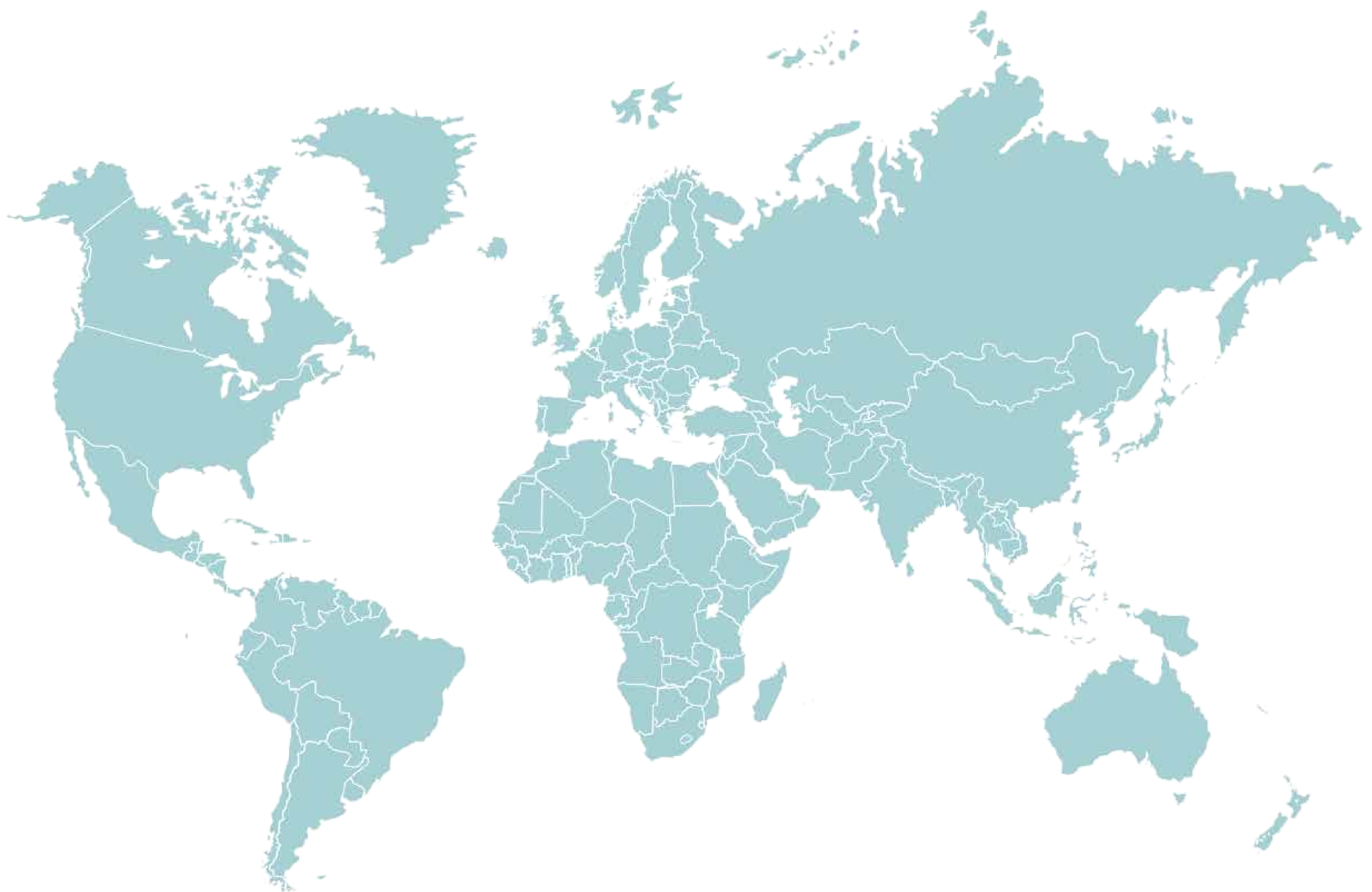




# Global Competence Online Project



## Global Education - Global Mind - Global Impact



“Students who are best prepared for the future are change agents. They can have a positive impact on their surroundings, influence the future, understand others' intentions, actions and feelings, and anticipate the short and long-term consequences of what they do.” - OECD 2018 “Education 2030” Position Paper

If you are reading this - you have internet. Half of the world does not.

If you are reading this - you most likely went to primary school, and probably to university.

264 million kids cannot go to school because they simply don't have access to it.

264 million - is it a lot? Imagine 30 cities of New York or 22 cities of Moscow and no one goes to school...

This issue has been around all along, and numerous research papers and publications have been highlighting this issue more and more. Access to education is a human right. And we can join to help others get educated.

## So what can you do about this?

Your kids can...

... make international projects which help kids around the world study better. They solve the world issues and through that they learn top skills and obtain global mindset.

**Global Competence** Online Project (GCOP) is a program that allows your kids to solve a world issue - lack of quality education - while acquiring key competences and skills. The program teaches students how to use their own resources - knowledge, skills, creativity - to design an educational game for students who do not have any resources for studying well. These kids - in Uganda and rural China - get the game for free in the end of the course.

## How does the program work?

- Your child joins the program after passing a free interview successfully.
- Together with students of the same knowledge level from different countries, students learn project-management skills through **Project-Based Learning** approach and design an educational game.
- They go through all the stages of a product design - from ideation to discussion to piloting and to the final version.
- Along the way the team is guided by a professional educator and is supported by scientists and educators around the world, who lead workshops for the students and help them evaluate their game.
- Once the product is in its final version, it is shared for free with a 600-kids school in Uganda and multiple schools in villages in China.

## GLOSSARY

**Global Competence** - the capacity and disposition to understand and act on issues of global significance. Collectively, global competence represents the knowledge, attitudes, skills, and behaviors necessary to thrive in today's interconnected world.

**Project Based Learning** - a teaching method in which students gain knowledge and skills by working for an extended period of time to investigate and respond to an authentic, engaging, and complex question, problem, or challenge.

**What do students learn and acquire during the program? Students make a journey that will help them shape and thrive their future:**

- Project management skills
- **Lean management** approach
- **Digital literacy** skills
- Entrepreneurial skills
- Communication and negotiation skills in English
- Cultural Competence
- Empathy
- Global mindset
- Charity project
- Website design skills
- Forming longterm friendships with multicultural friends
- Higher intrinsic motivation and a highlighted sense of accountability

## GLOSSARY

**Lean Management** approach is about continuously improving work processes, purposes and people. The two main pillars of the Lean methodology are respect for people and continuous improvements.

**Digital Literacy** - the ability to use information and communication technologies to find, evaluate, create, and communicate information, requiring both cognitive and technical skills.

Skills acquired	How they're acquired through the project
Project management	Students go through all stages of running a project - from ideation to implementation. Throughout the project students look at the steps they've taken and evaluate the decisions they've made and results they've got.
Lean management approach	When creating the game, after certain stages students have to test their creation with family or friends to make sure they are on the right track. Every new step is always tested in order to avoid wasting time and focus.
Digital literacy	Students use a few tools that help them develop digital literacy skills: an online project management tool, an ideas-sharing platform, a few websites for global issues research, and online tools for our communication. All in all students don't just use internet, they learn to use different recourses and platforms in order to create real value.

Skills acquired	How they're acquired through the project
Entrepreneurial skills	All the information given to students is meant for them to learn to connect the dots, see the big picture, set goals and find practical steps to reach the goals. Students practice how to present their creation to others (family/friends/school) and how to pitch to the guest speakers scientist and educators.
Communication and negotiation skills in English	Students discuss their ideas in English, explain their points of view and make find common ground. This way they develop and polish their communication and negotiation skills.
Cultural Competence	Communicating with students from other countries and building a project together, students develop an understanding of other cultures and points of view, and having one bigger goal that unites them - helping other kids get better education.
Empathy	By creating a game for kids like themselves but in rural areas in Uganda and China, students start to be aware of the issues that these kids have, they start to see how the game can help them overcome challenges and give them motivation to learn. Empathy is one of the hardest things to develop at school, one of the best ways to do it is by having children involved into helping the communities in need.
Global mindset	Seeing a bigger picture by solving a world issue, focusing on the global level of impact, designing a game that's later sent to communities around the world - all these points develop global mindset and a better understanding of this interconnected world.
Charity project	Students don't just deign a project, they design their first charity project, as the game will be sent for free to schools and communities.

Skills acquired	How they're acquired through the project
Website design skills	Students design a ready-to-be-launched website.
Forming long-term friendships with multicultural friends	Students continue to keep in touch with each other and the schools that play their games long after the course is over.
Higher <b>intrinsic motivation</b> and a highlighted sense of accountability	Students contribute to making education accessible to everyone by helping kids around the world learn in a fun and meaningful way.
Gain experience in collaboration on a global project with practical realization of their skills	Global project with direct impact - this is a perfect space for students to learn how to take action on a global scale.

### What will the students get in the end of the program?

- first actual product - educational game - designed all by themselves
- first charity project with outstanding results that will highlight their school and jobs applications in the future
- a ready-to-publish website
- a certificate of participation that can be later used for school and universities applications
- a recommendation letter (issued once within a year after the project finishes, upon request)
- online version of the game will be designed by EDU\_Matters team and students will be able to use it and showcase in their projects portfolio
- further contact with mentors for potential internships or science centers visits in their countries

## GLOSSARY

**Intrinsic motivation** refers to behavior that is driven by internal rewards. In other words, the motivation to engage in a behavior arises from within the individual because it is naturally satisfying to you. This contrasts with extrinsic motivation, which involves engaging in a behavior in order to earn external rewards or avoid punishment.

School	Global Competence Online Project
Mostly theoretical learning	Practice and application first. During the project students focus only on practical application of all the knowledge and skills that they receive at school. As they create an educational game they know it'll be used by kids of their age in a different part of the world and this gives their project value and connection to the real world from start to finish.
Level of impact: personal or local	Level of impact: global. The game students create is made for students from Africa and China. Thus, the level of impact students make is way beyond personal or local level that they might be used to at school. This time students' level of impact is personal and the global level, which gives students an important lesson that we all live in an interconnected world and every little or big action can benefit people around us, and people that live in totally different places and cultures.
Teachers stimulate extrinsic motivation of the students	Students get intrinsically motivated and, thus, accountable, as they get excited about creating a game that's going to help other kids like themselves. They get involved right away and want to make a difference in the world as they know everything they do will directly impact other human beings around the world.

**This project helps to overcome some of the biggest challenges existing in schools and traditional education.**

### **Is this program suitable for your child?**

Find out by taking a free test.

Self-assessment for children. Tick yes or no for each of the statement below. For new words and concepts please check the glossary/links.

Please note: it's okay if your kids answer 'no' to some or most of these questions, as at this point they most likely have never heard of the mentioned concepts. Your honesty will help you to understand whether you should join the program and learn all these concepts within the project.

Statement	Yes	No
I lead/led projects in school or home	<input type="radio"/>	<input type="radio"/>
I heard of <b>Sustainable Development Goals</b> (SDGs) before	<input type="radio"/>	<input type="radio"/>
I know about levels of impact that my actions and my projects have ( <b>National Geographic Scale of Impact</b> )	<input type="radio"/>	<input type="radio"/>
I have worked in/done a project with a multicultural team before	<input type="radio"/>	<input type="radio"/>
I know how to turn my idea into the final product	<input type="radio"/>	<input type="radio"/>
I know what Lean Project Management is	<input type="radio"/>	<input type="radio"/>
I know what brainstorming is	<input type="radio"/>	<input type="radio"/>
I have friends in underprivileged communities around the world	<input type="radio"/>	<input type="radio"/>

**Result:** If for more than 5 questions you answered ‘no’, you should join the program. Global Competence Online Project will help you shift ‘no’ to ‘yes’ as you acquire new skills and knowledge.

**Overall, your child is ready, if she/he is ready to:**

- make a difference in the world
- develop a global mindset
- be a problem-solver, with strong critical and analytical skills
- use top frameworks for study and research
- speak English to communicate her/his thoughts (level of English does not have to be high, as long as the child learns English at school)
- learn and grow with fellow students around the world
- make global friends for life and for potential future projects
- help students who don’t have enough educational resources, developing empathy
- to explore, discover and implement ideas and tasks during and in between the classes

## GLOSSARY

**The Sustainable Development Goals** - a collection of 17 global goals set by the United Nations General Assembly in 2015 for the year 2030. The SDGs are part of Resolution 70/1 of the United Nations General Assembly:[4] "Transforming our World: the 2030 Agenda for Sustainable Development".

**National Geographic scale of impact** - National Geographic Learning Framework-based local, regional, and global scales of impact of the activities students go through.



## Who is the trainer?

Margarita Lukavenko is a UN Teach SDGs Ambassador 2019 (there are less than three hundred Ambassadors in the whole world), National Geographic Certified Educator, with a degree in Linguistics and Teaching from Moscow State Pedagogical University (Russia). Born and raised in Sakhalin island, she has been living and working in Shanghai, China for the last 6 years.

She taught primary and middle school students in public and international schools in Shanghai, has trained Chinese public school teachers since 2013, from 2015 to 2018 founded and managed a Life Skills company, in 2018 opened a social enterprise EDU\_Matters to support children without any education recourses around the globe.

Apart from teachers trainings and kids Global Competence Online Project, EDU\_Matters focuses on building educators community around the world, and acts as a charity organization helping educators in Uganda get support and donation from companies in China.

## What are the results of the previous courses?

In 2018 we ran the first course. Students from the UK, Colombia and China designed an educational game. They named it World Cultures Cards game as it focused on global cultures and quality education.

After one month of making the game, 15 sets of the game and 2 world maps were sent to a school with 600 kids in a village in Uganda.

Later throughout the year the game was shared with more communities in-need in China and in the USA. Up till now students that participated in the program get feedbacks and photos from the students who continue playing the game.



## What are the criteria for participation in the program?

**Age:** 10-14 years

**Level of English:** students are able to express their thoughts in English.

**Time availability:** two hours on a weekday evening and 2 hours on a weekend, plus extra time for additional assessments throughout one month of Stage 1 of the program.

## How long is the program?

**Overall:** 12 months

**Direct students involvement:** 1 month.

**Reunions with fellow students:** 2 times.

**Stage 1:** game creation, led by students. Children complete the course within 1 month: 2 workshops each week; each workshop lasts from 90 to 120 minutes. The course is 16 hours in total. Once Stage 1 is finished, students don't have any other assignments for the program and this is when their course is finished, however there will be reunion meetings in Stage 3 and 4.



**Stage 2:** sending the game to schools around the world, does not require students' participation. The EDU\_Matters team will actively communicate with schools and teachers to incorporate the game into the students' curriculum. This process will take 3 months.



**Stage 3:** an online meeting for the game creators and the players from the schools to which the game was sent. The EDU\_Matters team will contact you 3 months after the creation of the game and coordinate an online meeting for all the students. This meeting will take place 5 months after the end of Stage 1 and will take students 60 minutes. No preparation is required. The purpose of this meeting is to introduce kids who play the game and kids who created the game to each other, to expand the kids' horizon, discuss the game and develop further motivation to learn and help each other.



**Stage 4:** an online meeting of the creators of the game with the students who created other games in this project. The EDU\_Matters team will contact you 9 months after the creation of the game and coordinate a meeting of the games creators online. This meeting will take place 12 months after the end of Stage 1 and will take students 60 minutes. No preparation is required. The purpose of this meeting is to create the network of like-minded students around the world, analyze what they have learned and how they can continue to participate in the development of games and in helping other students.

## How much does it cost?

Contact us at [contact@edumattersorg.com](mailto:contact@edumattersorg.com) to request the price for your country of residence.

## I want to join! What's next?

1. Contact our admissions team by email: [contact@edumattersorg.com](mailto:contact@edumattersorg.com) or WeChat: iNativeMargarita
2. We will set up an interview with your child. It will last 20 minutes and will be conducted in English. It is a simple conversation with the trainer.
3. We will update you on the results and if the student is admitted to the next batch we will request your schedule and arrange course dates and time

## Important Notice

The educational game developed during the program will belong to EDU\_Matters company as the company will be sending the game to schools and communities in-need without students' participation after the course is over for easier logistics and management.

By joining the game, you agree that photos taken during the course, your child's name (surname can be omitted), age and country will be publicly shared and mentioned on the game materials and company website after the program is finished and as long as the game is actively played.

**For queries please email us at:** [contact@edumattersorg.com](mailto:contact@edumattersorg.com)

**Website:** [www.edumattersorg.com](http://www.edumattersorg.com)

**Facebook / Instagram / Twitter:** [edumattersorg](https://www.facebook.com/edumattersorg)