Tr@ms	Spain	Charis Charalambous	Counseling Psychologist, Learning Design Consultant, Trainer/Facilitator	Cyprus
Lene Jensby Lange	Autens + Global Schools Alliance	Denmark	Sachin Juneja	Director Market Promotions at AMITY University	India
Frans Schouwenburg	Strategy advisor, Kennisnet Foundation	Netherlands	Steven Edwards	Co-Founder of Vega + Education Consultant	US / India
Esa Säily	Primary School Teacher	Finland	Amit Saxena	Vice President - Education, Sparsh Group	India
Saija Juusti	Kindergarten Teacher	Finland	Shwetabh S Verma	Founder & CEO, ADISYAM	India
Vishal Talreja	Co-founder of Dream a Dream	India	Scott Benson	Managing Partner at New Schools Venture Fund	US
Prashant Muley	Principal (Head of K 12 School)	India	Sheeba Ajmal	Founder Technology For A Cause Enhancing Skills Empowering Kids	Pakistan
Ivan Bogantsev	Head of European Gymnasium, K12 school	Russia	Sophie Poisel	Head of Innovation and Digital Technologies K-6	Australia
Anoop Erakkil	Director, Learning & Development , Qrius Learning Initiatives	India	Adam Collis	Co-founder and director of innovation, Catalyst	Hungary
Kopal Maheshwari	Founder of Little Einsteins and Kasvus	Estonia	Mirela Tanc	Teacher, First Runner Up Pattern Recognition-E2 Singapore 2018	Romania
Bryn Llewellyn	Founder of Tagtiv8 and co-director of Move & Learn	UK	Alex Bell	Co-Founder at Leadership Lemonade	UK

HUNDRED ACADEMY 2020

Andrew Chapman	Headteacher, MOD Schools	Germany	Paola Parra Leggs	Student	Mexico
Litzie Maarek	Partner, EduCapital	France	Malvika Bhagwat	Director, Outcomes and Efficacy at Owl Ventures	India / US
Karen Lieu	Head of Global Talent Acquisition, Teach For All	US	Megga Nalutaaya	Founder & Executive Director, Soar Away	Uganda
Rebecca Shipps	Director of Content Strategy and Online Collaboration, Teach for All	US	Emmanuel Akasegri	Teach for Ghana	Ghana
Diksha Mehta	People Operations Associate, Teach for All	US	Yelyzaveta Shelestova	Member of Student Leader Advisory Council at Teach For All	Ukraine
Kate Robinson	Founder, Nevergrey	UK	Sarah Kingstone	Associate Consultant at NoTosh	Canada
Summer Howarth	Founder, The Eventful Learning Co	Australia	Emmanuel Ngendakuriyo	Founder and CEO Computers for Schools Burundi	Burundi
Dr. Aralynn Abare McMane	Director, Global Youth & News Media	France	John Azubuike	Senior Associate at Owl Ventures	US
Satoshi Sanada	Manager, Education Design, Asia Education Foundation	Australia	Udgun Khadka	Educational Designer & Demola Facilitator	Nepal
John Tan	CEO, Doyobi	Singapore	Derek Bartels	Director of Innovation & Technology	Australia
Jennifer Ho	Executive Director, Catalyst		Aaron Kirunda	Co-founder and CEO of Enjuba	Uganda
Angele Law	Director of Strategy, Catalyst	China	Vitor Bruno	Founder & CEO of Milestone English	Brazil
Dr. Gerald Thaver	Thought Leadership	South Africa	Tracy Tang	Chief of Staff, Teach for All, Asia Pacific region	USA
Dr. Sabine Prechter	Digital Expert, Researcher and Educator	Germany	Kalpana Bhattarai	Teach for Nepal Alumni & member of Student Leader Advisory Council	Nepal
Juan Manuel Pico	Co-founder, Education Soul	Colombia	Kevin Fullbrook	Deputy Director, Al-Bayan Bilingual School	Kuwait
Dana Robb	Former principal of Vera M. Welsh	Canada	Celine Xin	Grade 4 Chinese Teacher	China
Andrea Cooper	Principal of Homesteader School	Canada	Audrone Drungilaite	Lithuanian Design Council	Lithuania
Susan Oreski	Principal of Our Lady of Peace	Canada	Sabrina Habib	Co-Founder and Chief Exploration Officer at Kidogo	US
David Chapman	Assistant Principal - Teaching and Learning / Global Partnerships	Australia	Mariya Chinceva	Team Leader at Bulgarian Online Research	Bulgaria
Anant Bhaskar Garg	Director at HaritaDhara Research Development and Education Foundation	India	Maryna Zinkovska	Youth Centers Manager in IREX/Ukraine, HundrED Ambassador	Ukraine
Stephen Whitaker	Director of Technology, Humanitree	Mexico	Lucy Hayter	Head of Generation Global	UK
Valeria Avalos	Magister en Innovación Curricular y Evaluación Educativa	Chile	Irina Solonova	Founder and CEO at Ruspro Education	Russia
Kat Thorne	Executive Director, The Commonwealth Education Trust	UK	Efanga Etim Effiong	Founder Me Africa Advocacy Group (MAAG)	Nigeria
Nsabimana Zabulon	Teacher	Rwanda	Tanishqa Bobde	Student	India
Arlene Tucker	Creator of Dear You Art Project	US / Finland	Priyanka Patel	PhD Student (Education) at the University of Jyväskylä	US
Yoshi Okamoto	Executive Director	Japan	Svetlana Erofeeva	Executive Director Rybakov Foundation	Russia
Wendy Ng	Education and International Relations Specialist	Singapore	Juan Pablo Sosa	Consultor en Transformación Digital	Mexico
Kimberley Powell	Learning Leader	Australia	Taskeen Adam	Research Assistant, Edtech Hub	South Africa
Jephthah Adelowo	Founder of Gemstone Tech Tutors	Nigeria	Reetta Kaasalainen	Pedagogical Designer	Finland
Nehme Kourani	Middle School Principal, Al-Bayan Bilingual School	Kuwait	Jenny O'Fee	Primary School Principal	Germany
Taylor Fang	Student		Salisu Isah Ahmed	MD SIA, A Class Educational Consultants	Africa
Efanga Etim	Founder - Me Africa Advocacy Group	Nigeria	Aditi Pathak	National Programme Officer at UNESCO's MGIEP	
Joanna Goodman	Education Consultant, owner of Cromwell Consulting	UK	Cédrine Gisin	Program Manager, UBS Optimus Foundation	Switzerland
Janice Williams	Science & Sustainability Teacher	Canada	Bintou Camara	Executive Director, Tristao Consulting	Guinea
Emmanuel Samuel Agbedejobi	Student Volunteer at The Climate Reality Project	Nigeria	Giancarlo Brotto	Co-founder and Executive Director, Catalyst	Canada
Arsh Shrivastava	Founder, Head of Outreach and Finance, The Singapore STEM Club	Singapore			
Sthephanie Buth	Bilingual Executive Secretary, DAIMLER AG	Germany			

THE ACADEMY BOARD 3-STEP REVIEW TOOL:

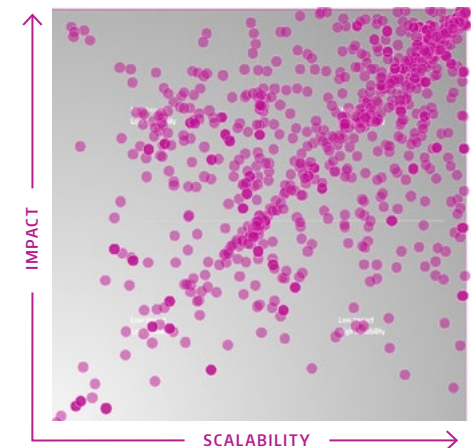
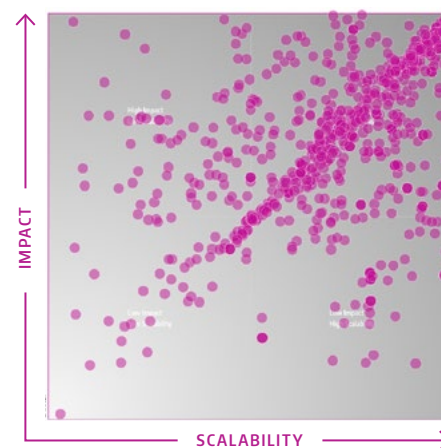
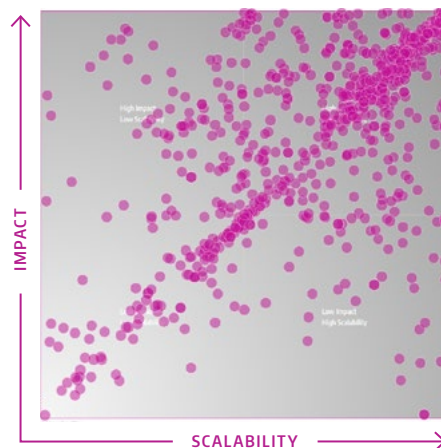
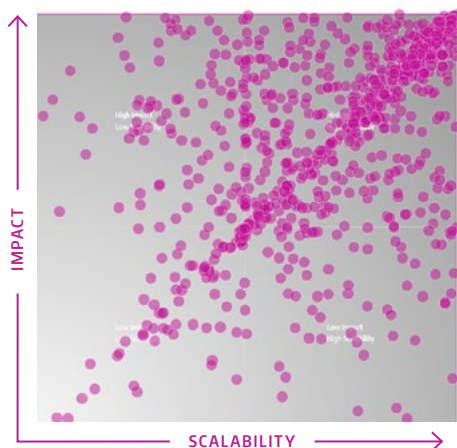


Step 1: The factors of impact and scalability were plotted on a graph by each Academy Member using HundrED's evaluation tool, which is divided into four quadrants (see Figure above). We were looking for innovations that the majority of Academy Members considered to be highly impactful and scalable in the top right quadrant.

The plots on the graphs below represent a review for one of the shortlisted innovations.

Step 2: Each reviewer also provided specific comments about each innovation that explained their evaluation on our mapping tool.

Step 3: Finally, they recommended if each shortlisted innovation should be selected by selecting Yes, No, or Maybe.



Phase 4 - Selection Workshops

All shortlisted innovations reviewed by the Academy were ranked from most favourable responses to the least. Highly critical comments were seriously evaluated first to decide whether the innovation should be excluded from the selection process (e.g. a reviewer found research that suggested the innovation's approach was highly ineffective for the intended context).

In Phase 4, the HundrED Research team participated in multiple workshops where they selected the innovations to be highlighted. The challenge in this phase was achieving a balance of approaches and contexts in the final collection.

In these workshops, the HundrED Research Team considered the Academy Member reviews while aiming to cover a diverse range of: (a) effective pedagogies in education, (b) age levels, (c) target groups (e.g. educators, parents, and students), and (d) educational contexts and geographical spread.

REFLECTIONS FROM SOME OF OUR ACADEMY MEMBERS ON
THIS YEAR'S REVIEW PROCESS:



Mirela Gabriela Tanc

TEACHER, FIRST RUNNER UP PATTERN RECOGNITION-E2
SINGAPORE 2018, ROMANIA

"In these difficult times, innovation is needed more than ever. But the future of global education is great with the HundrED innovations. I am proud and honored to be part of their selection process."



Jephthah Adelowo

FOUNDER OF GEMSTONE TECH TUTORS, NIGERIA

"It was indeed an awesome experience exploring through the brightest innovation in K12 education and learning in the World."



TamilSelvan Ramis

LECTURER AT HELP UNIVERSITY, MALAYSIA

"What an inspiring and rewarding review process! It was great to learn about the many educational innovations around the globe. I have bookmarked a few to try out myself as well."



Lissette Rojas

CEO AND CO-FOUNDER OF TRIXANDTRAX, VENEZUELA

"What happened during the process was that I took away far more than I brought to the table. That's the beauty of this review. It's an incredible opportunity to learn and discover how people are rising above challenges to bring a new perspective to learning. It reshaped my own thinking and gave me insights into solutions I hadn't thought about. Such a privilege to be part of this review process."



Numbers and trends about the 2021 Global Collection

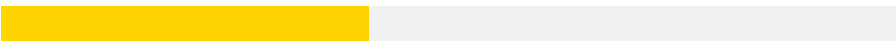
When an innovator creates an innovation page on HundrED.org, they enter a list of educational categories that align with its nature and goals. We combined these from all the selected innovations into a word cloud and found it provides an overall impression of the range and thematic emphasis. It is clear from the image on the next page that the focus of many innovations is on areas where there is often a lack of—or a gap—in traditional school education; for example, empathy, social skills etc. Most of these skills and competencies are recognised as growing rapidly in importance for preparing young people for the 21st century.



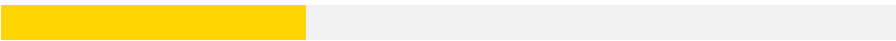
FURTHERMORE, WHEN ANALYSING THE SELECTED INNOVATIONS, WE FOUND THE FOLLOWING:



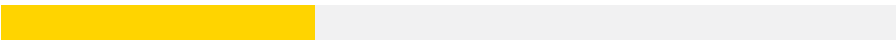
55% Target the development of 21st century skills
– as defined by The Future of Education and Skills 2030 report by the OECD (2018)



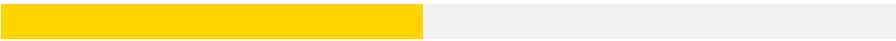
41% Require digital devices to augment learning



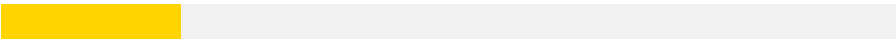
34% Require the internet



35% Use pedagogical approaches that involve playful learning



47% develop traditional academic skills



20% develop vocational skills



63% develop holistic skills like empathy, mindfulness, etc.

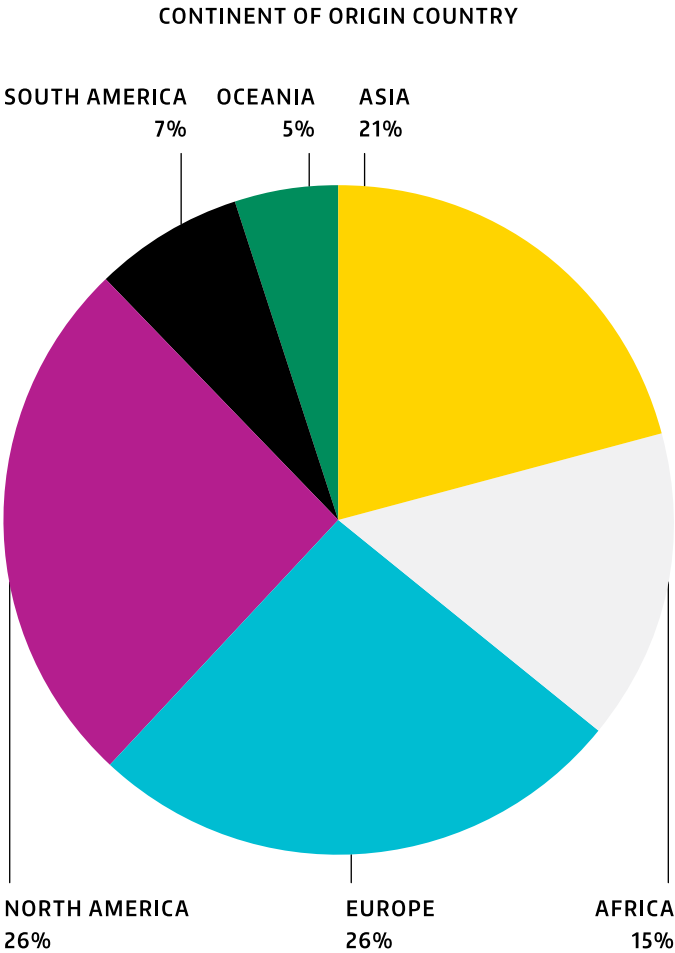


73% innovations are non-profit (**27%** are for-profit)

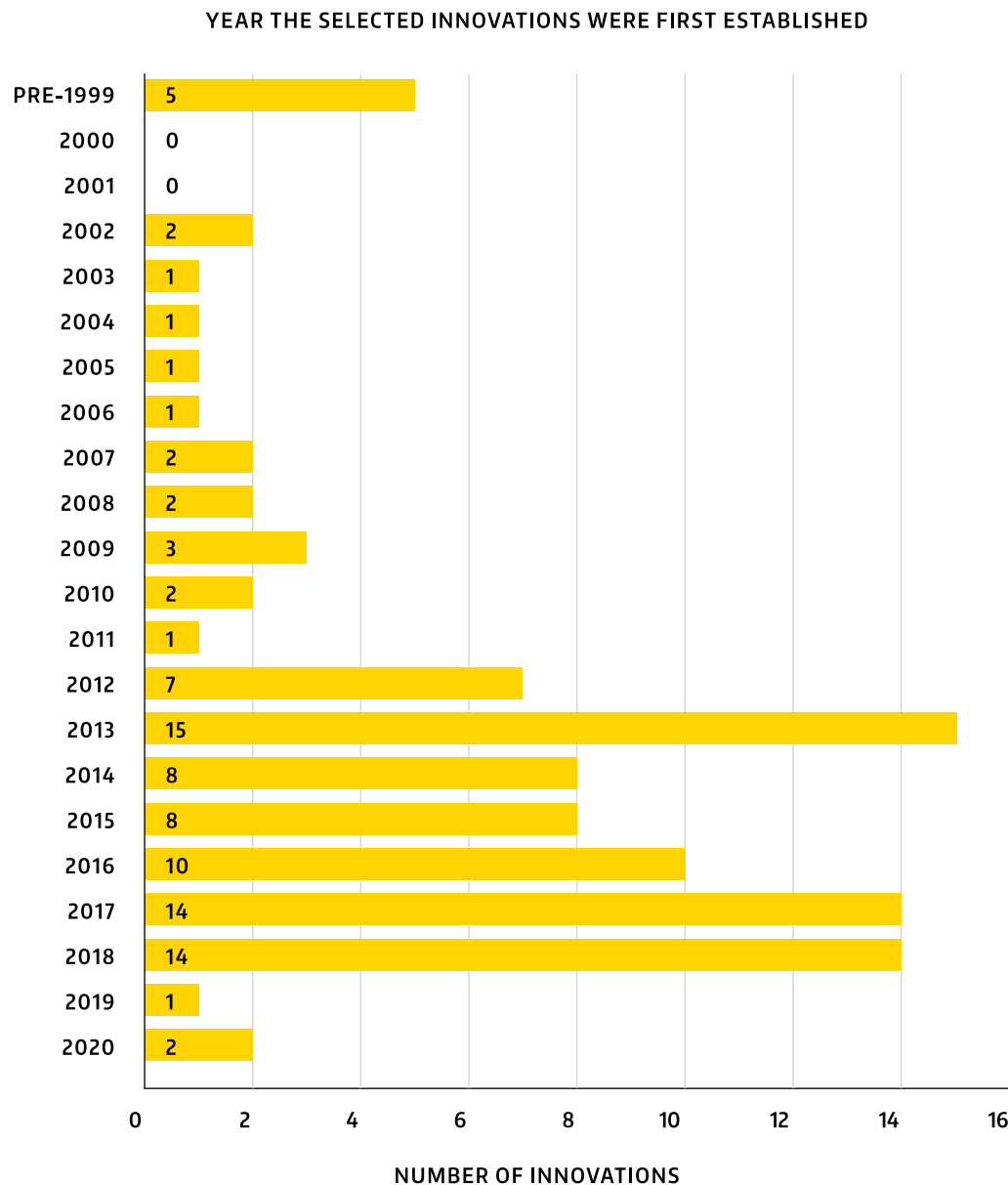


34% of innovations are implemented in out-of-school contexts
(**66%** to be implemented in school)

On average, the innovations in the 2021 Global Collection have been implemented in 28.9 countries. The collection's innovations range from being used in 1 country, to a few innovations that have been used in every region of the world. Over 90% of the selected innovations have been implemented in at-least 2 countries, indicating a high potential of transferability.

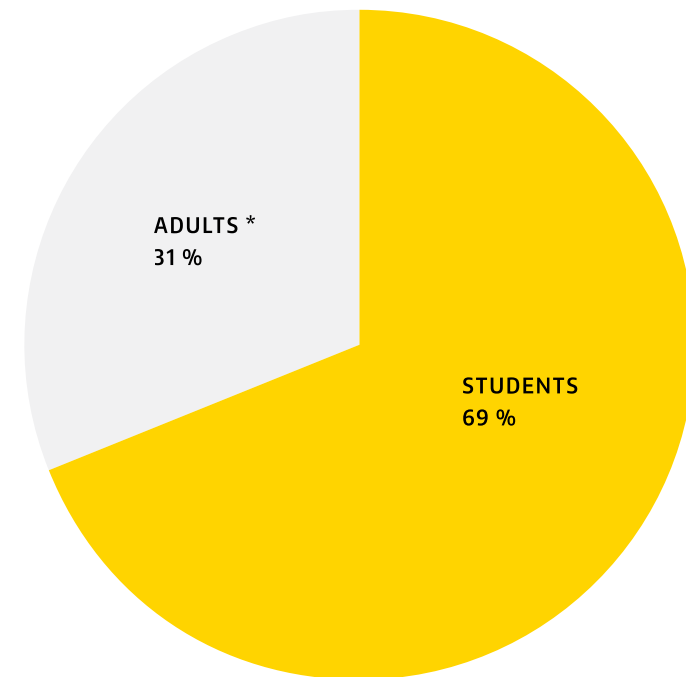


38 COUNTRIES ARE REPRESENTED.
58% OF COUNTRIES ARE FROM THE GLOBAL NORTH
AND 42% FROM THE GLOBAL SOUTH.



As the graph above indicates, the majority of the selected innovations were established in the last 8 years. Many have shown remarkable growth and scalability within this short timeframe.

TARGET GROUP OF INNOVATIONS:



* ADULTS INCLUDE TEACHERS, SCHOOL LEADERS, AND PARENTS

RANGE FROM 350 TO 150 000 000 USERS

215 527 859

USERS OF ALL THE SELECTED INNOVATIONS COMBINED

Both the research team and the HundrED Academy were extremely humbled by the wide range of innovations discovered this year, and we think you will be too. Let's celebrate and help them to improve education globally together!

5 AREAS OF DEVELOPMENT

ACCELERATED

AFLATOUN INTERNATIONAL

AGORA

AMALA

AMAZE.ORG

ARKKI

AULA 42

BE STRONG ONLINE

BEEP LAB

BRAC REMOTE PLAY LABS

CELL-ED WORKFORCE READINESS MOBILE PLATFORM

CHATTA

CITY WANDERER

CLASSDOJO

CLIMATE ACTION PROJECT

COMMUNITYSHARE

COSCHOOL

CREATING TOGETHER

CYBERSMART AFRICA

DESIGN FOR CHANGE

DIGNITAS PROJECT

DOST EDUCATION

DREAM A DREAM

ECO-SCHOOLS

EDCAMP

EDUCATE GIRLS

EMPOWERMENT AND DIGITAL WELLNESS

FUNDACIÓN ESCUELA NUEVA

GEEK TEACHERS

GENIUS LAB

GIRL RISING

GLOBAL ONENESS PROJECT

GLOBAL SKY PARTNERS

GOLD YOUTH DEVELOPMENT AGENCY

GREEN BRONX MACHINE

GREEN HOPE FOUNDATION

HABAYBNA.NET

HEI SCHOOLS

HELLO RUBY

HIGH RESOLVES

IMMERSEME.CO

INHIVE

INSIDE OUT - WE ALL BELONG

KAHOOT!

KHAN ACADEMY

KIDE SCIENCE

KIDS EDUCATION REVOLUTION

KOLIBRI

KUBO ROBOTICS

LAB4U

LEARN TO PLAY

LEARNING CREATIVE LEARNING

LEERKRACT

LITTLE RIPPLES

MEETWO

METIS FELLOWSHIP

MINDUP

MINECRAFT EDUCATION EDITION

MYMACHINE

NATAKALLAM

NEWSELA

ONECOURSE

ONESKY FOR ALL CHILDREN

OTSIMO

PENPAL SCHOOLS

PROFUTURO DIGITAL EDUCATION

PROJECT DEFY: DESIGN EDUCATION FOR YOURSELF

PROJECT EVERYONE: WORLD'S LARGEST LESSON

PROJECT FUEL

PROJECT ROCKIT ONLINE

PROTSAHAN'S HEART PROGRAM

REAP BENEFIT

REDES DE TUTORÍA

REMAKE LEARNING DAYS

RISING ON AIR

ROOTS OF EMPATHY

RULER APPROACH

SCHOLAS OCCURRENTES

SCHOOL DAY WELLBEING

SCRATCH

SELF-SUSTAINING AGRICULTURAL SCHOOL MODEL

SISTEMA GLOBAL

SLAM OUT LOUD

SMART SCHOOL ALLIANCE

SPEED SCHOOL

SQUAWK SQUAD

STIR EDUCATION

TAGTIV8 ACTIVE LEARNING

TEACHING AT THE RIGHT LEVEL (TARL)

TEACHING TOLERANCE

TEAM4TECH

THE CLUBHOUSE NETWORK

THE ECONOMIST EDUCATIONAL FOUNDATION

THE EDUCATE! MODEL

THINK EQUAL

TOMI.DIGITAL

UBONGO

UNITED WORLD SCHOOLS

XTALKSWORLDLISTENS



The Five Areas of Development is a holistic approach to learning for Cerebral, Emotional, Physical, Social and Spiritual development.

5 Areas of Development

Bhutan, India, Oman

5 Areas of Development is a practical model that changes the focus of education to be more holistic. The goal is to show young people that the 5 dimensions of Cerebral, Emotional, Physical, Social and Spiritual are at-least as important aspects to a person as traditional academics in school.

2015

YEAR ESTABLISHED

1 259

CHILDREN / USERS

3

COUNTRIES



Personalized pedagogy coaching to help teachers learn, develop and implement active learning and 21st century skills in the classroom.

Accelerated

Ethiopia

Blending behavioral sciences, technology and classroom data, we are building a teacher-coaching platform called TeachEasy from the ground up for the Ethiopian context. TeachEasy is specifically designed to support the modernization of teaching practices in the classroom with a laser-focus on actual implementation.

2016

YEAR ESTABLISHED

23 000

CHILDREN / USERS

1

COUNTRY



VISIT THE WEBSITE

Socially and economically empowering millions of children and young people worldwide with social and financial education.

Aflatoun International

Amsterdam, Netherlands

Aflatoun International creates high-quality curricula on social and financial education for different age groups. Our mission is to socially and economically empower children and young people so they can act as agents of change in their own lives for a more equitable world.

1991

YEAR ESTABLISHED

10 500 000

CHILDREN / USERS

108

COUNTRIES



VISIT THE WEBSITE

The school with no classes, no classrooms and no curriculum.

Agora

Netherlands

We start with you. What do you want to learn? What are your talents, interests, and ambitions? You can use everything in the world that's worthwhile to investigate, make or develop as your personal starting point for learning. Your personal coach will support and supervise your learning process. At Agora we traded courses, timetables, classes, and tests for challenges, collaboration and coaching by teachers.

2014

YEAR ESTABLISHED

799

CHILDREN / USERS

2

COUNTRIES

VISIT THE WEBSITE



The first high school diploma for refugee youth and their host communities.

Amala

London, United Kingdom

Amala (formerly Sky School) was established in 2016 with the mission of using transformative education to create opportunities and inspire positive change in the lives of refugees and their communities. Amala's programmes enable refugee youth who are out of school to return to learning and complete their secondary education.

2017

YEAR ESTABLISHED

388

CHILDREN / USERS

9

COUNTRIES

VISIT THE WEBSITE



Age-appropriate and medically-accurate sexual health videos for adolescents ages 10-14.

AMAZE.org

United States

AMAZE.org is an initiative that provides comprehensive, age-appropriate, and medically-accurate sexual health videos for adolescents ages 10-14, along with resources for educators and parents. As of July 2020 our videos have received over 40 million views on our YouTube channel since AMAZE.org was launched in September of 2016. AMAZE videos have been translated/adapted in more than 23 countries.

2016

YEAR ESTABLISHED

155 000

CHILDREN / USERS

22

COUNTRIES

VISIT THE WEBSITE



A leading institution in creative education via architecture and design for children in the world.

Arkki

Helsinki, Finland

Arkki is a School of Creative Education for children and youth where pupils learn general innovation skills through architecture. Our mission is to equip and nurture the new generation with a creative mindset and innovation skills needed into and beyond the 21st century. In 27 years, Arkki has organized thousands of courses and workshops for more than 25,000 children in more than 50 countries.

2013

YEAR ESTABLISHED

25 000

CHILDREN / USERS

7

COUNTRIES

VISIT THE WEBSITE



Aula 42 is an online resource bank and teacher mentorship program that transforms schools through the Project Based Learning methodology.

Aula 42

Chile

Aula 42 empowers teachers throughout Latin America to develop 21st century skills in their students through Project Based Learning. Our teacher training program and platform of free, curriculum-aligned lesson plans facilitate the implementation of engaging classroom projects rooted in real-world problems.

2014

YEAR ESTABLISHED

1 660

CHILDREN / USERS

2

COUNTRIES



Be Strong Online comprises a series of online modules on digital resilience, designed to be delivered by young people for young people.

Be Strong Online

United Kingdom

Be Strong Online provides free resources on digital issues that young people all around the world face, like cyberbullying, social media, online privacy, selfies, gaming and much more! These resources are designed to be delivered by young people for young people (aged 11-18) and will empower them to be positive online role models and to help their peers to safely navigate the online world.

2015

YEAR ESTABLISHED

18 000

CHILDREN / USERS

11

COUNTRIES



Experiencing our Built and Natural Environment through the lens of Architecture.

BEEP LAB

Singapore

BEEP Lab is an education & training academy founded in Taiwan since 2015 and is now based in Singapore as a registered social enterprise. We aim to enrich and engage the minds of children, teenagers and educators through lens of architecture. Using design thinking to nurture one's mastery in creativity, confidence, and collaboration so as to prepare them to be responsible users and designers.

2015

YEAR ESTABLISHED

1 000

CHILDREN / USERS

4

COUNTRIES



Facilitating learning, development, and healing through play in the wake of COVID-19.

BRAC Remote Play Labs

Bangladesh, Tanzania, and Uganda

Play Labs are play-based learning centers for children ages 3-5 in low-resource settings. With the onset of COVID-19, BRAC is adapting the model for remote learning through radio and telecommunications, ensuring quality, affordable early learning opportunities for children affected by the crisis and helping them build better futures at a critical time in their development.

Photo: BRAC / Lee Cohen

2020

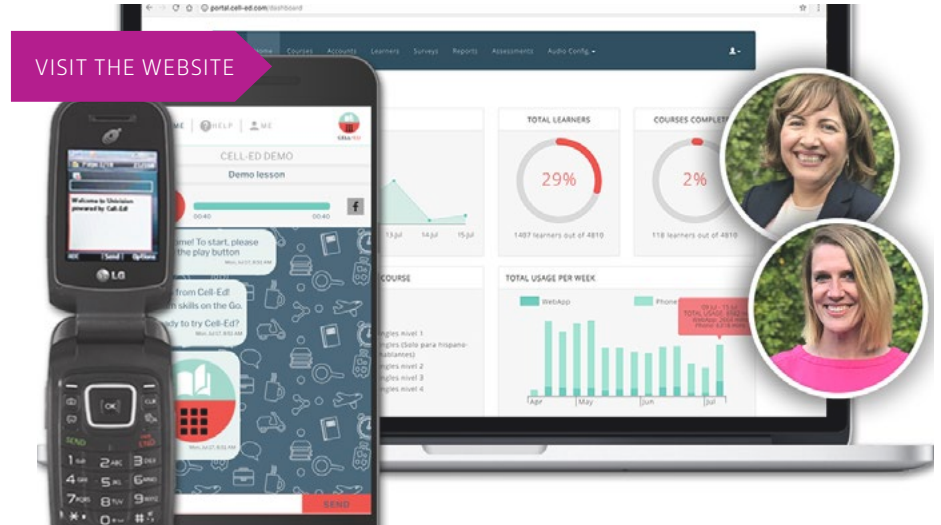
YEAR ESTABLISHED

76 000

CHILDREN / USERS

3

COUNTRIES



Cell-Ed is a scientifically proven micro-learning platform using mobile phones to teach essential skills for workforce readiness.

Cell-Ed

Palo Alto, California

Over 50% of the world's population doesn't have the education, life, or job skills needed to thrive. Cell-Ed bridges these gaps with scientifically proven 3-minute mobile lessons + automated and live coaches to nurture and nudge. Cell-Ed's curriculum speeds up learning by 84% and is the catalyst for the Lifelong Learning and the Future of Work.

2014

YEAR ESTABLISHED

1 000 000

CHILDREN / USERS

14

COUNTRIES

VISIT THE WEBSITE



A powerful classroom approach ensuring confident speakers, fearless writers and deep learners. All ages. All subjects.

Chatta

United Kingdom

Chatta is a method of teaching which links subject knowledge and experiences with images, language and memory. The approach is very powerful for students with additional needs such as autism and dyslexia, for students learning new languages and for young children developing speech. During the Covid-19 pandemic Chatta has expanded to over 20 countries and secured growth funding investment.

2016

YEAR ESTABLISHED

61 500

CHILDREN / USERS

21

COUNTRIES

VISIT THE WEBSITE



Ignite that passion and develop a sense of purpose in youth, and they will go on to change the world!

City Wanderer

Taiwan

Wandering Challenge designs for 3 students to form a team, challenge themselves to complete 30 missions within 3 weeks. The missions encourage them to make the city their classroom and create meaningful growth through interactions with the society. Youth dig deep about who they want to be, learn to step out of comfort zone, and develop a sense of responsibility to make the world a better place.

2013

YEAR ESTABLISHED

11 000

CHILDREN / USERS

6

COUNTRIES



ClassDojo connects teachers with students and parents to build amazing classroom communities.

ClassDojo

United States

ClassDojo is a school communication platform that teachers, students, and families use every day to build close-knit communities by sharing what's being learned in the classroom home through photos, videos, and messages.

2012

YEAR ESTABLISHED

15 000 000

CHILDREN / USERS

180

COUNTRIES



Empowering a new generation of educators and students with engaging curriculums.

Climate Action Project

Global

The Climate Action Project brings a six-week climate change program to up to 10 million students in more than 130 countries, drawing on expertise from scientists, policymakers, and activists from organizations like NASA, the World Wildlife Fund, and the United Nations. The project is open-ended, encourages cross-country collaboration, and is focused on solutions.

2017

YEAR ESTABLISHED

10 000 000

CHILDREN / USERS

130

COUNTRIES

VISIT THE WEBSITE



We are putting the “public” back into public education by creating real-world learning opportunities through community partnerships.

CommunityShare

Arizona, United States

CommunityShare transforms cities into human libraries through an online platform and offline relationships that connect local community expertise and knowledge to real-world learning experiences with students and teachers. CommunityShare has connected over 11,000 students and teachers with community partners who have served as volunteer mentors, project collaborators, guest speakers, and more.

2015

YEAR ESTABLISHED

11 000

CHILDREN / USERS

1

COUNTRY

VISIT THE WEBSITE



We are dedicated to implementing high quality and scalable methodologies to develop socio-emotional skills in young people and educators.

Coschool

Bogotá, Colombia

In Coschool we curate the best evidence-based practices to put together our ever-evolving pedagogical model called EDUMOTION (Education + Emotion + Experiences). The model uses experiential learning to help people explore, develop and implement their social and emotional skills. Our programs are carefully designed and include foundational elements of SEL: Feeling, Thinking, Acting, and Reflecting.

2014

YEAR ESTABLISHED

26 000

CHILDREN / USERS

2

COUNTRIES

VISIT THE WEBSITE

CREATING TOGETHER BY KIDS TO KIDS

An innovative teaching methodology through which children exercise verbal, visual, gestural and auditory languages.

Creating Together by Kids to Kids

Brazil

Creating Together, from By Kids to Kids, is an online educational methodology that integrates verbal, visual, sound and teamwork skills. Students take on the tasks themselves under the guidance of the educator. Our overall objective is to bring a new dimension for the building of knowledge. The result of the program assists in the retention of what is being taught that can be shared by everyone.

2017

YEAR ESTABLISHED

8 000

CHILDREN / USERS

2

COUNTRIES

VISIT THE WEBSITE



CyberSmart Africa is an educational social enterprise harnessing mobile technology, deep local relationships and learning content.

CyberSmart Africa

Africa

Since proudly winning WestAfricaCom's Game-Changing Innovation Award, CyberSmart Africa continues to innovate ways to deliver up-to-date quality content directly supporting learning both online and to the vast majority of schools that have no electricity in sub-Saharan Africa.

2008

YEAR ESTABLISHED

1 250 000

CHILDREN / USERS

1

COUNTRY

VISIT THE WEBSITE



Design for Change is a global movement that cultivates the 'I CAN' mindset in every child.

Design for Change

India

We are offering the world a magic formula! A simple four step framework to make every child graduate with the I CAN mindset – not by chance – by design! We call this magic formula - FIDS for KIDS! FEEL – empathy – nurture the heart. IMAGINE-ethics – grow the head. DO – excellence – use the hands collaborative action and agency. SHARE – elevation – inspire hope – I can , now you can too!

2009

YEAR ESTABLISHED

2 000 000

CHILDREN / USERS

72

COUNTRIES

VISIT THE WEBSITE



We imagine a world where schools are a vibrant place for all children to develop the skills and strength of character to thrive and succeed.

Dignitas Project

Nairobi, Kenya

Dignitas empowers educators to transform their schools through leadership development & instructional coaching. By equipping educators with mindsets, tools & techniques for sound instructional leadership, classroom culture conducive to learning, & learner engagement, Dignitas realises gains in student achievement and well-being.

2008

YEAR ESTABLISHED

53 000

CHILDREN / USERS

2

COUNTRIES



Empowering parents to be leaders.

Dost Education

New Delhi and San Francisco

Dost Education empowers aspiring middle-income parents in India to improve their child's early development and school success. Through widely available mobile technology, Dost, which means "friend" in Hindi, delivers local language curriculum and a communication platform to arm parents with the knowledge and resources they crave.

2016

YEAR ESTABLISHED

55 000

CHILDREN / USERS

1

COUNTRY



Empowering young people from adversity to thrive in the 21st century.

Dream a Dream

India

Dream a Dream empowers young people from vulnerable backgrounds to overcome adversity and flourish in a fast changing world, using a creative life skills approach. We work on a strong collaborative approach with local charities, corporates, volunteers, governments, expert consultants and a host of national and international strategic partners.

1999

YEAR ESTABLISHED

1 000 000

CHILDREN / USERS

2

COUNTRIES



Eco-Schools is the largest global sustainable schools programme.

Eco-Schools

Global

Eco-Schools encourages young people to engage in their environment by allowing them the opportunity to actively protect it. It starts in the classroom, it expands to the school and eventually fosters change in the community at large.

1994

YEAR ESTABLISHED

19 000 000

CHILDREN / USERS

68

COUNTRIES



Edcamps are disrupting traditional PD with participant-driven, collaborative conversations by teachers, for teachers.

Edcamp

Philadelphia, United States

Edcamps are free and open to anyone, organized by volunteers, usually full-time teachers. The sessions are decided on the day by those who are participating, making each one an expression of the needs and passions of those attending. The magic of Edcamp comes from the power of teachers collaborating and learning together through conversations, rather than standard “sit and get” presentations.

2010

YEAR ESTABLISHED

200 000

CHILDREN / USERS

39

COUNTRIES



Our goal is to improve access and quality of education for over 15 million children cumulatively by 2024.

Educate Girls

India

Through advanced analytics, Educate Girls has identified 5% of villages that hold 40% of India's out-of-school girl population. Working in partnership with the Government and community volunteers called Team Balika, it is empowering girls to go back to school. Since its inception in 2007, Educate Girls has enrolled 750,000+ girls in school and improved learning outcomes for 1.3 million+ children.

2007

YEAR ESTABLISHED

750 000

CHILDREN / USERS

1

COUNTRY



A proactive, peer to peer curriculum designed to educate and empower students to use social media positively.

Empowerment and Digital Wellness

United States

The #ICANHELP curriculum is a proactive curriculum specifically designed by teachers to prevent negativity and spread positivity and digital citizenship in schools. The lessons in the curriculum will connect offline behavior with online behavior, encouraging deep thought, reflection, and positive change.

2013

YEAR ESTABLISHED

450 000

CHILDREN / USERS

2

COUNTRIES

VISIT THE WEBSITE



We're an NGO that contributes to improve the quality, relevance and efficiency of education through the Escuela Nueva Activa model.

Fundación Escuela Nueva

Bogotá, Colombia

Escuela Nueva, meaning 'New School' in Spanish, transforms the conventional school model by rethinking the teaching and learning processes to ensure that every child, everywhere, receives high-quality, accessible and relevant education. We contribute to improve the quality, relevance and efficiency of education by rethinking the way we learn.

1987

YEAR ESTABLISHED

2 000 000

CHILDREN / USERS

21

COUNTRIES

VISIT THE WEBSITE



We develop a community of teachers who are interested in new technologies in education by organizing various events and festivals for teachers.

Geek Teachers

Russia

We create a new image of a teacher – a modern teacher, who uses up-to-date technologies helped through a Geek Teachers Fest (festival for teachers). During these fests, we conduct training masterclasses with experts and organize entertaining programs in an atmosphere where teachers can learn, have fun, increase self-esteem and self-confidence.

2018

YEAR ESTABLISHED

40 000

CHILDREN / USERS

1

COUNTRY



VISIT THE WEBSITE

To inspire creativity and innovation through STEAM & maker education.

Genius Lab

Beijing, China

Genius Lab, founded in 2013, widely regarded as a leader in STEAM and maker education by empowering 800+ kindergarten, primary and secondary schools with more than 50 branches across 30 cities around China. Over the course of 6 years, Genius Lab has designed more than 600 STEAM and maker courses strongly recognized by children, parents, schools and the Ministry of Education.

2013

YEAR ESTABLISHED

250 000

CHILDREN / USERS

1

COUNTRY



VISIT THE WEBSITE

Using stories of courage and resilience, Girl Rising promotes empathy, inspiring students to become global citizens and local change-makers.

Girl Rising

New York, United States

Girl Rising's videos explore the profound barriers faced by girls around the world – poverty, child marriage, gender violence, trafficking, tradition – and the change that happens when barriers are dismantled. Young people, from upper elementary through high school, are spurred to see beyond their borders, value their education, think critically, and believe in their capacity to create change.

2013

YEAR ESTABLISHED

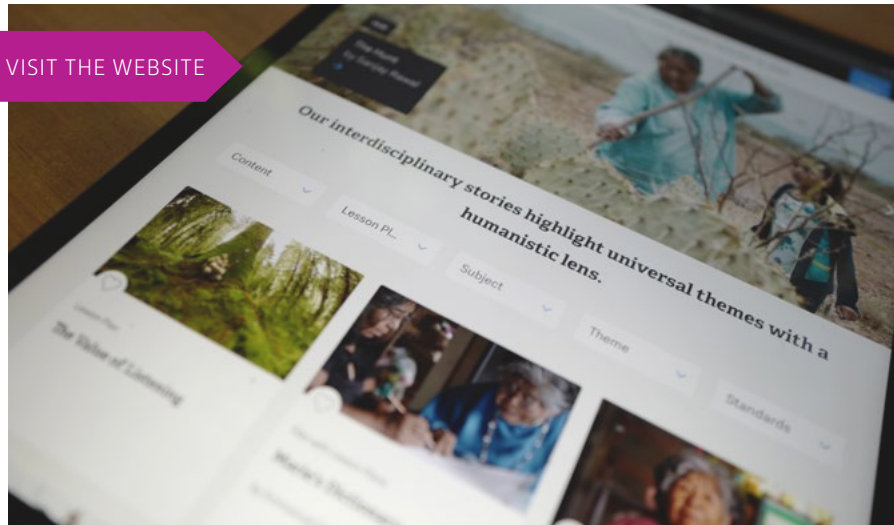
500 000

CHILDREN / USERS

144

COUNTRIES

VISIT THE WEBSITE



Want to use powerful visual stories & films to develop global citizenship?

Global Oneness Project

California, United States

The Global Oneness Project brings the world's global cultures alive in the classroom. They provide award-winning films and photo essays which explore cultural, social, and environmental issues and accompanying lesson plans using stories as a pedagogical tool to inspire growing minds. All for free.

2006

YEAR ESTABLISHED

400 000

CHILDREN / USERS

80

COUNTRIES

VISIT THE WEBSITE



Inspiring students around the world to engage in astronomy and science investigations using robotic telescopes.

Global Sky Partners

Cardiff, United Kingdom

To provide sustainable, scalable education projects using robotic telescopes, we created Global Sky Partners. The partners use Las Cumbres Observatory's unique telescope network as an educational tool for teacher training, student apprenticeships, citizen science, inspirational space outreach, publication-quality research, & training for the next generation of scientists in the developing world.

2017

YEAR ESTABLISHED

11 000

CHILDREN / USERS

24

COUNTRIES



VISIT THE WEBSITE

We see young people across Sub-Saharan Africa assuming the role of empowering themselves and their peers to be tomorrow's ethical leaders.

gold Youth Development Agency

Cape Town, South Africa

Our audacious goal is to develop 10 million young African leaders with character & integrity to mobilise their generation with the knowledge, tools and support to reach their full potential, with concrete results in social behaviour change, education & job creation, through embedding the format of long-term peer leaders and mentors into schools and communities.

2004

YEAR ESTABLISHED

74 000

CHILDREN / USERS

5

COUNTRIES



VISIT THE WEBSITE

How can urban agriculture transform students, schools, health outcomes and communities in marginalised neighbourhoods?

Green Bronx Machine

United States

Green Bronx Machine builds healthy, equitable and resilient communities through inspired education, local food systems, and 21st century workforce development. Students can change how they eat, live and learn to change outcomes and trajectories for their community and all generations. Green Bronx Machine serves more than 50,000 students daily!

2012

YEAR ESTABLISHED

50 000

CHILDREN / USERS

15

COUNTRIES



Join the 1000+ eco-warriors of Green Hope who are making a difference in Canada, USA, UAE , Oman, India, Nepal & other regions. The Future belongs to us!

Green Hope Foundation

Toronto, Canada

Green Hope Foundation is a youth organisation working on Education for Sustainable Development, children's rights and environmental protection by empowering young people and helping to build effective partnerships with all stakeholders of civil society.

2012

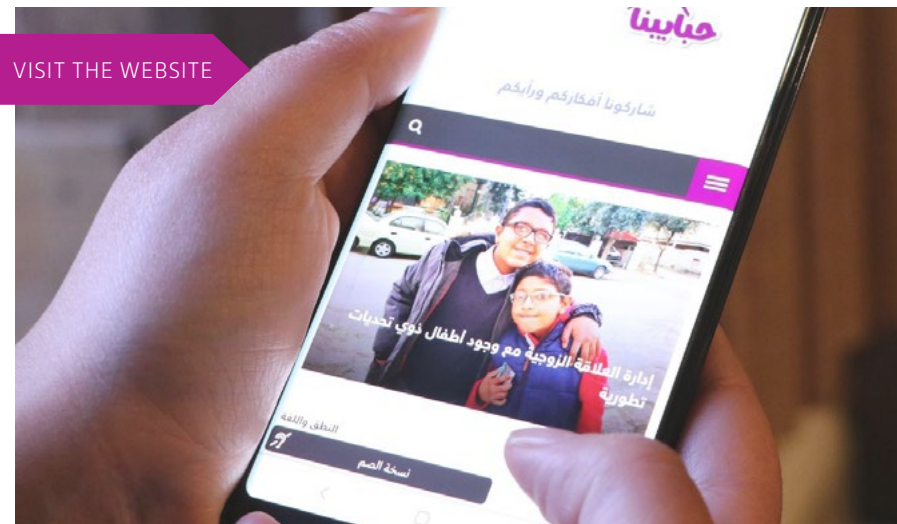
YEAR ESTABLISHED

60 000

CHILDREN / USERS

15

COUNTRIES



An online resource on intellectual and developmental disabilities in Arabic to improve the lives of children living in MENA region.

habaybna.net

Amman, Jordan

Habaybna.net brings together hundreds of resources in special education & rehabilitation for parents & caregivers to help children with intellectual or developmental disabilities have a meaningful life when they grow up. We are dedicated to help children with different abilities thrive @home, @school & @work. We provide: Specialized content, Directory and Tele-coaching service.

2017

YEAR ESTABLISHED

162 269

CHILDREN / USERS

1

COUNTRY

VISIT THE WEBSITE



HEI Schools is a preschool concept that brings the excellence of Finnish early childhood education all over the world.

HEI Schools

Helsinki, Finland

HEI Schools is the first comprehensive concept that licenses Finnish early childhood education to international markets through products both physical - HEI Learning Centers and Clubs - and digital - HEI Schools Teacher Toolkit and Teacher Certificate. All include high-quality learning materials, play-based pedagogy and the best of Finnish design adaptable to any region or country in the world.

2016

YEAR ESTABLISHED

500

CHILDREN / USERS

21

COUNTRIES

VISIT THE WEBSITE



Teaching the concept of an algorithm in an unplugged way.

Hello Ruby

Helsinki, Finland

Hello Ruby teaches programming in fun, creative ways by providing tools for children, parents and educators. The concept originally began as a successful children's book that has now been published in over 22 languages. Hello Ruby has the ability of making STEAM education more approachable, colourful and versatile.

2014

YEAR ESTABLISHED

100 000

CHILDREN / USERS

32

COUNTRIES



VISIT THE WEBSITE

High Resolves has developed and refined an award-winning, comprehensive citizenship curriculum that is grounded in learning science.

High Resolves

Australia

High Resolves has developed and refined an award-winning, comprehensive citizenship curriculum that is rooted in cutting-edge learning science and more than 14 years' experience in the field. The curriculum includes: professionally delivered and film-based immersive experiences, a library of over 80 teaching resources and real-world application exercises.

2005

YEAR ESTABLISHED

400

CHILDREN / USERS

5

COUNTRIES



VISIT THE WEBSITE

Using VR to learn languages.

ImmerseMe.co

Auckland, New Zealand

ImmerseMe is about virtually stepping into a beautiful and authentic location to learn a language, so that when you travel to these wonderful places in real-life, you'll be prepared! Choose from over 3,000 interactive scenarios across 9 languages: German, Spanish, French, English, Japanese, Chinese, Italian, Greek and Indonesian.

2015

YEAR ESTABLISHED

75 000

CHILDREN / USERS

45

COUNTRIES



Establishing networks for young people to access relatable role models that will inspire, teach and connect them to opportunities.

inHive

London, United Kingdom

inHive enables teachers and young leaders to develop the skills and tools to establish effective networks, so that they can tap into one of schools' biggest resources: their former students. Our innovation a low-cost methodology to establishing networks to serve as role models, mentors, career information, remedial learning tutors and more.

2013

YEAR ESTABLISHED

80 376

CHILDREN / USERS

9

COUNTRIES



Learning resource to help increase understanding and support of sex, gender and sexuality diversity, so we can all belong.

Inside Out – We All Belong

Auckland, New Zealand

Inside Out - We All Belong is a set of freely available video-based teaching resources which aim to decrease homo-, bi-, and trans-phobic bullying by using a norm-challenging pedagogical approach to cultivate critical thinking, perspective-taking and empathy. A pedagogy guide and lesson resources are included to support teachers.

2016

YEAR ESTABLISHED

34 382

CHILDREN / USERS

26

COUNTRIES

VISIT THE WEBSITE



Want to improve classroom engagement and results using a tool children love?

Kahoot!

Oslo, Norway

A game-based learning platform that allows educators to create fun learning games in minutes. Students take part in games at school or at home and can even create their own. Kahoot's mission is to unlock the deepest potential of every learner, regardless of age or context, by making learning fun, magical and engaging through games.

2013

YEAR ESTABLISHED

13 000 000

CHILDREN / USERS

195

COUNTRIES

VISIT THE WEBSITE



Providing a free, world-class education to anyone, anywhere.

Khan Academy

California, United States

Khan Academy is a personalized learning resource for all ages tackling math, science, computer programming, history, art history, economics, and more. Khan Academy offers practice exercises, instructional videos, and a personalized learning dashboard that empower learners to study at their own pace in and outside of the classroom, in more than 40 languages.

2008

YEAR ESTABLISHED

20 000 000

CHILDREN / USERS

195

COUNTRIES

VISIT THE WEBSITE



Engaging hands-on science education for 3-10-year-olds with online guidance for educators and parents

Kide Science

Helsinki, Finland

Kide Science develops young children's scientific thinking skills through engaging hands-on experiments that solve real science problems. Its scalable online platform provides teachers and parents with training and lesson materials to lead playful STEAM education for 3-10 year-olds.

2017

YEAR ESTABLISHED

15 000

CHILDREN / USERS

20

COUNTRIES

VISIT THE WEBSITE



We reimagine education WITH children.

Kids Education Revolution

India

Across the world, students, who are the primary stakeholders in the system, are for the most part mere recipients of an education where their voices are often marginalized and suppressed. At KER, we believe that this can be changed by creating safe spaces for voice, working in partnership with children and by helping students unleash their potential for a better world.

2017

YEAR ESTABLISHED

37 195

CHILDREN / USERS

10

COUNTRIES



Kolibri is an open-source educational platform giving offline access to an openly licensed content library for use in low-resource contexts.

Kolibri

San Diego, California, United States

To overcome the challenges faced in low resource contexts, Kolibri supports differentiated instruction and personalized learning without the Internet. The Kolibri Ecosystem, developed by Learning Equality, includes the offline learning platform, the online curriculum tool, a library of openly available content, and a toolkit of adaptable educational materials: learningequality.org/kolibri

2017

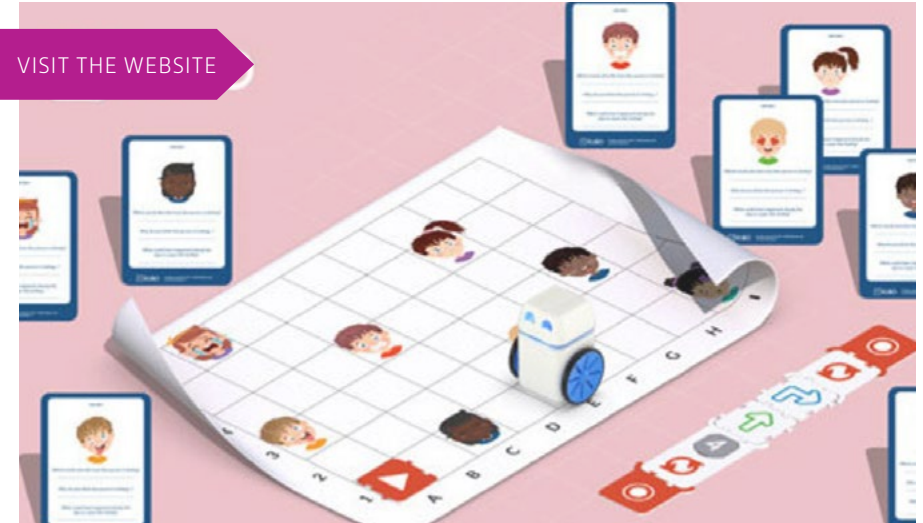
YEAR ESTABLISHED

6 000 000

CHILDREN / USERS

37

COUNTRIES



Kubo Robot teaches kids coding and 21st century skills through hands-on learning.

Kubo Robotics

Denmark

KUBO is a simple, intuitive solution, that makes it easy for teachers to introduce computer science and coding to students as young as four. It is screen-free, and easy to manage with sorting boxes for your TagTiles®. KUBO comes with free, beautifully illustrated lesson plans and task cards for your students, as well as video tutorials and quick start guides to help educators get up and running.

2015

YEAR ESTABLISHED

31

COUNTRIES

VISIT THE WEBSITE



Lab4U turns smartphones into pocket labs and empowers educators to teach inspiring science classes based on inquiry and exploration.

Lab4U

Chile

Lab4U leverages smartphone technology and develops inquiry-based learning experiences to ensure ALL students have access to a hands-on science education. Lab4U's solutions – Lab4Physics, Lab4Chemistry, and Lab4Biology – include a mobile app, Teacher Portal, and professional development for educators, permanently shifting the way science is taught in Latin America and the world.

2014

YEAR ESTABLISHED

128 000

CHILDREN / USERS

3

COUNTRIES

VISIT THE WEBSITE



A sustainable playgroup model transforming childhoods & uplifting communities, giving every child the opportunity to play, learn & thrive.

Learn To Play

Botswana

Learn to Play harnesses the power of play to provide high-quality and culturally-relevant early childhood education. We train and equip motivated Mamapreneurs to lead playgroups in their communities. Easily scalable & replicable in a variety of contexts, our model leads to improved school readiness & holistic wellbeing, enabling every child to unlock their potential.

2017

YEAR ESTABLISHED

615

CHILDREN / USERS

3

COUNTRIES

VISIT THE WEBSITE

Learning Creative Learning

A community of educators, designers, and tinkerers exploring creative learning through projects, passion, peers, and play

An online course and community of educators, designers, and tinkerers exploring creative learning through projects, passion, peers, and play.

Learning Creative Learning

United States

Learning Creative Learning (LCL) is a free online course and ongoing global community to explore principles and strategies to engage people in creative learning experiences, i.e. working on projects that they are passionate about, in collaboration with peers, within a playful environment that encourages experimentation.

2012

YEAR ESTABLISHED

30 000

CHILDREN / USERS

60

COUNTRIES

VISIT THE WEBSITE



How can we create a strong body of teachers and create a continuous improvement culture?

leerKRACHT (teachingFORCE)

Netherlands

The leerKRACHT (teachingFORCE) foundation believes in the quality of all teachers, and wishes to give ownership of education back to the teachers. It aims to achieve this through helping schools to promote a continuous improvement culture, wherein teachers work together to improve their teaching, with school leadership being role models in the improvement process.

2012

YEAR ESTABLISHED

420 000

CHILDREN / USERS

7

COUNTRIES



A refugee- and community-led early childhood education program incorporating play-based learning, peacebuilding, and mindfulness.

Little Ripples

Chad, Cameroon, Tanzania, Greece

Little Ripples is a replicable and sustainable early childhood education program that empowers refugees and communities affected by humanitarian crises to implement child-centered, quality, and comprehensive pre-primary education that supports the social-emotional, cognitive, and physical development of children ages three to five.

2013

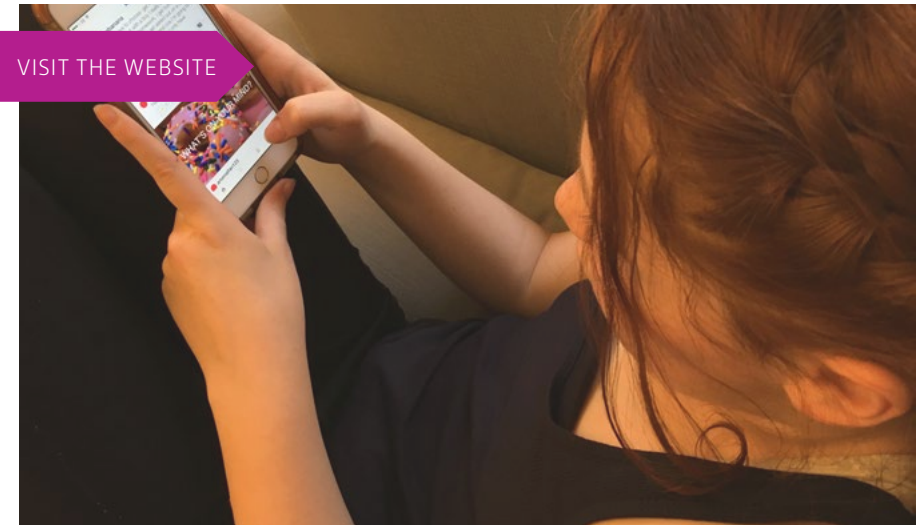
YEAR ESTABLISHED

12 890

CHILDREN / USERS

5

COUNTRIES



Want to provide young people with a safe space to talk about difficult things?

MeeTwo

United Kingdom

MeeTwo increases resilience by giving young people the tools to help themselves, and each other. The app is safe because all posts and replies are checked by human moderators before they go live, and in-house counsellors provide extra support if it is needed. The app also includes a directory that is packed with useful resources and links to third party support.

2015

YEAR ESTABLISHED

40 000

CHILDREN / USERS

1

COUNTRY



Equipping a Movement of Local Leaders to Transform Education.

The Metis Fellowship

Kenya

We find local innovators with ideas to reimagine teaching and learning. Through the Fellowship, we connect them to the tools, resources, mentors, and community they need to make those ideas come to life. We support a growing movement of leaders to collaborate and lead for transformational impact. To date we've supported 63 Fellows impacting over 1.3 million learners.

2018

YEAR ESTABLISHED

1 300 000

CHILDREN / USERS

1

COUNTRY



MindUP is the CASEL-accredited social-emotional learning program of The Goldie Hawn Foundation.

MindUP

California, United States

The MindUP curriculum is a 15-lesson series published by Scholastic and is based on the four pillars: neuroscience, social-emotional learning, positive psychology, and mindful awareness. Coupled with formal professional development in the program, MindUP allows students to build a scaffolding of awareness and self-regulation that will increase self-control, empathy, optimism, and academic goals.

2003

YEAR ESTABLISHED

7 000 000

CHILDREN / USERS

13

COUNTRIES



VISIT THE WEBSITE

Building Skills for the 21st Century

Minecraft Education Edition

Washington, United States

Minecraft Education Edition is a game-based learning platform that promotes creativity, collaboration, and problem-solving in an immersive digital environment. Educators in more than 115 countries are using Minecraft: Education Edition across the curriculum!

2016

YEAR ESTABLISHED

10 000 000

CHILDREN / USERS

115

COUNTRIES



VISIT THE WEBSITE

MyMachine is a unique collaboration of all educational levels to create dream machines invented by kids.

MyMachine

Belgium

3 educational levels co-creating:

- 1) Primary schoolchildren invent (idea) a 'dream machine'
- 2) together with university students they design a concept for it
- 3) and together with students from technical/vocational secondary schools they build a working prototype.

2008

YEAR ESTABLISHED

11 000

CHILDREN / USERS

12

COUNTRIES



Want to give your students a unique language learning experience, while giving displaced people an opportunity to work?

NaTakallam

Beirut, Lebanon

NaTakallam connects displaced people – including refugees from Syria, Iraq, Iran, Venezuela, and beyond – with students around the world, to provide affordable, flexible and tailored language practice, intercultural exchange, and experiential learning opportunities over the internet.

2015

YEAR ESTABLISHED

9 000

CHILDREN / USERS

114

COUNTRIES



Learning doesn't have to stop when schools close. Prepare for distance learning with Newsela.

Newsela

New York, United States

An instructional content platform that brings together engaging, accessible content with integrated assessments and insights to supercharge reading engagement and learning in every subject. Though most powerful as a digital platform, Newsela can be used without either devices or the internet with print options and offline access.

2013

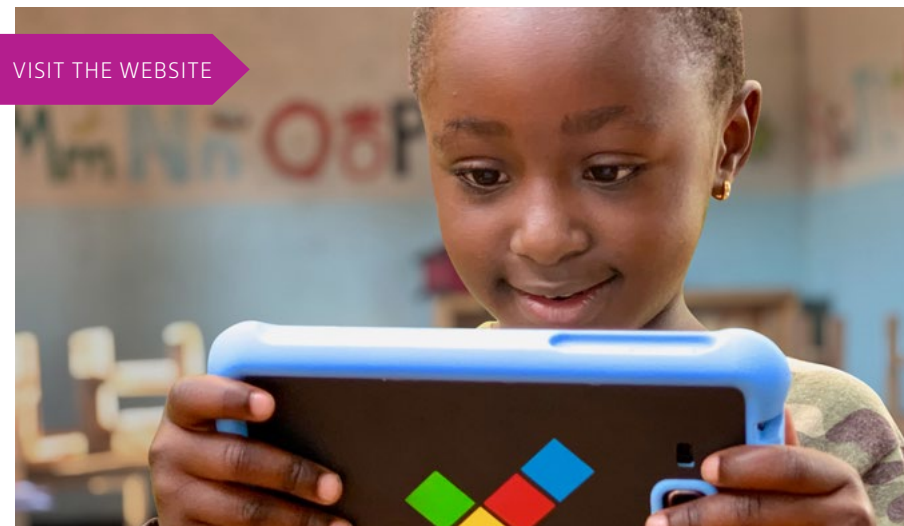
YEAR ESTABLISHED

39 500 000

CHILDREN / USERS

26

COUNTRIES



onecourse is a comprehensive, personalised app for children to become numerate and confident readers in their own language.

onecourse

London, United Kingdom

onecourse is onebillion's response to the global education challenge: a comprehensive, personalised learning software, which enables children anywhere in the world to become literate and numerate in their own language. The software is designed to be autonomous, meaning children can progress to reading fluency and numeracy without adult supervision.

2014

YEAR ESTABLISHED

200 000

CHILDREN / USERS

11

COUNTRIES



Unlocking the potential of our world's vulnerable children.

OneSky for all children

China, Vietnam, Mongolia

OneSky trains caregivers through an innovative blended learning approach to provide high-quality early childhood care and education for vulnerable young children across Asia. During the COVID-19 pandemic, we continue to upskill the caregivers we have trained through a mobile-friendly online learning community called 1BigFamily, which offers digital pathways for on-going professional development.

1998

YEAR ESTABLISHED

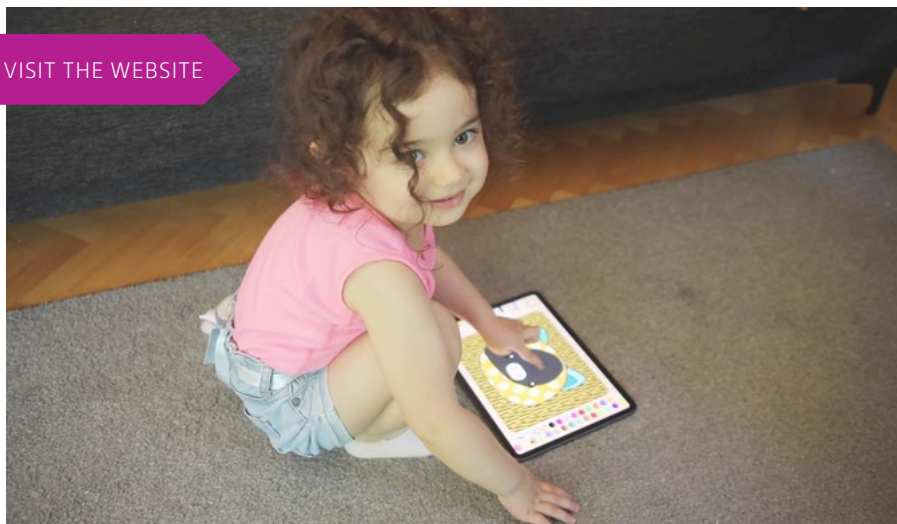
210 964

CHILDREN / USERS

3

COUNTRIES

VISIT THE WEBSITE



Otsimo is democratizing access to special education & speech therapy through its leading game-based learning apps.

Otsimo

Ankara, Turkey

In the US alone, the CDC identifies one in 68 children as diagnosed on the autism spectrum disorder (ASD). Otsimo is democratizing access to special education & speech therapy through its leading game-based learning apps, teaching children core skills vital to cognitive and behavioral development. Its direct-to- family model makes it affordable, accessible and easy-to-use.

2016

YEAR ESTABLISHED

300 000

CHILDREN / USERS

12

COUNTRIES

VISIT THE WEBSITE



PenPal Schools connects over 500000 students from 150 countries to make friends and discover the world.

PenPal Schools

United States

PenPal Schools is the world's largest project-based learning community, with over a quarter million students in 150 countries. Students collaborate through online topics ranging from human rights and the environment to fake news and robotics, all while practicing literacy, technology and social-emotional skills. PenPal Schools was recognized by President Obama.

2012

YEAR ESTABLISHED

500 000

CHILDREN / USERS

150

COUNTRIES

VISIT THE WEBSITE



Narrowing the education gap in the world by providing quality digital education.

ProFuturo Digital Education

Madrid, Spain

We are an innovative digital education programme promoted by Telefónica Foundation and la Caixa Foundation to narrow the education gap in the world by improving the quality of education for millions of children living in vulnerable environments of Latin America, the Caribbean, Africa and Asia. Present in 38 countries and has reached more than 11.5 million people.

2016

YEAR ESTABLISHED

11 500 000

CHILDREN / USERS

38

COUNTRIES

VISIT THE WEBSITE



How can you build a community culture of self learning?

Project DEFY: Design Education for Yourself

Bangalore, India

At Project DEFY: Design Education for Yourself, the mission is to change the way people think and ignite individual passions so students can believe in their abilities to educate themselves, others and their communities. With a computer at hand, the community customizes a makerspace that fits their own requirements, called a Nook. At the Nook, all ideas and information are shared and can be further developed by the community, which in turn can find ways to boost their economy. There are no set roles or hierarchy. As such, this creates a pure democracy system, where each learner designs his/her own education, while within a community context and influence.

2014

YEAR ESTABLISHED

6 434

CHILDREN / USERS

5

COUNTRIES



VISIT THE WEBSITE

We produce free & creative tools for students to take action for the SDGs.

Project Everyone: World's Largest Lesson

United Kingdom

Standing alongside partners including UNICEF and UNESCO, we produce free and creative resources for educators to teach lessons, run projects and stimulate action in support of the Sustainable Development Goals (SDGs). These resources are free, open source and translated into over 30 languages reaching 17.9 million children located in over 70 countries.

2015

YEAR ESTABLISHED

17 000 000

CHILDREN / USERS

98

COUNTRIES



VISIT THE WEBSITE

Designing a unique and participative repository of human wisdom, of people from the common walks of life, with a heuristic approach.

Project FUEL

India

Project FUEL documents, designs and passes on human wisdom from all ages and backgrounds across the world; using the tools of education, art, media and events. FUEL stands for Forward the Understanding of Every Life Lesson. We aim to document the understanding of life through people's life lessons and pass them on as innovative, creative & effective solutions for everyone to live their best life.

2009

YEAR ESTABLISHED

550 000

CHILDREN / USERS

13

COUNTRIES



Online Cyber-Bullying and Leadership Workshops for Year 7-9 Students.

PROJECT ROCKIT Online

Melbourne, Australia

PROJECT ROCKIT Online is built BY young people FOR young people and encourages students to self-reflect on previous experiences while simultaneously equipping them with credible and risk-free ways to stand up to hate in the future. The program consists of three interactive online workshops that focus on the issues of bullying, online hate and social leadership.

2017

YEAR ESTABLISHED

27 706

CHILDREN / USERS

2

COUNTRIES



The HEART Principle is the foundation of Protsahan's Art Based Program to address trauma in children.

Protsahan's HEART Program

New Delhi, India

The HEART Program is a unique arts & technology based model of working with adolescent girls from underserved communities who are at risk or are survivors of abuse. Elements of the program work cohesively to break the inter-generational cycle of childhood abuse and poverty with Holistic Healing (of Abuse & Trauma), Education, Art interventions for Life Skills training, Recovery, and Technology.

2010

YEAR ESTABLISHED

28 000

CHILDREN / USERS

1

COUNTRY



Activating young citizens to solve local civic and environmental problems.

Reap Benefit

India

Reap Benefit is building a tribe of problem-solving citizens who drive change in their local communities by solving everyday issues using local data, local solutions and local campaigns.

2013

YEAR ESTABLISHED

45 000

CHILDREN / USERS

1

COUNTRY



Building networks of learning based on personalised dialogue, reflection, and community presentations.

Redes de Tutoría

Mexico City, Mexico

Over the past 20 years, Redes de Tutoría has sought to transform students and teachers by developing tutorial relationships and harnessing the power of one to one dialogue. The Redes de Tutoría approach moves away from the traditional classroom where a teacher delivers standard content for all students to work through at exactly the same pace. Instead, tutees enjoy greater autonomy and choose what interests them most from a selection of inquiry-based projects called 'Temas'. Supported by individualised guidance from the teacher, students build on their prior knowledge with self-directed study. Once their study is completed, students reflect on their learning before presenting their Tema to the class.

1997

YEAR ESTABLISHED

14 995

CHILDREN / USERS

5

COUNTRIES

VISIT THE WEBSITE



RLDAA is a festival of creative, hands-on experiences for youth and families to learn together about how education is being remade.

Remake Learning Days Across America

Pittsburgh, United States

RLDAA is a multi-day festival designed to help parents, families, and caregivers engage in innovative education that youth experience when they make, code, play, design, and tinker. With dozens, even hundreds, of events held in local schools, libraries, museums, and other learning sites, families can easily participate in creative educational moments. Fifteen cities now host their own #RemakeDays.

2016

YEAR ESTABLISHED

150 000

CHILDREN / USERS

2

COUNTRIES

VISIT THE WEBSITE



Rising On Air is a 20-week program of free, ready-to-air, radio scripts and SMS content.

Rising On Air

Sierra Leone and Liberia

Rising responded to school closures by creating radio and SMS content that builds foundational skills in literacy and numeracy, allowing students without internet access to continue learning from home. The scripts are available for free on www.risingacademies.com/onair in a format that can be adapted for multiple contexts. Rising on Air has now supported more than 10m children across 20 countries.

2020

YEAR ESTABLISHED

12 000 000

CHILDREN / USERS

23

COUNTRIES

VISIT THE WEBSITE



Helping children develop the empathy they need to make friends, care for others, stand up to injustice.

Roots of Empathy

Canada

Roots of Empathy is an evidence-based classroom program for primary school children that decreases aggression, including bullying, and increases prosocial behaviours such as caring, sharing and inclusion. At the heart of the program are a neighbourhood parent and baby who visit a classroom over the course of a school year. Using an age-appropriate curriculum, a certified Roots of Empathy Instructor coaches the students to observe the baby's intentions and to label the baby's feelings. Children learn that we share the same feelings and our feelings are at the core of our humanity.

1996

YEAR ESTABLISHED

1 000 000

CHILDREN / USERS

11

COUNTRIES

VISIT THE WEBSITE



RULER is an evidence-based approach to social and emotional learning (SEL) developed at the Yale Center for Emotional Intelligence.

RULER

United States

RULER is an approach to SEL that teaches people of all ages, with the goal of creating a healthier, more equitable, innovative, and compassionate society. As the aim of RULER is to make the approach an enduring part of your school's culture, it is introduced in phases: staff personal and professional learning, classroom instruction for students, and family engagement and education.

VISIT THE WEBSITE



Bringing together students from over 400000 education centers in 190 countries to listen to each other's stories.

Scholas Occurrentes

Vatican City

Scholas Occurrentes is an international organization present in five continents through its extensive educational networks. Its mission is to create the Culture of Encounter; by bringing young people together from diverse backgrounds in an education experience that generates understanding across the globe.

2013

YEAR ESTABLISHED

1 000 000

CHILDREN / USERS

15

COUNTRIES

VISIT THE WEBSITE



Learning doesn't happen without wellbeing. School Day provides a channel and voice for students and teachers in their wellbeing.

School Day Wellbeing

Helsinki, Finland

Making school wellbeing a natural part of every school day to remove all barriers from learning. School Day's solution provides a safe, simple and real-time channel and voice for students and teachers in their wellbeing. Analytics and insights making wellbeing phenomena visible early on for actionable light touch classroom interventions. Learning doesn't happen without wellbeing.

2017

YEAR ESTABLISHED

250 000

CHILDREN / USERS

19

COUNTRIES



Scratch engages millions of children around the world in coding and sharing projects to express their ideas and develop their creativity.

Scratch

United States

Scratch is a free creative coding platform and online community that allows children of all ages to code, share, and remix their own stories, games, and animations. Scratch is translated into 50+ languages and available both online and offline. There are hundreds of thousands of educators around the world who are using Scratch in and out of classrooms and across the curriculum.

2007

YEAR ESTABLISHED

43 000 000

CHILDREN / USERS

163

COUNTRIES



An educational model based on “learning by doing, selling and earning”, giving underprivileged young students access to quality education.

Self-sustaining Agricultural School Model

Paraguay

Fundación Paraguaya's Self-sustaining school model, connects underprivileged young people with quality education. Through this learning experience, students thrive personally and professionally, and open an array of opportunities. The “learning by doing” model allows them to break the circle of poverty by guiding them to become employable, pursue higher education, or start their own business.

2002

YEAR ESTABLISHED

3 000

CHILDREN / USERS

18

COUNTRIES



VISIT THE WEBSITE

We develop social engagement and youth empowerment through ensemble music education: fulfilling the El Sistema vision worldwide.

Sistema Global

Global

We fulfill the vision of El Sistema movement at a global scale: a social program that pursues the goals of social engagement and youth empowerment through ensemble music education. We are a model for long term public health and wellness, both physical and mental. We ensure fidelity to the original model through our partnership with the original program, and having their leaders sit on our board.

2011

YEAR ESTABLISHED

1 000 000

CHILDREN / USERS

41

COUNTRIES



VISIT THE WEBSITE

We leverage the power of visual and performing arts to build Creative Confidence (SEL, 21st century skills) in disadvantaged children.

Slam Out Loud

New Delhi, India

Slam Out Loud is a for-mission, non-profit that places professional artists in classrooms for a 5-year program and through lived experience create scalable, contextualised learning products. SOL enables children from the most vulnerable communities to find their voice through creative expression, build socio-emotional learning and 21st-century skills to dream bigger and create their future.

2017

YEAR ESTABLISHED

79 988

CHILDREN / USERS

16

COUNTRIES



How can children in small and remote schools be given access to a new generation of education?

Smart School Alliance

Taiwan

An online and offline community creating equal learning rights for the next generation in small and remote schools around the world. Smart School Alliance, founded by the Ministry of Economic Affairs and executed by the Innovation Learning Center, Digital Education Institute and Institute for Information Industry in Taiwan, consists of many small schools who become part of one big online and offline (O&O) school. The aim is let students study locally but learn globally. Smart School Alliance invites top teachers from metropolitan areas to instruct students of outlying islands online, in order to build up their abilities.

2013

YEAR ESTABLISHED

40 000

CHILDREN / USERS

7

COUNTRIES



We provide a second chance at education to children who have been denied the opportunity to go to school.

Speed School

Ethiopia

The Speed School program (also known as Second Chance) works in Ethiopia and Liberia to help vulnerable out-of-school children catch up on education in supportive, joyful classrooms with remarkable results. Over 90% of our students transition successfully to mainstream school afterward, and graduates of our program complete primary school at twice the rate of their peers.

2011

YEAR ESTABLISHED

129 162

CHILDREN / USERS

2

COUNTRIES

VISIT THE WEBSITE



Inspiring a generation tamariki to become of kaitiaki of Aotearoa-NZ, through education and action!

Squawk Squad – Global Change Environmental Education Platform

New Zealand

We are empowering the next generation of tamariki [kids] to become kaitiaki [guardians] for Aotearoa-NZ, through education and action. This means that at school kiwi kids will learn about saving native birds, planting trees, protecting the oceans, mitigating climate change and how they can care for our environment.

2017

YEAR ESTABLISHED

45 000

CHILDREN / USERS

1

COUNTRY

VISIT THE WEBSITE



Reigniting intrinsic motivation in teachers and education systems.

STiR Education

India

We support education systems to reignite intrinsic motivation in every teacher and official, to role-model the foundations of lifelong learning for every child. We're working towards a world where every child develops a love of lifelong learning. Since 2012, we've reached more than 200,000 teachers and 6 million children across 3 Indian states and one quarter of all districts in Uganda.

2012

YEAR ESTABLISHED

6 200 000

CHILDREN / USERS

3

COUNTRIES



We activate learning in Mathematics, English, other subjects & languages - crucial in times of increasingly sedentary lifestyles.

Tagtiv8 Active Learning

United Kingdom

As teachers & leaders, we need to look at ways to embed creative opportunities for learning. Tagtiv8's physically active learning (PAL) approaches & ideas develop innovative ways to combine Mathematics, English, other subjects and language with physical activity. Research by Leeds Beckett University demonstrate that our PAL solutions tackle inactivity & obesity & impact on standards.

2013

YEAR ESTABLISHED

80 000

CHILDREN / USERS

8

COUNTRIES



Remedial education program to support students falling behind in basic literacy and numeracy.

Teaching at the Right Level (TaRL)

Gaborone, Botswana

Simple, scalable, effective and learner centered. We tailor instruction to a child with fun, level-targeted activities to enable them to learn basic numeracy. Our model is a 30-day intervention implemented one hour a day. The pillars; assess and group students by ability, use targeted instruction, employ fun and engaging learner appropriate materials and maintain strong implementation systems.

2018

YEAR ESTABLISHED

12 000

CHILDREN / USERS

1

COUNTRY

VISIT THE WEBSITE



Our mission is to help teachers and schools educate children and youth to be active participants in a diverse democracy.

Teaching Tolerance

United States

Teaching Tolerance provides free resources to educators—teachers, administrators, counselors and other practitioners—who work with children from kindergarten through high school. Educators use our materials to supplement the curriculum, to inform their practices, and to create civil and inclusive school communities where children are respected, valued and welcome participants.

1991

YEAR ESTABLISHED

500 000

CHILDREN / USERS

1

COUNTRY

VISIT THE WEBSITE



Advancing the quality of education for underserved learners through technology solutions and pro bono consulting.

Team4Tech

San Mateo, United States

Team4Tech partners with strong community based education nonprofits and amplifies their impact through technology grants and training to build capacity over three to five years. The ultimate goal is to advance progress on the United Nations Sustainable Development Goal 4.4: to substantially increase the number of youth and adults who have relevant skills.

2013

YEAR ESTABLISHED

80 000

CHILDREN / USERS

20

COUNTRIES

VISIT THE WEBSITE



A safe out-of-school learning environment where young people from underserved communities work with adult mentors.

The Clubhouse Network

Global

The Clubhouse Network is an international community of more than 100 Clubhouses located in 20 countries, providing youth with life-changing opportunities. Each Clubhouse provides a creative, safe, and free out-of-school learning environment where young people from underserved communities work with adult mentors to explore their own ideas, develop new skills & build confidence through technology.

1993

YEAR ESTABLISHED

18 404

CHILDREN / USERS

20

COUNTRIES

VISIT THE WEBSITE



An independent charity that combines the journalistic expertise of The Economist newspaper with teaching know-how.

The Economist Educational Foundation

United Kingdom

We enable inspiring discussions about the news in schools by providing educational news content, teacher training and resources. We also bring together schools from different communities and countries for global conversations.

2012

YEAR ESTABLISHED

8 000

CHILDREN / USERS

19

COUNTRIES



Educate! prepares youth in Africa with the skills to succeed in today's economy.

Educate!

Uganda, Rwanda, and Kenya

Educate! tackles youth unemployment by partnering with youth, schools, and governments to redefine education so that youth in Africa receive the skills to attain further education, overcome gender inequities, start businesses, get jobs, and drive development in their communities.

2002

YEAR ESTABLISHED

46 000

CHILDREN / USERS

3

COUNTRIES



THINK EQUAL is a global system change in education, bringing Social and Emotional Learning as the core purpose of Early Childhood Education.

THINK EQUAL

United Kingdom and United States

THINK EQUAL works towards a world in which all children have the optimal opportunity to develop to their full potential, have their views respected, respect one another, live free of discrimination and violence, and become active participants of a free and equal world. A movement as well as concrete programme, it equips teachers with resources which build the foundation for positive life outcomes.

2016

YEAR ESTABLISHED

77 000

CHILDREN / USERS

14

COUNTRIES

VISIT THE WEBSITE



TOMi7 allows you to simulate the internet inside the classroom and to present interactive classes to the student's devices.

TOMi.Digital

Colombia

TOMi.digital classes can be taught without the internet inside the classroom using the teacher's personal assistant device we've created called TOMi7. Our main services include: automatic exam grading, making any video projection into a smart-board, and attendance record keeping. We have already delivered more than 10,000 TOMi products to teachers in LATAM.

2019

YEAR ESTABLISHED

220 000

CHILDREN / USERS

11

COUNTRIES

VISIT THE WEBSITE



African edutainment to help kids learn, and use their learning to change their lives!

Ubongo

Tanzania

Ubongo has the largest "classroom" in Africa, with over 17 million kids learning via our fun TV, radio and mobile edutainment programs. We leverage the power of entertainment, the reach of mass media, and the efficacy of localized, kid-centered pedagogies to bring kids across Africa fun, effective learning experiences at low cost and massive scale. Made in Africa, for Africa.

2013

YEAR ESTABLISHED

17 000 000

CHILDREN / USERS

38

COUNTRIES



VISIT THE WEBSITE

We partner with local communities and supporters around the world to teach the unreachable.

United World Schools

London, United Kingdom

We work in remote and marginalised communities in some of the world's poorest regions to give every child access to free education. Our sustainable approach is changing the face of primary education in remote areas of South Asia, where children cannot access even basic education. To date, we have worked with more than 150 communities across Cambodia, Myanmar and Nepal to give children free school.

2009

YEAR ESTABLISHED

36 500

CHILDREN / USERS

3

COUNTRIES



VISIT THE WEBSITE

Coaching programme & global platform for young people without reliable online connectivity but a voice & message the world needs to hear.

XtalksWORLDlistens

Mzuzu, Malawi

Global platform and coaching programme for young people with poor online connectivity, but unique first-hand experiences the world could learn from. We find and showcase the untapped wisdom of teens in digitally harder to reach places. We coach them to hone their skills of communicating to a global audience with confidence and authenticity to supporters in 50+ countries.

2017

YEAR ESTABLISHED

1 850

CHILDREN / USERS

14

COUNTRIES

Special mentions for shortlisted innovations not selected

We believe that all the shortlisted innovations deserve a special mention for their outstanding work in education. The challenging decision to select an innovation most often came down to whether its contribution helped to achieve a diverse global spread and focus areas in the collection as a whole (e.g. skills, teacher development, assessment, environment etc.). For example, particularly difficult decisions were often made for innovations founded in affluent countries where innovation in education is more visible (e.g. United States and United Kingdom). We also found some innovations had excellent ideas but did not communicate a clear enough message of impact and scalability to our Academy members. Here were the most common issues we came across for impact and scalability:

- **Scalability:** We told our Academy Members to ask themselves “Could this innovation be adopted and adapted successfully in my context?” If it was not clear to them or the HundrED Research Team, then we found it difficult to justify its selection.
- **Impact:** The evidence presented for its impact over and above the status quo needed to be made obvious and clearly worthwhile for the relative effort to implement it for multiple contexts. Additionally, each Global Collection

aims to address the most pressing needs of its time. For example, one of the major focuses for this year was how innovations were addressing the sudden disruption of the COVID-19 pandemic.

Innovators aiming to be selected next year should try to refine the clarity of their innovation page, website, and supporting resources particularly with these factors in mind. However, the fact that the innovations below were shortlisted means they were considered worthy of being selected, but were superseded by other solutions and practices that either were more impactful and scalable, or contributed to greater diversity in the Global Collection as a whole. We very much encourage these innovations and others to continue to engage with HundrED and apply for future Global Collections and relevant Spotlight projects.

BROAD CLASS - LISTEN TO LEARN

321 EDUCATION FOUNDATION

AIMHI

AKILI DADA

AMB-LE-MA (AMBIENTE, LECTURA Y MATEMÁTICAS)

ANEER

APPLE SCHOOLS

BBC MICRO:BIT

BIG PICTURE LEARNING

BLUEPRINTS

CITIES OF LEARNING

CREATIVE CLASSROOM

DEVELOPMENTAL PLAY

DREAM LIFE SKILLS ASSESSMENT SCALE

EDTHENA

EGODACT

EQUAL OPPORTUNITIES

EXPERT & TUTOR TEACHERS

FREED

FUJI KINDERGARTEN

FUN CHINA WORLD

FUNDACIÓN MUSTAKIS

GLOBAL CREATE-A-THON

GLOBAL MINDS INITIATIVE

GLOBAL SCHOOL LEADERS

GLOBAL SOCIAL LEADERS (GSL) PROGRAMME

GRADUATE AIMS DATABASE

GRAPHIC VIGNETTES

GREEN SCHOOL BIO BUS

GREEN SCHOOL INTERNATIONAL

HILLMAN ACADEMY

INITIATIVE FOR PEACE

INSPIRE X BY SMALL ECONOMY WORKS

JAM

KAMILALA

KIDOGO

KIDSCAN! INNOVATION CAMP

KIWIX

LEARNING SPACE DESIGN LAB (C) BY AUTENS

LIGER LEADERSHIP ACADEMY

LYFTA

MAKEY MAKEY

MAKING GHANAIAI GIRLS GREAT! (MGCUBED)

ME & MYCITY

MOONSHOT EDVENTURES

MOSCOW ELECTRONIC SCHOOL

MOZAMBIQUE SCHOOL LUNCH INITIATIVE

NEO EDUCATION PARK

NIGHT ZOOKEEPER

PEOPLE'S ACTION FOR LEARNING (PAL) NETWORK

PERSONAL COACHING

PI-TOP

REACH & MATCH LEARNING KIT

REMAKE LEARNING

SANA

SCOLARYX

SHADOW A STUDENT

SHOFKO GIRLS' LEADERSHIP ACADEMIES

SLOOH - EXPLORE SPACE

SMILES IN EDUCATION

SNAPASK

SQUIRREL AI LEARNING

STAWISHA

STEAM EDUCATION AS A SERVICE

TECHNOVATION

THE CHANGEMAKER CURRICULUM

THE GHATA PROJECT

THE INTERNATIONAL TASK FORCE ON TEACHERS FOR
EDUCATION 2030

THE TEACHERS GUILD

THINK GLOBAL SCHOOL

TRIX AND TRAX

WHOLE CITY AS A LEARNING ENVIRONMENT

WIDE OPEN SCHOOL

WORLD OF WORK

YOUTH EXPRESS



HundrED Services

Services for Innovators

Once innovations are selected, HundrED works in collaboration with our extended global community to help innovators grow their impact and scale.

Being selected as a HundrED Innovation comes with global recognition, opportunities to increase visibility for your work, and an opportunity to connect and collaborate with a global community of educators, innovators, funders and youth who are committed to transforming K12 education.

GLOBAL RECOGNITION

- **Recognition:** All selected innovations are featured on the HundrED website and are recognized as leading impactful and scalable innovations in the world. Each innovator is sent a media kit for their website, social media, and email signatures.
- **Feedback:** Innovators will receive a sample of positive reviews from education experts that informed their selection on their innovation page, which will also include the plots of the innovation's impact/scalability graph used by the reviewers.
- **Spotlights:** HundrED Spotlights are focused thematic or regional innovation-focused research projects that we do in partnership with external foundations and organisation. HundrED conducts 4-6 Spotlights every year. All selected innovations will automatically be considered for other relevant Spotlights.

VISIBILITY

- **Promotion:** All selected innovations will be displayed on the HundrED platform with a banner indicating the Spotlight or Global Collection they have been selected for.
- **News:** Innovators are also invited to share any major announcements or milestones (e.g. funding, recruiting, expansion, etc.). These will be featured on all of the HundrED media platforms, which have a combined reach of an average of 45 000 visitors per month (and growing!).
- **Articles:** Occasionally, HundrED will reach out to innovators for thought pieces, quotes, and to feature their innovations in impact stories.
- **Events:** Innovators may also be invited to share their work at in-person and virtual events including Webinars and HundrED Glocals. This is a great opportunity for innovators to receive feedback on their work, as well as connect with other like minded HundrED community members.

CONNECTIONS

Every Innovator can ask for a growth call with the HundrED team and brainstorm on what kind of connections within the network can help them grow. These can include:

- **Other Innovators:** Since 2016, HundrED has been selecting leading education innovators from over 100 countries. We have created an exclusive Slack channel for our selected innovators to connect with each other, and are also happy to facilitate connections between our innovators with mutual experiences and needs.
- **Country Leads:** Piloting in 2020, we have selected proven top ambassadors from around the world to be Country Leads. We are happy to introduce innovators to our Country Leads for you to access their local expertise & network.
- **Ambassadors:** We have over 600 education industry professionals from over 100 countries willing to help with everything from providing feedback to paid engagements. Depending on what the innovator is looking for, the HundrED Team or Country Lead(s) will match you with the right professionals from our Ambassador network.
- **Funders:** Innovators also get access to the Funders Collection, where they can view investment priorities of over 100 of the top education funders in the world. When relevant, we will also share open funding calls and share innovators' profiles directly with our funders. Please note, Funders have the final call in agreeing to a connection.
- **External Experts:** Our network extends beyond the education ecosystem to experts in other industries that can help with marketing, fundraising, and other areas. We are able to see if there are any leads within our external network that could support our innovators, based on the needs identified.
- **Connect Service:** We also have a separate service for our larger HundrED Community to request a connection with our innovators. All requests are vetted by the HundrED team to ensure their quality. In the past we have made connections between our innovators and organisations like OECD, Education Above All, LearnIt, World Education Week, etc.

Services for Education Stakeholders

We continue to see strong interest from organisations and governments around the world to engage in a variety of projects around education innovation. To clarify our work and the types of projects we work on, we have simplified and consolidated our offering into 4 categories:

- **HundrED Spotlights** are a collection of innovations on a specific theme or region with partner organisations. Project results are always freely available for all.
- **HundrED Tailor Made** is designed for education leaders who want to improve education in their schools with the help of impactful education innovations. The 4 main steps of the process are a close collaboration with the partner. As part of this process, all stakeholders into account that will be impacted by the innovation being implemented.
- **HundrED Lab** is a co-creation process to develop a new solution on solving a challenge or meeting a goal. We will use our expertise in education and experience developing multiple lab solutions with innovators to develop an education innovation together.
- **HundrED Research** is focused on understanding various questions related to understanding the diffusion of education innovations. Like Spotlights, we partner with organisations (e.g. Finnish National Agency for Education, Brookings, and others) to collaborate on projects we co-develop.

Join the HundrED Community

Many individuals across the world are deeply passionate about improving education, expressing a multitude of reasons specifying its importance. Yet, due to the disconnect of insights and information in education, they are often unaware of other stakeholder perspectives and innovations that are working impactfully, committed to scale and addressing key needs. Educational stakeholders are often unable to take into account global perspectives and insights in education, due to language and financial barriers, which thereby, prevents them from tapping into global knowledge bases and exploring practical examples that can help deepen their impact and support their local education communities.

At HundrED, we are therefore committed to bringing a variety of education stakeholders together to discuss, debate, and act on education challenges that impact millions of young lives. The intention behind our community is to help improve K12 education through innovations. We believe that the change can happen only when we would together, listen to varying perspectives and offer solutions to the global problems in education.

Educators, innovators, educational leaders and young people are therefore invited to join us in our vision to help every child to flourish and improve K12 education through innovations. To learn more about our community, check out our website: <https://hundred.org/en/community>



Partner With Us

Our work with partners has come about from our work with diverse changemakers in education, and we are always happy to discuss new ideas to make change happen. Here are a few ways we currently work with partners around the world:

EDUCATORS: WE HELP IDENTIFY OR IMPLEMENT INNOVATIONS

We work closely with education providers and school systems on innovation. We can identify innovative policies and practices that should be globally recognized, or help improve or implement innovations.

PARTNERS: PROMOTE INNOVATION IN EDUCATION

Our partners are visionary supporters of education innovation. Global partners work with us in a variety of ways, while Spotlight partners sponsor projects that are aligned with their work in regions and/or themes.

FUNDERS: WORK WITH US TO MAKE CHANGE HAPPEN

Funders help innovation spread faster than anyone. We provide our expertise to funders looking to solve challenges globally or locally, and sometimes expand their horizons on what and where to fund.

To learn more about partnership possibilities, check out our website:
<https://hundred.org/en/services>

GLOBAL PARTNER



PROJECT PARTNERS

The LEGO Foundation





Contact information

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