

Total time

30 minutes

Age range

10+ year olds



TRANSFORMING EDUCATION

Teacher Guide for Facilitating the Playing of the Survey









Thank you for participating in the World's Largest Lesson's Transforming Education Survey.

BACKGROUND

The pandemic has had a huge impact on schools, students and teachers. We know that nearly 1.6 billion students had their education impacted between 2020-22¹. As schools begin to reopen after nearly two years of closures, it provides an opportunity for students, teachers, parents and policy-makers to come together and discuss how we could reimagine education systems so that every child can flourish.

WHY HAVE WE MADE A SURVEY?

By playing this survey with students, we hope we can find out what students think about education, what they think the purpose of it might be and what they want it to look like in the future.

WHO IS IT FOR?

The survey has been designed for students aged 10+ years old to play and this may be the first time that students have been asked to answer these types of questions before. Some students may find it difficult to first come up with answers so students can complete the survey in discussion with classmates as well as doing it independently.

HOW LONG DOES IT TAKE?

We anticipate the survey taking 15-20 minutes for students to individually play and answer. The game is available in English, French, Arabic, Urdu, Spanish, Hindi, Russian and Portuguese. Children can play the game in any of the above languages they feel most comfortable in.

WHAT HAPPENS TO THE DATA? IS IT ANONYMOUS?

It's important to reinforce to children that there are no right or wrong answers. Playing this survey is an opportunity for them to share their opinions and it is completely anonymous. There is no way that student answers can be tracked back to them as individuals. This is also not a judgement on you or your fellow teachers. Rather this is an opportunity to ask children globally what they think the purpose of education is, what they discovered about their learning during the pandemic and what their visions of education are for the future.

OUR GOAL...

We want to give children and young people a platform to share their views, so that they can help change education for the better. Our ambition is to work alongside multiple organisations such as UNICEF, UNESCO and Teach for All, to share the data sets from children with global policy makers so that we can harness the power of student voice to bring us one step closer to achieving Global Goal 4: Quality Education for all.

Thank you!

If you have any questions or comments about the survey, please email lesson@project-everyone.org or contact us on social media: @theworldslesson

Thank you so much for your time and support.

1 Brossard, Mathieu; Bergmann, Jessica (2021). The State of the Global Education Crisis: A Path to Recovery, Innocenti Research Report https://www.unicef-irc.org/publications/1361-the-state-of-the-global-education-crisis-a-path-to-recovery.html









OUR SUGGESTED APPROACH TO COMPLETING THE SURVEY

Begin by asking students a few big, open questions that don't have a right or wrong answer.

What do you think the difference might be between education and learning?

Why do you think we go to school?

Pick a few students to think, pair, share their ideas.

Explain to students:

Today you have an opportunity to share your thoughts and opinions on learning and going to school. This is an activity that is being played by lots of children all around the world! It is being done so that big organisations like the United Nations can understand what you think about learning and going to school and how we can make it better so that we can achieve Global Goal 4 Quality Education for all.

Go through the first three questions together so that students become familiar with the question and answer types. Check understanding of the word **anonymous**.

Leave students to play the game individually, answering any clarifying questions they may have about vocabulary.

When all students have finished playing the survey. Ask them how they felt, were there any questions they didn't understand?

Set students an action challenge as a follow up to playing the survey. Ask them to have a conversation with their parents or caretakers at home about what they think the purpose of going to school and getting an education is. Does everyone in the house think the same or do they think differently? Ask students to make a note of all the different ideas to bring into the class next time for a further discussion.









HOW DO STUDENTS PLAY THE SURVEY?

There are three options:

OPTION 1: PLAY ONLINE

This option means students will need internet access for the entirety of their time playing the survey

- 1. Give students the survey link: https://client.playverto.com/wll/goal4
- 2. Students can select their preferred language using the dropdown on the top right corner and play the survey individually
- 3. Students play the survey until they have completed it



OPTION 2: PLAY OFFLINE

1. First gain access to the internet and download the survey onto the Tablet/Mobile by clicking the three dots in the top left corner of the screen



- 2. Once downloaded, you can disconnect from the internet
- 3. Share the Tablet/Mobile with the downloaded survey on the device around the classroom for the students to answer the questions









HOW DO STUDENTS PLAY THE SURVEY (CONT.)

4. Once a student has finished they will add a new player by clicking on "+ Player" (shown below) or reload the page and the next student will participate



- 5. Once all students have played, click on the same three dots and see how many entries need to be uploaded
- 6. Click the sync button
- 7. Once all data has been uploaded to our database it will be removed from the device.

Here is a video explainer for the Offline Experience: https://www.loom.com/share/150e1e2d918940c8823194e66db02539

OPTION 3: PLAY THE PAPER-BASED SURVEY

- 1. Print off the one page survey (see below)
- 2. Share with students for them to complete
- 3. With a Mobile device, take a photo of each paper survey
- 4. Upload the images of the student surveys to this picture upload link: https://client.playverto.com/wll/paper-based-upload Note: You will need internet access to upload the photos
- 5. After uploading the first picture, click next and add multiple pictures in the same session by clicking on the "Add another entry" as shown below:

















