

SMART ANGANWADI



Smart Anganwadi Project

ABOUT THE PROJECT

Smart Anganwadi project is proposed to contribute to the improvement of the Anganwadi. This includes:



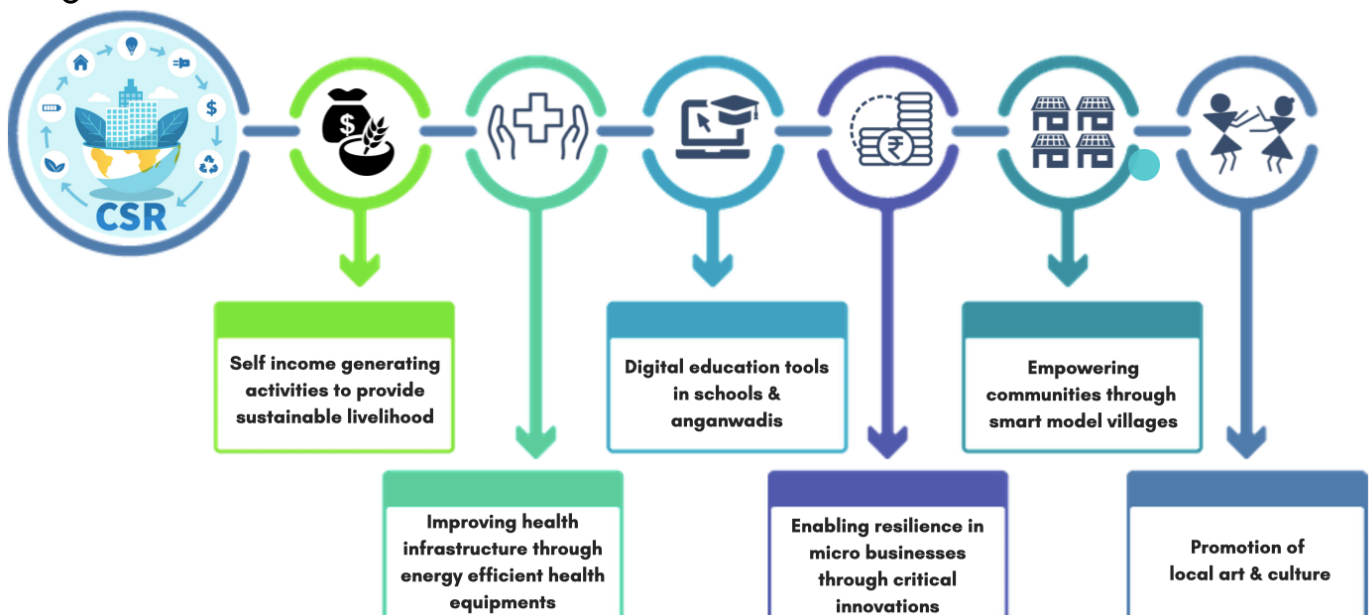
- Sustainable Energy Solutions: A solar powered system to run an LED tube light and fan installed in the Anganwadi. This is to ensure that the lighting and other basic needs at the Anganwadi are taken care of.
- Interactive Learning Tools Provision of TV and tablet with curated educational content (Highly interactive apps+videos) for the teachers, who ensure that an interactive learning environment is created.

About SELCO

SELCO is a renewable energy service company whose primary mission is to bring affordable, reliable and clean renewable energy solutions to the mainstream and develop models which can be easily replicated all over the world. Established in 1995, SELCO is considered a pioneer all over the world for creating a very sustainable and socially oriented venture.

SELCO has improved livelihood opportunities by empowering nano and micro enterprises with energy efficiency and affordable, modern energy solutions, strengthened the last mile health infrastructure and improved access to modern learning environments in some of the most under-resourced geographies.

SELCO has partnered with several CSR donors to implement various projects in the verticals of health & well being, digital education, livelihood & agriculture etc.



ABOUT THE CONTENT USED IN THE PROGRAM



The content is mapped and based on the learning modules for kindergarten children that require them to jump, hop, and clap while they learn concepts from curriculum. The content in form of games utilizes motion sensors to detect a child's body so that he/she is able to physically interact with virtual content. This facilitates kinaesthetic learning in classrooms with the help of stories featuring the kid's lovable friend, a character in the games, names, Kaju! Content

Language: English or Kannada

OBJECTIVES

TRAINING

Understand the training required for the teachers to make them comfortable with the tablet and content. Explore opportunities for teachers in the content creation process.

LEARNING OUTCOMES

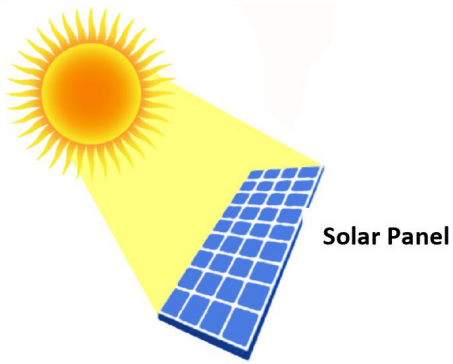
Collect data and study each app individually i.e. its content, application, learning and skill development.

USER EXPERIENCE

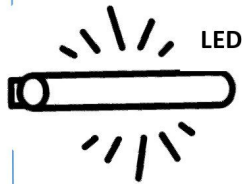
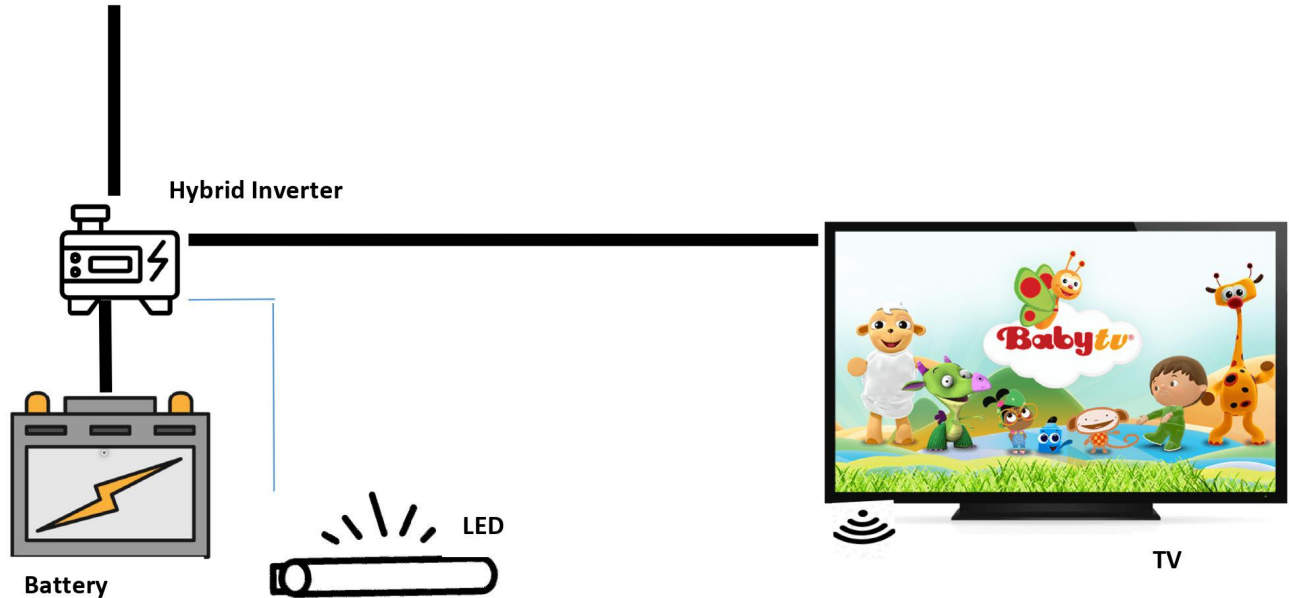
Collect feedback on the product from teachers to improve features and user experience. This includes both the hardware and software.

ATTENDANCE RATE

Track attendance to see the changes in the attendance rate of the kids post the implementation of the project.



Solar powered anganwadi system



Sustainability of the project:

It is invariable that the project impact should be realised over a longer period of time. Since the training is conducted with the ASHA workers regarding the usability of the project, they are well equipped to use the system. These interventions empower the community and give confidence to put forth their requirement for other interventions that are as important as the aspect of energy for eg: renovation and upgradation, provision of toilets, clean drinking water etc. It brings back the focus on needs for continuous upgradation of basic infrastructure provided by the government, and this aspect should be included in the overall budget policy of the government. The system comes with a 5 year warranty and so ensures smooth functioning and servicing of the system.

CASE STUDY

Beeriga Anganwadi is located in the Puttur taluk in Dakshin Karnataka. Here the pilot of the Smart Anganwadi project has been implemented in February 2017. At the time of implementation there were close to 15 children coming to the Anganwadi. The Anganwadi had been facing a drop in attendance rates and also had issues with intermittent power.

The Solution: As part of the project a solar powered light and fan were provided in addition to the two tablets.

The Process: Training was provided to the teacher on how to use the tablet and the content present in the tablet. The content included interactive applications, videos and animations which covered topics like language, numbers, colours, shapes etc. Based on teachers feedback new content was added to the tablet periodically.







