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**THURSDAY, AUGUST 28, 2014**

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9:45–11:00am

**Innovations in Curriculum Delivery and Training**

Increasingly, practitioners are turning to technology to address growing challenges of scaling and sustaining curriculum and training delivery models. In this session, partners will share their experiences and insights on the role of technology in curriculum delivery and technical training within their country programs. Through an interactive panel, participants will demonstrate how they use innovative tools such as gamification, e-learning curricula and 3D technology to improve the impact of their respective programs.

- Donnie Seet, Education Director, Youth Enterprise Academy International
- Nikita Agrawal, Program Manager, QUEST Alliance
- Andrey Levchenko, Project Manager, Center for Corporate Cooperation Dialogue (CCCD)
- Moderator: Jacob Risner, Program Manager, International Youth Foundation

Andrey Levchenko, Project Manager, Center for Corporate Cooperation Dialogue (CCCD)

- All Vocational Training Schools (VTC's) are technical and within the Caterpillar trades.
- Students received 48% of their education from the web portal CCCD created.
- Volunteers provide updated labor market notes on the portal so it stays relevant and active.
  - Specialists available on job placement and monitoring of the labor market.
- Challenge: Getting youth to visit the portal.

Donnie Seet, Education Director, Youth Enterprise Academy International

- Singapore is 50 KM, very small country.
- YEA International
  - Build entrepreneurs/innovators among children/youth at a young age;
  - Youth that begin developing this mindset early tend to want to start their own businesses later in life.
- Case study: 3D printing and boot camp
  - Provides an introduction to science and technology;
  - Incorporates skills in design;
  - Competition component (as an incentive);
  - Day 1 of workshop:
    - Youth used 3-d pens and did research in how 3d printing is used in different fields;
    - 3D printing makes STEM “cool;”
    - Youth are provided with software so that they can work from home and develop their own 3D designs;
- How to attract girls to STEM programs:
  - Need to create accessibility and demand to STEM education/fields;
- Graduates from the program are ambassadors for the program to encourage more participation.
- YEA implements the program in partnership with Singapore polytechnic
  - Components of the program include: STEM education, Life Skills (PTS), Call to Action (what careers and opportunities are available for the program);

## Nikita Agrawal, Program Manager, QUEST Alliance

- QUEST empowers youth to be able to take learning and apply it.
- They work with three key stakeholders – Youth, educators, educational institutions.
- Problem: youth can become disengaged with the learning environment.
- Solution: Create self-learning digital content for students' own exploratory learning.
  - 250 hrs of content developed using games, digital tools etc, for technical skills development, life skills, etc;
  - Increase career decision making process;
  - Industry visits help youth understand the world of work;
- Job placement system: there are 250 companies in and around Bangalore interested in hiring youth.
  - Career events allow youth to explore career opportunities;
  - Matching process is done on QUEST's web portal;
- Alumni connections made using QUEST's technology platforms
  - Helpline is also connected to the system.
- Current Challenges:
  - Lack of support to trainers;
  - Trainers don't know what they're doing and/or how they can create a career path for themselves;
  - Solution:
    - F2F workshops on self and facilitation;
    - Digital life skills toolkit for trainers and students to achieve reach;
    - Master coaching;
    - Online platform to support trainers and students;

## Q&A

- Could you provide additional background on the 3d printing program?
  - Targeted for secondary youth (about to choose their career tracks);
  - The cost of 1 3d printer is \$2000 so there is strong ROI;
  - Entrepreneurship: partner students with traditional Chinese business, then they create marketing campaign for businesses. Key is to use what is trendy to hook students as case studies towards innovation;
- Andrey: Specialist with CCCD gets labor market information from open source sites.
  - Students can look for information based on the careers they're interested in;
  - Challenges to get students to use the portal, so CCCD uses incentives. This includes holding contests on the portal with prizes. St. Petersburg is football oriented so tickets are prizes, as well as uniforms;
- Nikita: Alumni champions work because youth want to be leaders. That's the incentive and value proposition for alumni.
  - Quest raises awareness of alumni program through the training itself;
  - Alumni can attend courses;
  - Work with partners on strong infrastructure support in order to get connectivity. Content is offline as well. IT support team is available for trouble shooting on call – QUEST makes site visits if there are issues.