



## The HEAD Foundation Request for Proposals (RFP) for

# Sekolah Enuma Grant (Indonesia)

Sep 2021

### A. Introduction

The HEAD Foundation (THF) is pleased to invite organisations to submit their proposals to bring an innovative digital learning programme, [Sekolah Enuma Indonesia](#) (SEI), to their communities.

Since 2020, The HEAD Foundation and other partners have supported the development of SEI, a digital learning program that supports young children to build and strengthen foundational skills in Bahasa Indonesia, Math and English as an Additional Language (EAL). With support from The HEAD Foundation and partners, Sekolah Enuma was created by [Enuma](#), Inc., an education technology company with offices in the United States, Korea and China. Enuma has developed successful applications for young children's learning, such as Todo Math™ and Kitkit™ School, winner of the Global Learning XPRIZE.

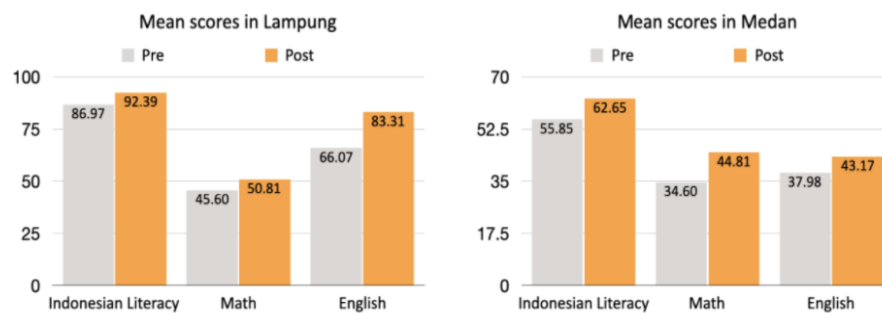
In early 2021, SEI was tested in Lampung and Medan with 586 children, in both school settings and out-of-school settings. Children were given a pre-test at the beginning of the programme and a post-test<sup>1</sup> after 3 months of playing with SEI for an average of 38 - 41 hours. Children's post test scores

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<sup>1</sup> The Math and Bahasa tests were modelled after the internationally used Early Grade Math Assessment (EGMA) and the Early Grade Reading Assessment (EGRA), while the English test was developed based on the application's English curriculum.

increased across all subjects. *Please see the figure below and watch [this 4-minute video](#) to learn more about the test programme and Sekolah Enuma.*

The figure below illustrates the mean scores in pre-test and post-test by region and subjects.



## B. About Sekolah Enuma Indonesia

Sekolah Enuma Indonesia (SEI) is a digital application that contains hundreds of activities: games, books and videos, which are organised into learning paths so children can learn Bahasa, Math and English most effectively. The system is designed to be individualised, so that each child progresses along a path that is at just the right learning level for them.



Main screen of Sekolah Enuma

In addition to being individualised, SEI is also an independent learning tool that children can use themselves without requiring constant adult support. Since the learning activities are designed as games, and the multimedia content come with colours, sound and voices that are attractive to young children, young learners are self-motivated to continue learning with SEI once they have started using it. While constant teacher-led instruction is not required, teachers and other facilitators help set up, supervise, and support children's use of SEI, often by using the programme's administrator functions.

With content covering Early Childhood Education through Grade Two (appropriate for 5- to 8-year-olds typically), SEI can be played on a mobile phone or a tablet device. If connected to the Internet, it can synchronise learning data for adults to monitor and track learning progress using the SEI Learning Management System (LMS). However, an ongoing Internet connection is not required for children to use SEI. This helps make SEI particularly useful in low-connectivity areas.

The content within SEI is substantive, with hundreds of digital activities, books and videos. It is sufficient for a child to play with the programme for two years, although the actual time span is dependent on the child's starting learning level, how much time they dedicate to SEI each day, and how quickly they progress through the programme. It is recommended that children play with SEI for around 3 hours a week, and at least 30 minutes a day.

[Watch this 2-min video to learn more about Sekolah Enuma Indonesia](#)

### **C. THF Grants for SEI Rollout**

THF is funding the rollout of SEI in Indonesia by offering the following to every successful grant applicant:

#### **1. Preinstalled Tablet Computers**

Your organisation will receive tablet computers preinstalled with the SEI app. These tablets are on loan to your organisation for a grant period of 6 months. You are expected to return the tablets to the SEI support team at the end of the grant period (unless you are successful in renewing the grant for a subsequent period of 6 months).

You are expected to use the tablet computers on loan to you to roll out SEI to the target community stated in your grant agreement. Each tablet computer is to be shared among multiple children so that as many children as possible can benefit from SEI. As a general guideline, you are expected to cover 3 learners with each tablet computer. However, if you are unable to comply with the expected sharing ratio, you are required to state your reason and requirement in your grant application for our consideration.

#### **2. Consultation on Program Design**

Enuma will provide optional consultation to grantees on firming up your implementation design to optimize for learning outcomes and effective program implementation. Please see Appendix 1 for program design considerations.

#### **3. Training & Technical Support**

Training of Trainers will be provided to your implementation team as part of the grant. A local team from Enuma will provide the required training, either in person or online.

While the SEI app is designed to be user-friendly and easy to implement, technical and operational support will be provided during the grant period. The local Enuma team will be available to answer your questions and help you resolve any problems with SEI you may encounter during the grant period.

#### **4. Implementation Subsidy**

For applicants who are not able to raise funds from other sources to cover any additional needs, a subsidy can be provided to help cover the operating cost for SEI rollout in your target community. You will be asked to share a proposed implementation budget as part of the initial grant application.

#### **5. Monitoring and Program Success**

Grantees will be given access to the Sekolah Enuma Learning Management System to monitor progress and use of SEI. Enuma will also arrange a schedule with grantees to monitor progress of SEI implementation.

#### **D. Grantee's Responsibilities**

Upon successful application of THF Sekolah Enuma Grant, you are required to sign a grant agreement with THF to fulfil the following obligations as a grantee:

- To implement the SEI programme in your target community with at least 300 children for a grant period of six months. You may propose to target more children in your grant application, which will be considered favourably. The proposed target will be specified in the grant agreement if your application is successful. You may also apply to renew the grant for a subsequent cycle of six months if the outcome of the existing cycle is satisfactory (please see section below).
- To promote the SEI programme in your target community and recruit the agreed number of participants for the programme.
- You are expected to secure and maintain the tablets issued to you under the grant agreement, and return them to THF at the end of the grant period (unless you are successful in renewing the grant for a subsequent period of 6 months).
- You are required to download and update the SEI application on the tablets whenever a new version of the app becomes available, though this is not expected within the initial 6-month programme cycle.
- You are required to administer a digital assessment (provided in the tablets) for each participant before and after each grant cycle.
- You are required to upload the learning progress data from each tablet on a monthly basis for the purpose of progress monitoring, which requires connecting the tablets to the Internet once a month.
- You are required to submit progress reports and participate in online progress meetings with THF and Enuma when requested.
- You are required to share the experience of your community as a case study of SEI if you are requested to do so by THF.
- You are required to provide access to a video documentary team, and to submit photos and quotes of your learning community if you are requested to do so by THF.

## E. Evaluation Criteria

For first-time applicants, the following factors as submitted in the preliminary grant application and shared during the interview will be taken into consideration by the evaluation committee:

Key Factors	Key Considerations (Examples)
<b>a) Target Community</b>	Geographical location; number of learners; needs of learners; scalability (i.e., potential to recruit more learners)
<b>b) Credibility</b>	Track record of similar projects; references (please provide at least two references); the credibility of your affiliated organisation, if any
<b>c) Resources</b>	Credential of project leadership (please provide CVs of key team members); overall staff strength; availability of relevant facilities (e.g., site office, community spaces, internet access, etc.); availability of co-funding (please provide a list of co-funders).  Your application will be evaluated more favourably if you are able to raise funds from other sources to cover all or part of the implementation costs of the Sekolah Enuma rollout.
<b>d) Project Plan</b>	Comprehensiveness of project plan; proposed project cost structure; risk management plan; post-grant programme continuity.

Based on the above criteria, applicants who meet the following conditions will be considered more favourably relative to other applicants:

- Able to cover significantly more than 300 learners and in multiple locations, with each learner using Sekolah Enuma for 2-3 hours weekly
- Able to achieve a high sharing ratio for the tablet computers (our standard guideline is 3 learners to 1 tablet; noting that only one child uses the tablet at a time)
- Able to continue with the SEI programme independently after the initial 6-month grant
- Able to self-fund or having committed co-funding
- Having an existing community programme involving big groups of young children
- Having a robust and realistic project management plan, with key project risks identified and addressed upfront

For applicants who seek to renew THF Sekolah Enuma Grant after the first 6-month cycle, the following factors related to the first cycle will also be considered:

- Actual enrolment (as opposed to target enrolment)
- Participation rate (how many children use the application on a weekly basis; monitored via the Sekolah Enuma Learning Management System)
- Completion rate (how many children use the application on a weekly basis over a period of 6 months; monitored via the Sekolah Enuma Learning Management System)

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- Learning outcome (i.e., how much the learners have improved)
- Feedback from stakeholder survey (stakeholders may include teachers, parents, school administrators and other relevant members of the target community)

### **F. Application Submission & Schedule**

Organizations wishing to participate in the SEI programme are invited to submit a preliminary grant application via [this google form](#).

Short-listed organisations will be invited to present the details of their project plans, profiles of their target communities, and other relevant project information. An evaluation committee will review the recording of the presentations and make the final grant decisions.

Submissions will be evaluated and awarded on a rolling basis through **2022**.

## Appendix 1. Program Design Consideration

- Each child that plays with Sekolah Enuma has a unique student profile. Up to 10 different student profiles can be stored on a tablet. This allows each child to keep their progress in the course day after day.
  - o After one child is finished playing Sekolah Enuma, a teacher or facilitator can help switch the student’s profile to that of the next student. Older children may also be taught to locate and launch their own profile.
  - o Because the student’s profiles are saved onto a device, it is helpful for children to use the same device each day. For example, if Child A uses Device #24 on Day 1, they should continue to use Device #24 each time they play with Sekolah Enuma.



Profile Selection Screen on the Sekolah Enuma Application

- Many schools or organizations choose to organize the Sekolah Enuma program like a class with a set schedule. See a sample schedule below:

Time	Monday	Tuesday	Wednesday	Thursday	Friday
8:00 – 8:40	Sekolah Enuma Class A	Sekolah Enuma Class A	Sekolah Enuma Class A	Sekolah Enuma Class A	Sekolah Enuma Class A
8:50 – 9:30	Sekolah Enuma Class B	Sekolah Enuma Class B	Sekolah Enuma Class B	Sekolah Enuma Class B	Sekolah Enuma Class B
9:40 – 10:20	Sekolah Enuma Class C	Sekolah Enuma Class C	Sekolah Enuma Class C	Sekolah Enuma Class C	Sekolah Enuma Class C

- In a Sekolah Enuma program, responsibilities of teacher and facilitators generally include:
  - o administering the digital tests
  - o switching student profiles in between sessions
  - o cleaning tablets in between sessions
  - o checking the charge of tablets and charge them daily, or twice a day
  - o encouraging children’s progress in using Sekolah Enuma and support any questions they might have
- Other program responsibilities might include:
  - o connecting tablets with internet at least monthly to sync data with the Learning Management System
  - o securing the tablets safely overnight or in between sessions