

SESAME WORKSHOP

Watch **PLAY** Learn

The *Watch, Play, Learn* Toolkit: Early Learning Resources



WATCH, PLAY, LEARN TOOLKIT

Acknowledgments

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Implementing Partners

- Universidad de los Andes
- Semillas de Apego
- Save the Children Kenya
- UNHCR

Play to Learn Consortium

- BRAC
- The International Rescue Committee
- NYU Global Ties for Children

Welcome to the *Watch, Play, Learn* Toolkit!

The *Watch, Play, Learn* (WPL) Toolkit is a set of cohesive, user-friendly and adaptable set of tools designed for front-line early childhood development (ECD) practitioners working in emergency settings (ECDiE).

These tools support the effective integration of WPL media and play-based learning into new or existing programs, ensuring that young children ages 3 to 8 years old affected by crisis and conflict have consistent access to early learning and development opportunities.

The WPL Toolkit was developed through a design-based and iterative research process that incorporated key learnings and best practices from pilot programs, as well as interviews and co-design workshops with key stakeholders, including implementation partners and Sesame Workshop program staff. Additionally, an external reference group comprised of ECDiE practitioners and experts from eight country contexts—spanning sectors such as teacher training, education, child protection, and mental health and psychosocial support (MHPSS)—provided critical feedback, ensuring that the tools are both practical and effective for use across diverse humanitarian programs.

Watch, Play, Learn Media

Sesame Workshop developed *Watch, Play, Learn* early learning videos, a library of globally tested educational media content aimed at bringing playful early learning to children worldwide, with a particular focus on crisis contexts. Created as part of the Play to Learn project funded by the LEGO Foundation, these videos feature beloved Sesame characters like Elmo and Cookie Monster and cover various subjects such as math, science, social-emotional skills, health, and safety. With 140 five-minute animated segments designed for children ages 3 to 8, these videos offer flexible use, whether as standalone resources or integrated into existing mental health, education, or child protection programs, suitable for both direct service provision and broadcast.



What is in the *Watch, Play, Learn* Toolkit?

Tool 1: Standard Operating Procedures (SOP)



Purpose: Provides guidelines for consistent and efficient program implementation.

Audience: Program managers overseeing WPL integration.

Features:

- Step-by-step instructions for planning and executing tasks.
- Ensures adherence to quality standards across all implementation phases.
- Promotes uniformity in program delivery.

Tool 2: Facilitator Guidance Tools

Tool 2.1: Welcome to *Watch, Play, Learn*



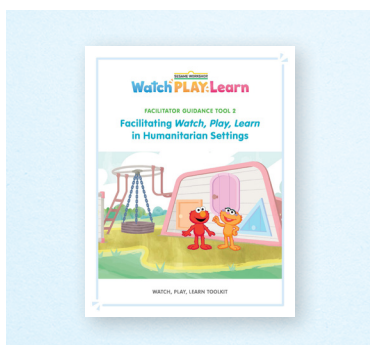
Purpose: Introduces the WPL and its implementation in various humanitarian contexts.

Audience: Facilitators and program managers working in crisis and humanitarian settings.

Features:

- Overview of the program's core principles, including play-based pedagogy and child development.

Tool 2.2: Facilitating *Watch, Play, Learn* in Humanitarian Settings



Purpose: Supports facilitators in developing and refining key competencies.

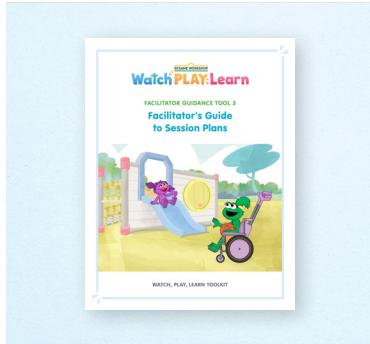
Audience: Facilitators and program managers working in crisis and humanitarian settings.

Features:

- Strategies for creating safe, inclusive learning environments.
- Guidance on professional well-being for facilitators.

Tool 2: Facilitator Guidance Tools

Tool 2.3: Facilitator's Guide to Session Plans



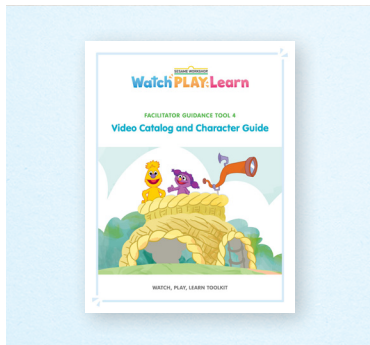
Purpose: Assists facilitators in planning and delivering effective sessions.

Audience: Facilitators and program managers working in crisis and humanitarian settings.

Features:

- Maps the learning objectives, videos, frequency of use and key messages for each curriculum block.
- Planning tips and facilitation strategies.
- Sample activities and adaptations.

Tool 2.4: Video Catalog and Character Guide



Purpose: Helps facilitators select appropriate video content and understand character roles.

Audience: Facilitators and program managers working in crisis and humanitarian settings.

Features:

- Detailed information on WPL videos and character profiles.
- Supports alignment of video content with session plans.

Four Session Booklets: Math, Social Emotional Learning (SEL), Science, Child Protection, Health and Safety



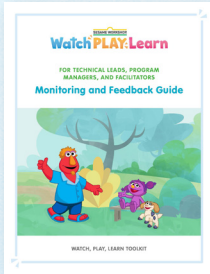
Purpose: Provides novice and experienced facilitators with scripted and prompted session plans

Audience: Facilitators and program managers working in crisis and humanitarian settings.

Features:

- 5 to 11 sessions plans per booklet.
- Gender Equality, Disability and Social Inclusion (GEDSI) considerations differentiated facilitation strategies and low-cost activities and handouts.

Tool 3: Monitoring and Feedback Guide



Purpose: Provides a framework for collecting and analyzing data to monitor program effectiveness.

Audience: Program managers and MEL specialists.

Features:

- An approach to monitoring and feedback organized by required and recommended levels of data collection.
- Sample tools for data collection, including reference sheets and templates.

Tool 4: Contextualizing and Integrating *Watch, Play, Learn* Across Sectors



Purpose: Offers strategies for integrating WPL media effectively across various sectors.

Audience: Program managers and technical leads in education, child protection, MHPSS, health, and WASH sectors.

Features:

- Guidance on tailoring programs to local cultural and social contexts.
- Tips for cross-sector integration of WPL content.

Tool 5: Guidelines and Considerations for Selecting Appropriate Technology



Purpose: Assists in choosing the right technology for implementing WPL in low-connectivity and crisis settings.

Audience: Program managers and technical teams.

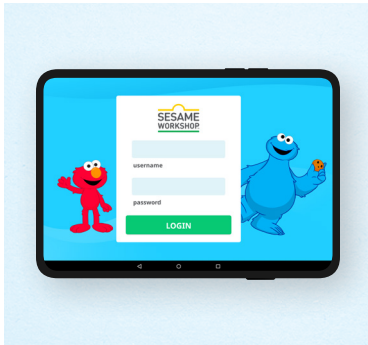
Features:

- A three-step guide for selecting appropriate hardware and software.
- Preparation tips for learning and play spaces.
- Accessibility considerations for children with disabilities.

*This tool should be used in tandem with the [Technology Decision Roadmap](#), which provides more comprehensive guidance for context analysis, operational considerations and strategic decision-making.



The Watch, Play, Learn App



Purpose: An offline app that can be used in low-connectivity settings.

Audience: Facilitators, program managers and community leaders.

Features:

- Capabilities to search, select, download and queue WPL videos on a pico projector or Android device

Supplementary Materials



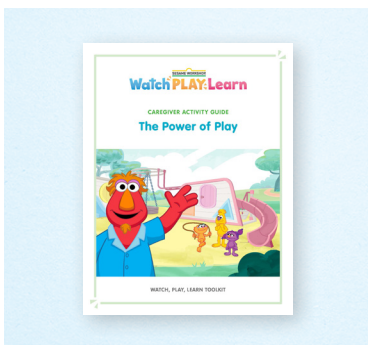
Purpose: Provides additional resources to enhance engagement and learning.

Audience: Facilitators, caregivers, and community leaders.

Features:

- Hands-On Resources: Character cutouts, finger puppets, flashcards, flipcharts, and posters.
- Take-Home Materials: Booklets and storybooks for continued learning outside of sessions.
- Recommendations for community resources: Leveraging local music, songs, games, and found or made materials to resonate with children.

The Power of Play: Play-based Activities for Caregivers (Available in English Only)



Purpose: Supports caregivers in engaging children through play to enhance learning and development.

Audience: Caregivers of children aged 3 to 8 years.

Features:

- Four live action videos focused on different types of play.
- Step-by-step instructions for play activities before, during, and after the videos.
- Extension activities to deepen engagement and understanding.

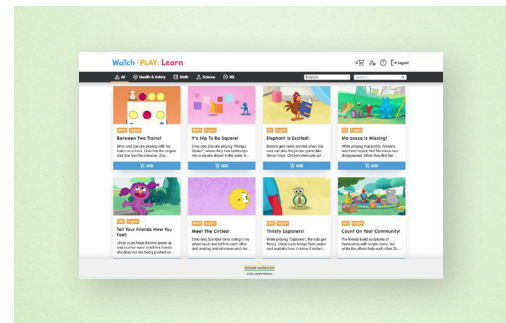
Where can the *Watch, Play, Learn* Toolkit be used?

The *Watch, Play, Learn* Toolkit is suitable for humanitarian organizations working with young children and their caregivers in conflict- and disaster affected communities, refugee camps and settings of forced displacement. It can be implemented in classes at school, non-formal environments such as child friendly spaces, and community or household settings. The WPL Toolkit can be facilitated by caregivers, educators and professionals or volunteers from education, child protection, MHPSS, health or WASH sectors. While designed with humanitarian settings in mind, the WPL Toolkit is also versatile and can be adapted for use in other contexts where support for children’s learning and well-being is needed.

How can the *Watch, Play, Learn* videos and Toolkit be accessed?

The *Watch, Play, Learn* Hub

The WPL Hub is a secure online platform designed to house videos in multiple languages. The hub allows partners to explore content through an easy-to-use ‘shopping cart’ feature and collaborate with Sesame Workshop teams to obtain content in the desired specifications and quality.



Learn More about *Watch, Play, Learn* and the power of media!

Visit our *Watch, Play, Learn* webpage to view samples of Toolkit resources.

For more information about *Watch, Play, Learn* and the Toolkit reach out to isioperations@sesame.org.



Meet the Characters

Elmo



Zoe



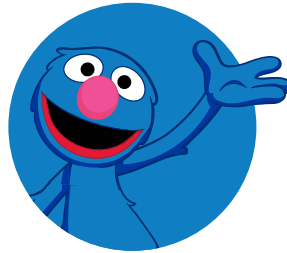
Basma



Jad



Grover



Cookie Monster



Ameera



Louie



Mae



Ms Natalia



Meet the Supporting Characters

Ma'zooza



Halum



Turtle



Chicken



Elephant



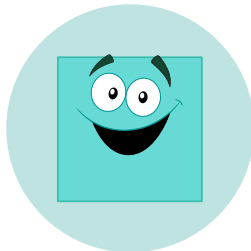
Bodybuilder Chicken



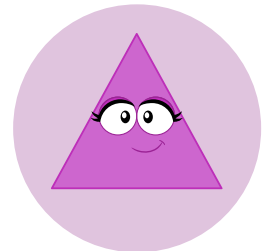
Circle



Square



Triangle



About



Sesame Workshop is the global impact nonprofit behind Sesame Street and so much more. For over 50 years, it has worked at the intersection of education, media, and research, creating joyful experiences that enrich minds and expand hearts, all in service of empowering each generation to build a better world. Our beloved characters, iconic shows, and outreach in communities bring playful early learning to families in more than 150 countries and advance our mission to help children everywhere grow smarter, stronger, and kinder.



As young children are increasingly exposed to crises around the globe, Sesame Workshop is responding with our Welcome Sesame initiative. The vision of Welcome Sesame is to see millions of young children and families flourish in the face of adversity with support from our innovative evidence-based educational media and programs. This initiative unites multiple programs with the shared goals of providing comfort and emotional support for children and families, building foundational knowledge and skills, promoting positive identity and belonging, and fostering more inclusive environments for children affected by crisis. Welcome Sesame is reaching families through broadcast and digital platforms as well as programs directly serving communities in partnership with governments, humanitarian organizations, and local actors. Along the way, we engage in continuous learning to enhance the reach and impact of our media and programs. We also leverage our research to advocate for increased prioritization of and investment in ECD for crisis-affected communities globally.



Play to Learn is an innovative humanitarian program from Sesame Workshop, BRAC, and the International Rescue Committee that harnesses the power of play to deliver critical early learning to children and caregivers affected by the Rohingya and Syrian refugee crises. Made possible with the support of the LEGO Foundation, Play to Learn reaches families in their homes, health centers, and play spaces—providing them with the tools needed to foster nurturing care and help children learn and thrive. Partnering with NYU’s Global TIES for Children as an independent evaluator, we are measuring the program’s impact on children’s development and caregivers’ mental health and well-being. By generating tested, scalable, and transportable approaches and educational content, Play to Learn is laying the foundation for transformational change — allowing us to reach generations of children affected by crisis, no matter where they are.

Produced by



In partnership with

The **LEGO** Foundation 

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