

SESAME WORKSHOP

Watch **PLAY** Learn

FOR PROGRAM MANAGERS

Guidelines and Considerations for Selecting Appropriate Technology



WATCH, PLAY, LEARN TOOLKIT

SESAME WORKSHOP

Watch **PLAY** Learn

Introduction

This tool helps Program Managers choose the right technology for playing *Watch, Play, Learn* videos in sessions with children or caregivers in low-connectivity and crisis-affected settings.. It offers a three-step guide:

- **Step 1.** How to select the appropriate hardware and software
- **Step 2.** How to prepare the learning and play space
- **Step 3.** How to ensure access for individuals with disabilities

For more comprehensive guidance, including context analysis, operational considerations, and strategic decision-making, we recommend using the Technology Decision Roadmap. Key sections include:

- **Understanding the Context** (pages 7-10): Guidance on assessing the operational environment and digital inclusion barriers.
- **Selecting Technology Solutions** (pages 11-13): Step-by-step guidance on choosing appropriate hardware and software.
- **Selecting Delivery Methods** (pages 14-16): Insights on how to select the best delivery methods considering group size and space.
- **Assessing Operational Challenges** (pages 20-23): Considerations for potential operational issues, including space constraints.

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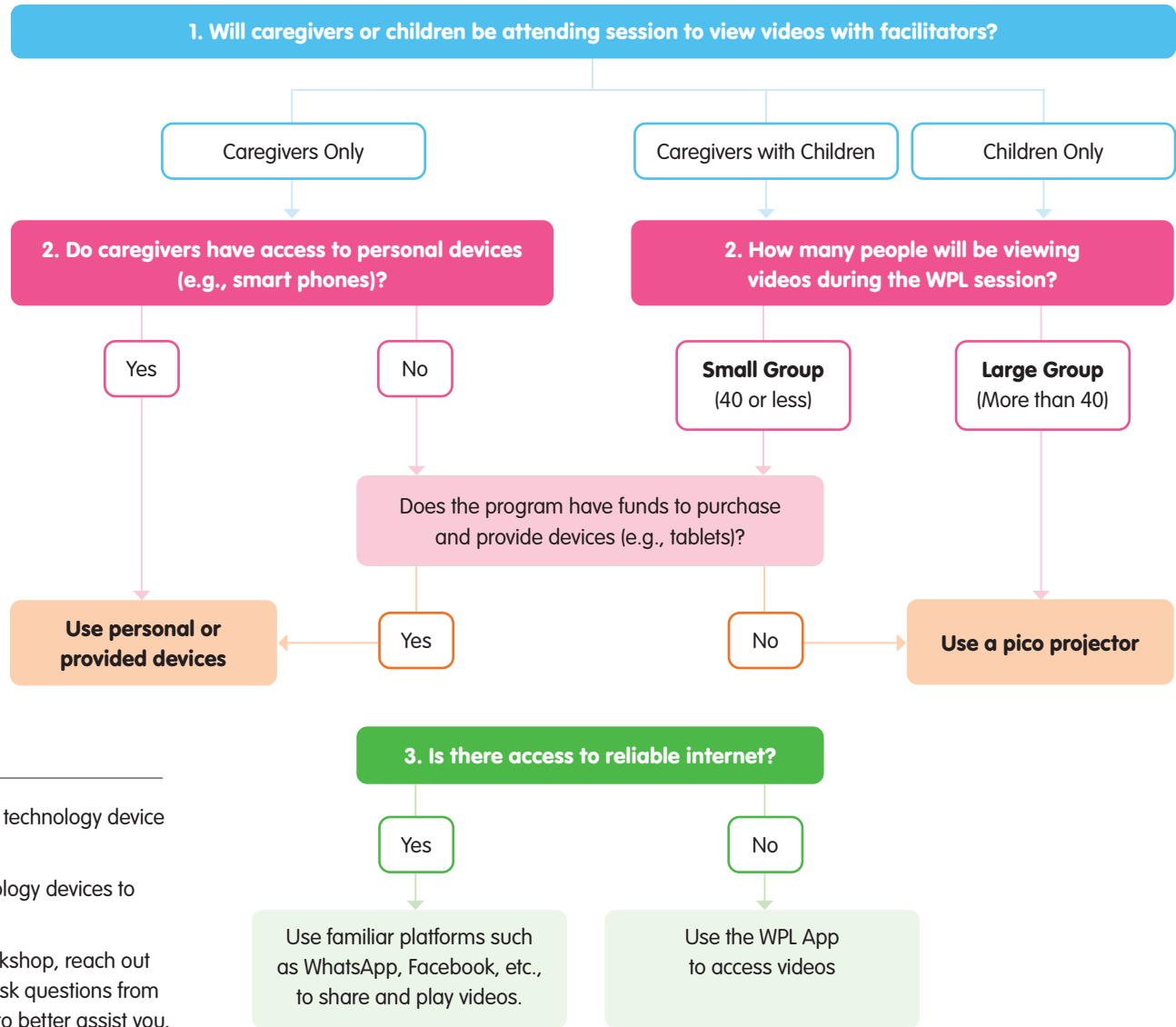


View the Technology Decision Roadmap

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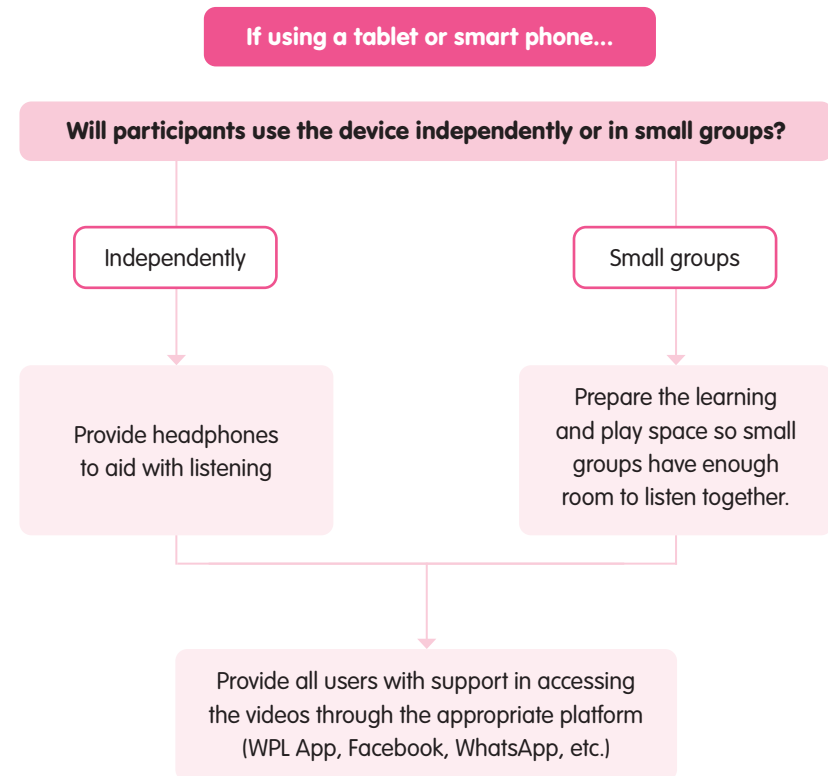
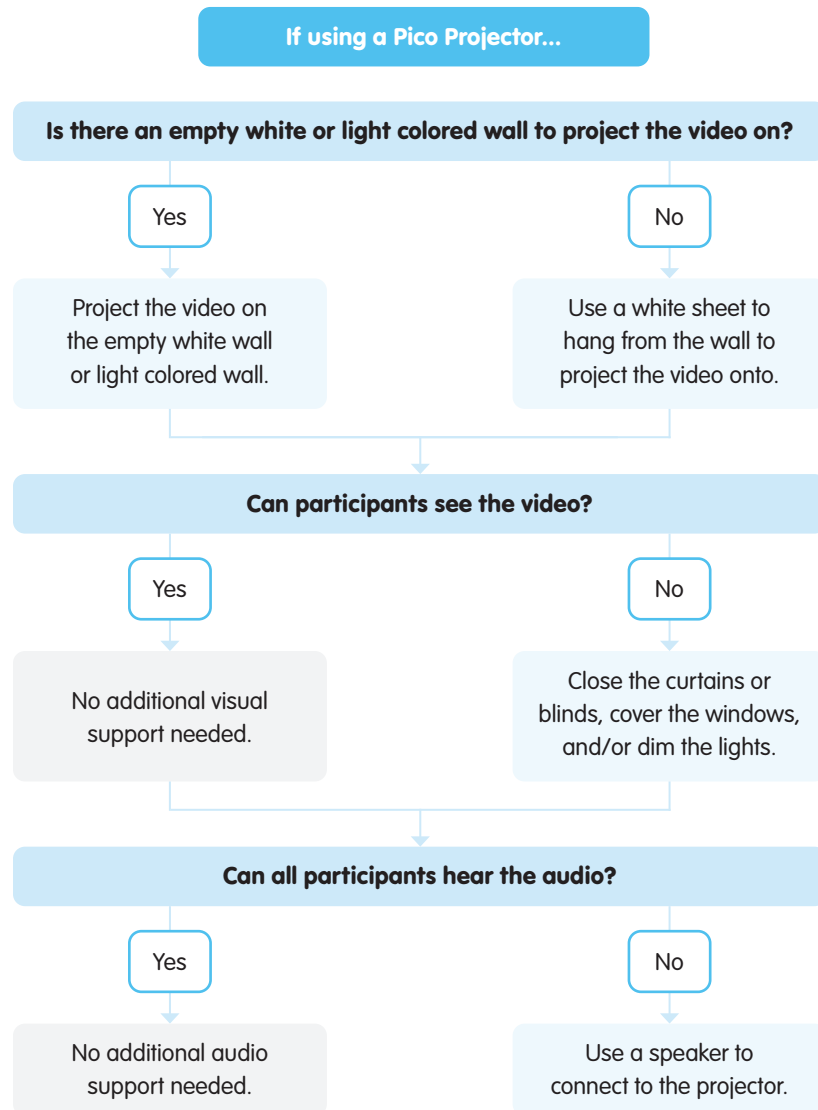
Step 1. How to select the appropriate hardware and software

- 1. Determine the audience
- 2. Assess group size and device availability
- 3. Check internet connectivity

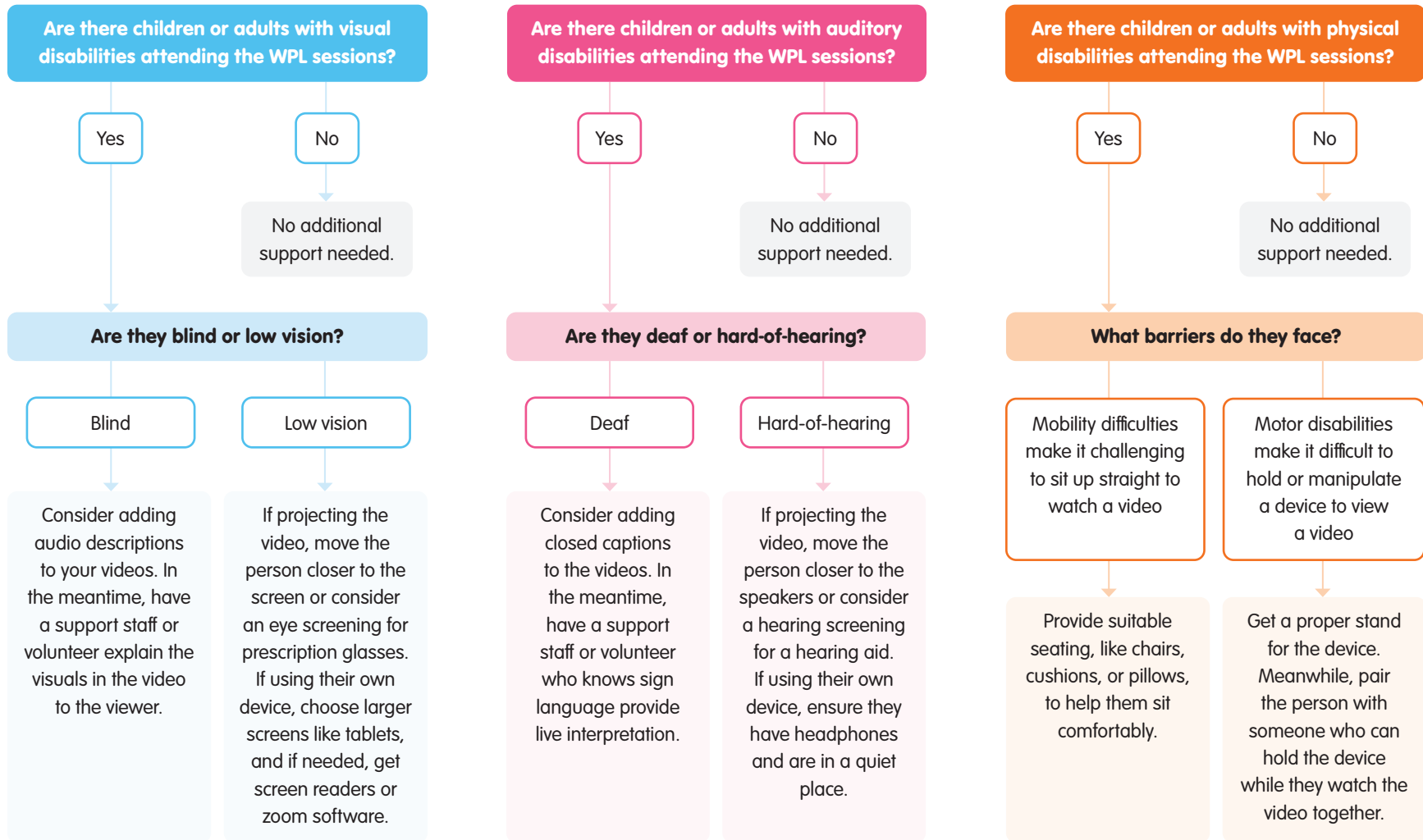


- See Annex 1 for more details about each technology device and the WPL App.
- See Annex 2 for how to use these technology devices to facilitate *Watch, Play, Learn* sessions.
- For additional support from Sesame Workshop, reach out to the nearest regional office. Staff may ask questions from Annex 3, technology survey for partners, to better assist you.

Step 2. How to prepare the learning space



Step 3. How to ensure access for individuals with disabilities



*Please see Facilitator Guidance Tool 2, Facilitating *Watch, Play, Learn* in Humanitarian Settings, for more strategies on how to include learners with visible and invisible disabilities in the learning and play spaces and activities.

Annex 1. Watch, Play, Learn technologies

This section provides a brief introduction to the different types of technology that you may use to facilitate *Watch, Play, Learn* videos. For additional information on how to select the appropriate device for different contexts, see Sesame Workshop’s Technology Decision Roadmap.



Projectors

- Small, battery-powered, and easy to transport.
- Projects high-quality images and sound.
- Easy to use for whole-class activities and helps manage children’s behavior by capturing their attention with a single device.
- Suitable for large groups or learning settings.
- Useful in areas with low internet connectivity; videos can be downloaded and stored on the device beforehand.
- Connects to laptops, tablets, or smartphones via Bluetooth.



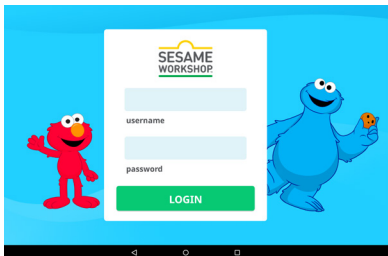
Tablets

- Rechargeable and portable, suitable for handheld use or propped up on a surface.
- Best for areas with reliable electricity and internet access.
- Ideal for smaller learning groups or individual learners.
- Supports self-paced learning, giving children control over their educational experience.
- Enhances digital literacy skills and fosters a sense of digital citizenship in environments with significant digital inequity.



Smartphones

- Small, affordable devices that connect to the internet via 3G or 4G networks.
- Useful for families on the move or in settings without dedicated learning spaces, as videos can be viewed at home.
- Suitable for use with small groups or individual learners, though usage may be regulated by parents at home.
- Facilitates independent learning and behavior management, as each child can use their own device. However, this may limit opportunities for collaborative play and group activities that are essential for developing social skills, as outlined in this toolkit.



The *Watch, Play, Learn* App

For facilitators using Pico Projectors and/or Android smartphones to implement *Watch, Play, Learn*, Sesame Workshop has developed an app called, *The Watch, Play, Learn* App, which allows you to search, select, download, and queue videos to watch in an offline setting.



The app allows you to download videos directly to a pico projector before a session. Facilitators can plug in the projector and play (plug 'n play) videos in spaces where there is no Internet or where the Internet connection is unreliable.

Annex 2. Considerations for facilitating WPL sessions with different technology devices

Pico Projector

- **Establish expectations:** Establish shared rules with children (like being quiet during viewing and keeping hands to themselves) so they all can focus and engage.
- **Display the projection:** Use projector screen, blank wall or a white sheet or cloth to show the videos.
- **Lighting conditions:** Ensure that the lighting conditions allow everyone to see the video; too much light may make it difficult to see.
- **Audio conditions:** Use a speaker so people who are sitting further from the projector (or who have hearing or seeing difficulties) can hear and see the audio and video.

Tablet

- **Establish expectations:** Establish rules about handling the tablet and staying within the correct content.
- **Show how to use tablet:** Demonstrate how to access the correct content and use verbal cues to ensure children watch content at a similar time and pace to their peers.
- **Establish routines:** If sharing a tablet in a small group of children, assign roles for each child (holding the device, pressing play, etc.) and establish a routine for sharing these roles over the course of the activities (i.e. take turns during the week)
- **Provide support:** It may take some time for children to learn the routines. They may need your support to learn how to work with their peers in small groups.
- **Audio conditions:** If using in a small group, set the device volume at the level that allows each group to hear without bothering others. If using one tablet per child, use headphones (if possible) so that children can hear their specific videos.

Smartphone

- **Use existing knowledge:** Smartphones are commonly owned devices even in contexts affected by conflict or displacement. Many people have access to smartphones and know how to use them.
- **Ensure data availability:** However, people may not always have access to the Internet or data from their personal devices. This means they may not always be able to access online media or activities. Ensure data is provided where needed.
- **Work with parents:** Smartphones are great tools for parent-facing activities or for facilitating WPL at home. Facilitators can expect parents and caregivers to control children's access. They will likely decide where and when children can use the phone.
- **Provide support:** Some users may require support when using the device. For example, parents and their children may not know how to access certain platforms or websites, such as YouTube or Facebook. WhatsApp or Telegram can be used for facilitators to provide support to parents and caregivers.

Annex 3. Technology Survey for Partners

For additional support from Sesame Workshop, contact the nearest regional office and provide them with the information from this survey.

1. Partner name _____

2. Do you have internet access at the centers where you plan to use *Watch, Play, Learn* content?

Yes No

If yes, what is the internet speed? _____

3. Are there cases where the content will be shown outside of the centers?

Yes No

If yes, where? _____

4. What technology/devices will you be using to show *Watch, Play, Learn* content?

(Select all that apply)

Laptops

Tablets (Android OS)

Mobile phones (Android OS)

Projectors

Television

5. For laptops or tablets, how much hard drive space is there?

Note: 140+ video files can take up a lot of storage space.

6. What is the best way to share WPL videos with you?

- Via the WPL App- where you can download the content (using internet) but can show it offline
- Only offline (thumb drives or hard drives)
- Online or streaming site
- Other (Please explain): _____

7. Do your devices have security settings that block the installation of apps or downloading of content?

- Yes
- No

If yes, explain? _____

8. Have you worked with other media providers in the past?

- Yes
- No

If yes, explain? _____

9. Is there any other information that you would like to share about the use of technology in your program?
