



Enabling Self Learning Environments



QUEST Way - Enabling self learning pathways for individuals to make meaning of lives



YOUTH

**Self, family and
community**

EDUCATORS

**Learner centered
approach**

**EDUCATIONAL
INSTITUTIONS**

**Learner centered
environments**

Problem

Youth

- All learners forced to learn at the same pace
- The zeal to discover is not given importance
- Classroom engagement restricted to rote learning



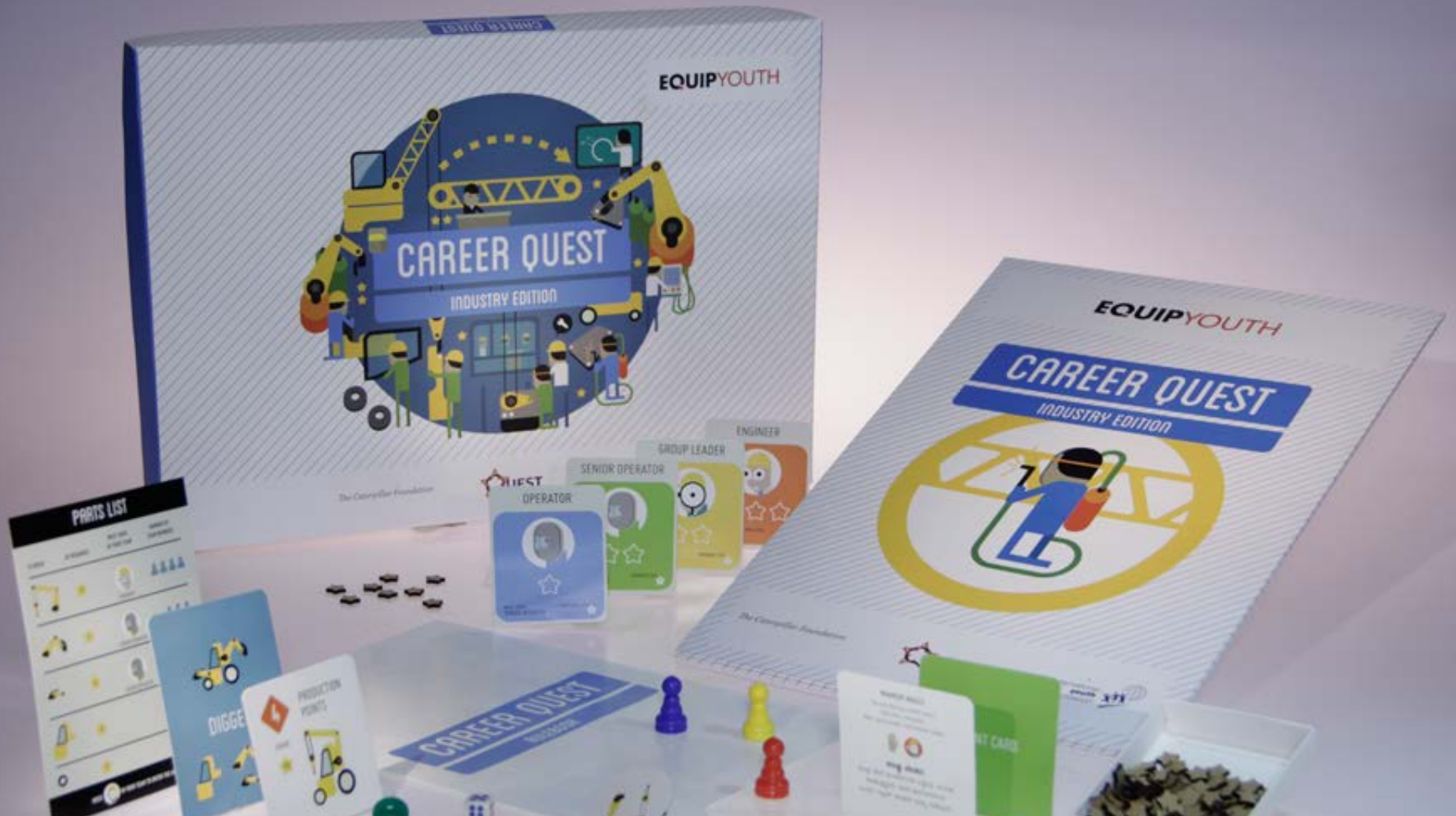
English-Life Skills

- Self learning digital sessions using gamification for learners



English-Life Skills

- In-class activities to build self expression through arts, stories & role-plays



Work Skills

1. My World of Work – Journal
2. Career Quest – Board Game
3. Career Path – Posters
4. Real World Exposure – Industry visits, guest talks
5. Wprk readiness digital lessons
6. Youth Profile – LMS

Job Placement System

- Job Profiling
- Companies & Apprenticeship database
- Career Fair & Placement Day
- Matching process on portal





Alumni Connect

Facebook page

Job Updates

Ongoing learning opportunities (coming soon)

SMS/Helpline

Success Stories

Problem

Educators

- Lack of continued support to trainers
- Poor quality & attrition
- High costs & time of training



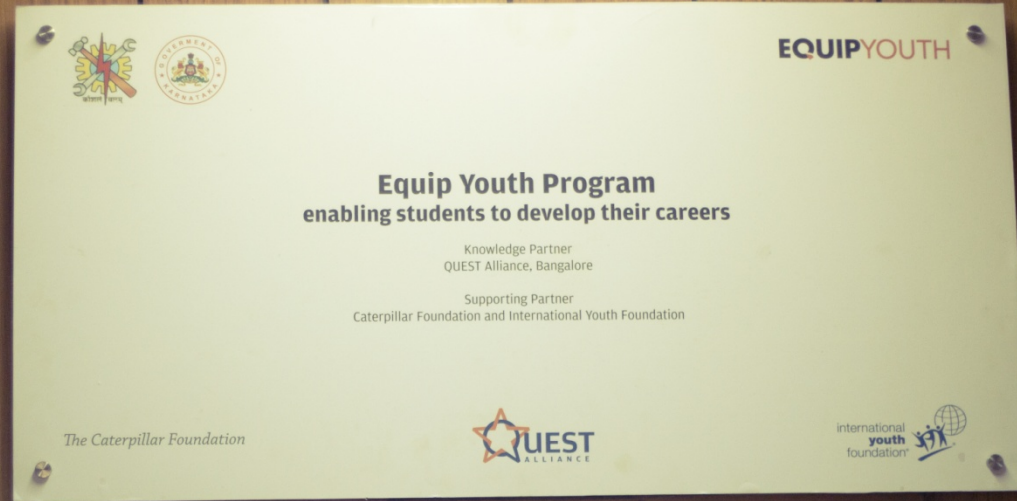
Educators

- Face to face workshops on Self & Facilitation
- Digital Life Skills Toolkit → On demand access to learning!
- Mastercoach -> The professional edge!
- Online peer support network – Navigator!

Problem

Educational Institutes

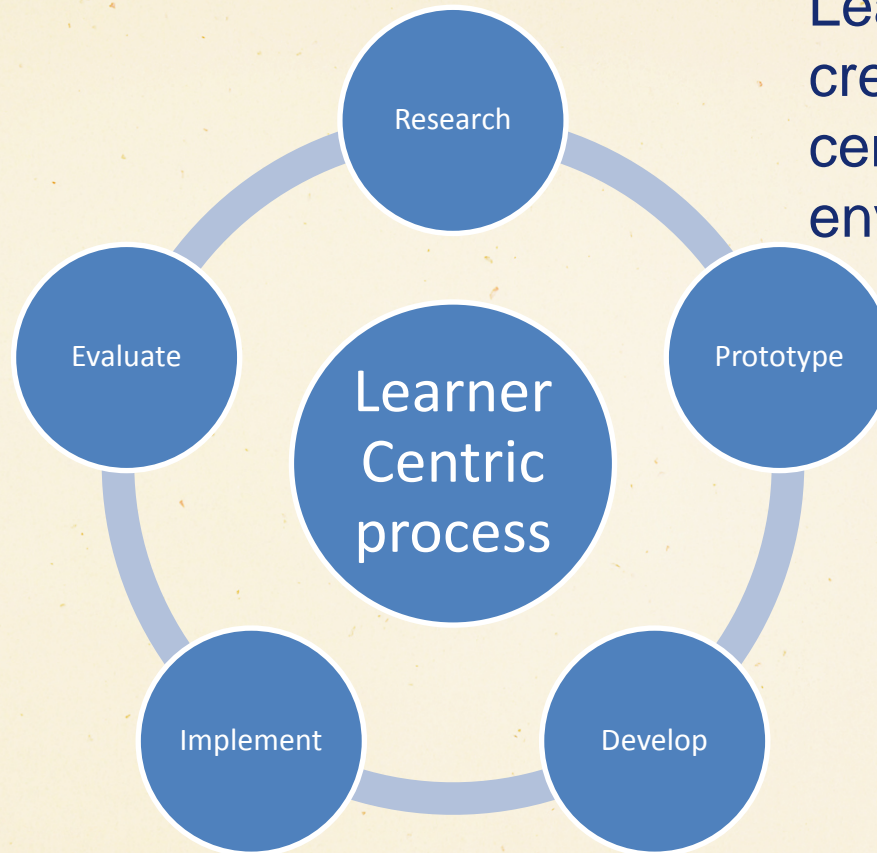
- Difficult to track the progress and take remedial actions
- Limited capacity to connect with alumni-industry to deepen impact



Educational Institute

- Quantitative & Qualitative Data tracking to see & analyse progress and take appropriate action.
- Leadership development for Principals
- Strengthening placement systems
- Incubating youth learning centers through fellowships

Agile Thinking



Leading to
creation of learner
centric
environments

1 Year Impact

Youth → 5000 Trained & 60% placed

- Self Driven learning pathways
- More immersive/reflective learning experience
- More motivation to learn
- Fun

Educator → 150 Trainers Trained

- Professional edge & greater visibility : become thought leaders
- Online support network of trainers
- Cascading effect

Educational Institute → 55 Institutes Incubated

- Increased outreach
- Personalised learning environments
- Edupreneurs



Ponder Points

- Technology Development challenges
 - High Initial investment
 - High failure rates
 - Continuous Improvement
- Adoption
 - Role of trainers and up gradation of their skills
 - Acceptance of new ways of teaching and learning
- Deployment challenges
 - Infrastructure needs
 - Regular Maintenance
- Sustenance
 - Human resources
 - Technical resources
 - Timely up-gradation

Advantages of Technology

Quality

- Standardise the learning inputs
- Measure progress

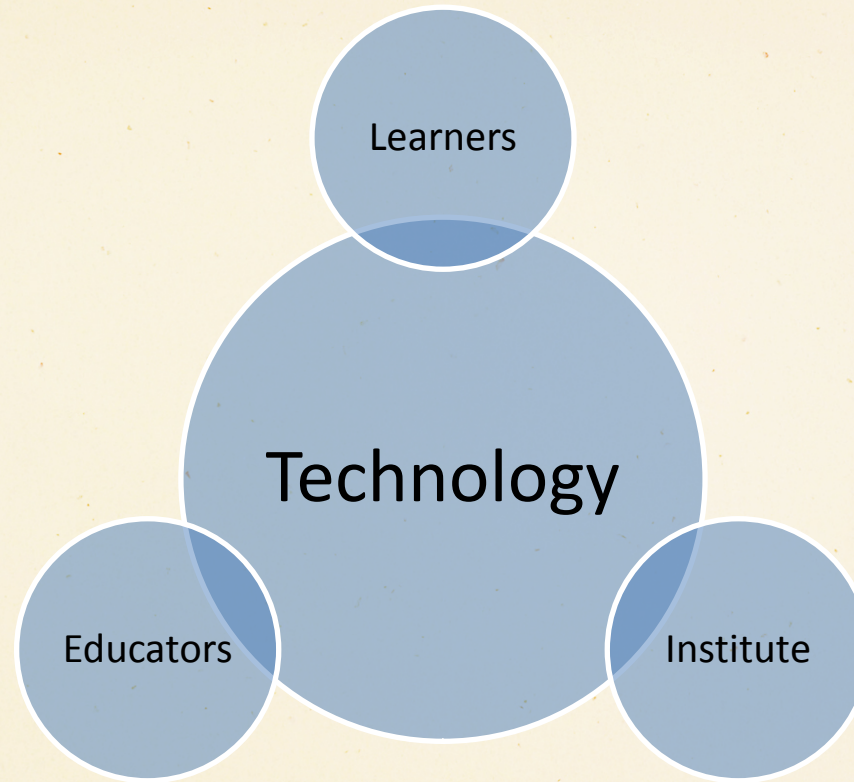
Flexibility

- Learners can choose to learn based on their needs and pace
- Customisation based on geography and challenges

Replication

- Learning Management System Set-Up
- Capacity Building of Trainers & Administrators
- Sound infrastructure and quick trouble-shooting

Summary





Thanks !

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