



Intel® Learn Program

Empowering 21st Century Learning
Through Community Education

OPENING DOORS for Youth Around the World

Many young people are now gaining access to technology in a variety of educational settings. However, access to technology is not enough. Youth need an engaging way to learn the skills that will help them succeed in a knowledge economy.

The Intel® Learn Program was developed with governments and non-governmental agencies to meet the specific needs of youth in underserved communities. Intel Learn extends learning opportunities beyond the classroom, in an informal setting. The program, delivered through local community centers, includes learner curriculum and structured training for the community center staff.

Our goal: helping youth in communities with little access to technology, develop 21st century skills, such as computer literacy, critical thinking, and collaboration, so that they are prepared to succeed in today's work-place.

Intel Learn program is part of Intel's education initiative. The program currently exists in more than a dozen countries, including Argentina, Brazil, Chile, China, Egypt, India, Israel, Malaysia, Mexico, Palestine, Russia, Turkey, and the Ukraine and has reached more than a million learners.

Project Based, Community Driven

The Intel Learn Program has more than 90 hours of engaging curriculum built around three core modules that tap into children's interest in their own communities while nourishing their curiosity with creative, technology-driven projects. The themes of the curriculum also help foster personal and civic responsibility, demonstrating to learners how they can contribute to their communities and to their own economic self-sufficiency.

Technology and Community introduces learners to technology skills such as word processing, graphics, spreadsheets, multimedia, and Internet research. Through activities and projects, learners discover how the effective use of computers can help improve their communities. Examples of projects include creating community calendars, news articles, and presentations that address local community issues of interest to the learners. (Target ages 8-16)

Technology at Work shows learners how computers are used in a variety of jobs and careers. Using increasingly sophisticated software tools, learners create projects ranging from designing a survey that a healthcare worker might use to assess health needs, to developing a project management plan that a local engineer might create before starting a building project. (Target ages 13-18)

Technology and Entrepreneurship introduces learners to basic concepts and process of entrepreneurship, and demonstrates how technology can be used to advance a business idea. Using Internet tools and office applications, learners research and formulate a business idea, and create and present a business plan for their idea. (Target ages 14-25)



Informal Learning, Strong Evaluations

While Intel Learn is delivered in an informal learning environment, the curriculum is carefully designed to develop a young person's digital literacy and connection to community. Students work in small groups on projects, solving problems of personal interest—thereby learning the power of collaboration and teamwork, a key 21st century skill.

Evaluations from the program confirm the success of the learning model.

Among the highlights:

- Learners became much more proficient with technology over the course of the program.
- Learners gained significant skills in planning, designing, problem-solving, and collaborating within a project-based learning framework.
- Learners were highly engaged and motivated. 97 percent of participant learners complete the Intel Learn Program—an exceptional rate for a voluntary, community-based program.

"In my experience [over the] past 15 years, [this is the] first time [I am] seeing this much happiness, enthusiasm, and hope among the children and residents, this program has also enabled every one—the villagers, District Collector, politicians, and the local body administration—to come together."

— Ms. Jaseena, Intel Learn Program trained staff member and a local resident, Kulathupuzha, India

- The comprehensive staff training has served as a valuable introduction to a facilitative approach to instruction. The Learn program has served as a model for new forms of teaching and learning, where learners are more actively engaged in their own learning.

Intel® Education Initiative

The Intel® Education Initiative—in collaboration with educators and government leaders worldwide—is a sustained commitment to help today's students prepare for tomorrow's demands. With an emphasis on improving mathematics, science, technology, and engineering education, the Intel Education Initiative offers free programs and resources for Elementary and Secondary Education, Higher Education, and Community Education for youth.



A COLLABORATIVE EFFORT

In each country, Intel works with one or more government agencies and/or non-governmental organizations (NGOs) to implement the program. Intel grants a no-fee license to the learner curriculum, delivers an initial train-the-trainer, and provides program management expertise. The government agencies and NGOs deliver the curriculum to young learners. For example in Brazil, the program launched in late 2005, in collaboration with the Bradesco Foundation, a national institution that provides free basic and professional education to underserved children. In 2009, based on the success of the program, Intel along with USAID and UNESCO formed an alliance to expand the program by training 200 new facilitators and reaching 20,000 more young learners.



"The Intel Learn program combines elements of technology and community. This combination allows the creation of a meaningful learning process and enables the pupils to create a social change in the community in which they live."

*- Dr. Nimer Baya'a, Supervisor of Computers in the Arab schools,
Ministry of Education, Israel*

For more information on the Intel® Learn Program,
visit www.intel.com/education/learn

