

Terms of Reference (ToR)
Develop e-learning Curriculum under Skill to Succeed-GG7

1. Background:

The Skill to Succeed GG7 program aims to deliver training on Socio -emotional skills, Growth mindset and Digital skills to 70,000 In and out of school children aged 10-14 years that will help the successfully transition into the job market.

The training target heavily impacted due to COVID situation. During COVID time, schools were closed from March 2020 to 12 September 2021 hence project could not start the training in schools. Therefore, project sets an alternative strategy to reach training target for next Y2 and Y3

The benefits of using e-learning during the COVID-19 pandemic is to avoid in person contact and children can participate training at their convenient time who have access to internet and devices at their home. Moreover, delivering the training via e-learning provided several benefits over the more traditional in-person approach, including more flexibility in scheduling for teachers and students. Students were able to access the training on their cell phone or other devices with internet during their free time. This flexibility also allowed the program to reach more children who may not have been otherwise able to access the training. Additionally, the e-learning approach is cost efficient, as it requires less time from trainers and no printed training materials.

Justification of hiring Consultant

Currently Skill to Succeed Project -GG7 is implementing Socio-Emotional skills, Growth Mindset and Digital skill training at learning centers for learners aged 10-14 years. This curriculum is developed through a rigorous curriculum development process following developing curriculum framework, learning competency, methodology and desk review. The structure of the module is developed based on 'in person' training delivery method.

The e-content will differ from the present module and highly focused on an interactive process between learners and devices. It requires development of scripts from the existing module following a specific e-content frame, make it interactive though using appropriate audio voice over, scenes, animation, and interactive task suitable for learners.

The individual consultant will develop the e-content and e-methodologies by adopting present curriculum. It requires specialization of understanding SEL-GM module, its contents, develop scripts and finally pilot to understand its effectiveness. The current SCBD Content Development Team have the expertise to make the scripts interactive like preparing graphics, animation, audio voiceover, design but developing the scripts require specialization who will transform the existing print-based curriculum into e-curriculum. Moreover, the external consultant will be engaged as a resource person to work with both project team and SCUSA team to materialize the e-curriculum.

Objective: To develop the e-content and e-methodologies for the online SEL-GM course.

This includes designing interactive online activities and their content (scripts, messages, instructions, etc.). The content and methodologies should align with SC's SEL-GM in-person curriculum and work to achieve the same SEL-GM learning outcomes.

2. Scope of the Work: The consultant is expected to come up with the best approaches for undertaking this assignment. The following steps should be taken:

- a. Conduct desk review of present SEL, GM and Digital skill curriculum.
- b. Conduct interviews with children, teacher, facilitators, and instructor to understand the session outcomes and identify most effective sessions for e-curriculum
- c. Work with SCUSA and SCBD team for developing e-content framework, which will include the competencies and learning outcomes for each module.
- d. Develop 3 e-content from 3 different module combination of story, activity, Multiple Choice Questions (MCQ), assessment and following based on competency/outcomes with close advisory support from member country in English and Bangla

- e. Accommodate feedback on contents reviewed from SCiBD and SCUSA and teachers and finalize the scripts
- f. Provide feedback on first 3 e-module developed by SCBD Content team whether contents are properly interactive/reflect
- g. Develop e-contents of rest module and incorporate feedback from SCiBD and SCUSA and schoolteachers and finalize the contents
- h. Provide feedback on e-module developed by SCBD Content team to review & test the interactive activities and how the content is provided and integrated and provide ongoing inputs to the design.

3. Deliverables:

- a. A short report summarizing key findings from interviews to inform the e-curriculum
- b. 10 e-content for e-learning modules, incorporating feedback from SCBD and SCUSA teams, how the existing content is integrated in the e-content, work with content developer team to review & test the interactive activities and ongoing inputs to the design.

4. Location of the assessment: Dhaka North and South City Corporation

5. Required Qualification:

For the consultant (not all but preferred)

- Hands on experience related to curriculum development for life skills, socio-emotional learning skills, growth mindset, and/or digital skills for very young adolescents (ages 10-14)
- Hands on experience developing an interactive e-learning course and/or digital educational content.
- Prior experience working as a teacher and/or curriculum developer
- Hands on experience of Reviews/Assessments of 'Quality Education' for children or related work experience
- Masters in any discipline preferably Education, Mass Communication
- Excellent Language skills in Bangla and English

6. Timeframe: The tasks are expected to be accomplished by 30 days' work that will be started from 16 of December and ends in April 2022.

Interested individual consultant, may submit their technical and financial proposal along with CV, TIN certificate and VAT registration copy to the following email address: prosanta.roy@savethechildren.org. Application closing date: **November 27, 2021**.
