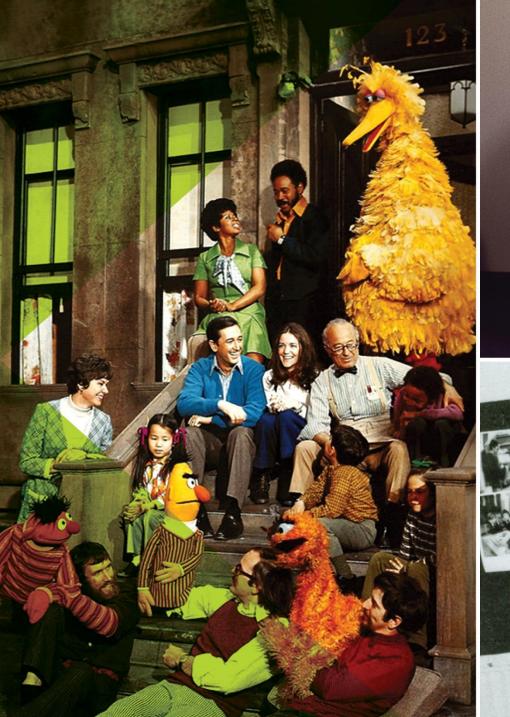




Overview of Sesame Workshop











The world's longest street.



Through mass media and beyond, our social impact efforts reach – and empower – the world's most vulnerable children.









Project Overview

Objectives:

- Shift caregiver's perceptions around play and its relationship to child development and learning
- Empower caregivers to effectively guide children in learning through play

 Reach and inspire children and caregivers with guided play-based activities and complementary learning materials

 Contribute to global knowledge of best practices for promoting playful learning





Project Overview



Who?

- Multi-country project team:
 India, Mexico, and South Africa
- Partners for on-the-ground implementation
- Children, caregivers, and communities.

What?

- Iterative program development through play workshops
- Curriculum and multimedia content design
- Ongoing research





Project Sites





Gauteng and KwaZulu-Natal provinces



Our Iterative Process

Milestone	2017				2018											
	09	10	Ш	12	OI	02	03	04	05	06	07	08	09	10	II	12
Alpha Play Workshops																
Alpha formative research reports																
Beta materials development & facilitator training																
Beta Play Workshops																
Beta formative research reports																
Intervention																





Key Findings: Needs Assessment

- Many but not all families have access to books and arts and crafts;
 other learning materials are more variable.
 - Majority of families have access to arts, crafts, and children's books.
 - High access to other materials in Mexico, with limited access to other materials in India and South Africa.
- Children are aligned around play with objects, but higher rates of imaginative play are found in Mexico and South Africa.
 - Preferred play objects: Scarves, marbles, stones, dolls (girls), car toys (boys), hide and seek, soccer, and general play with a ball.
- Caregivers see varying value in play, but most did not have a holistic understanding of its benefits.
- Resources, time, energy, and knowledge remain as barriers of play.





Guiding Research Questions



- How can play workshops ensure they are reinforced by compelling key messages that resonate with caregivers?
- What characteristics of implementing partners should play workshops focus on for future rounds and for the going public phase?
- How can program design address existing motivating factors and challenges to caregiver participation and engagement?

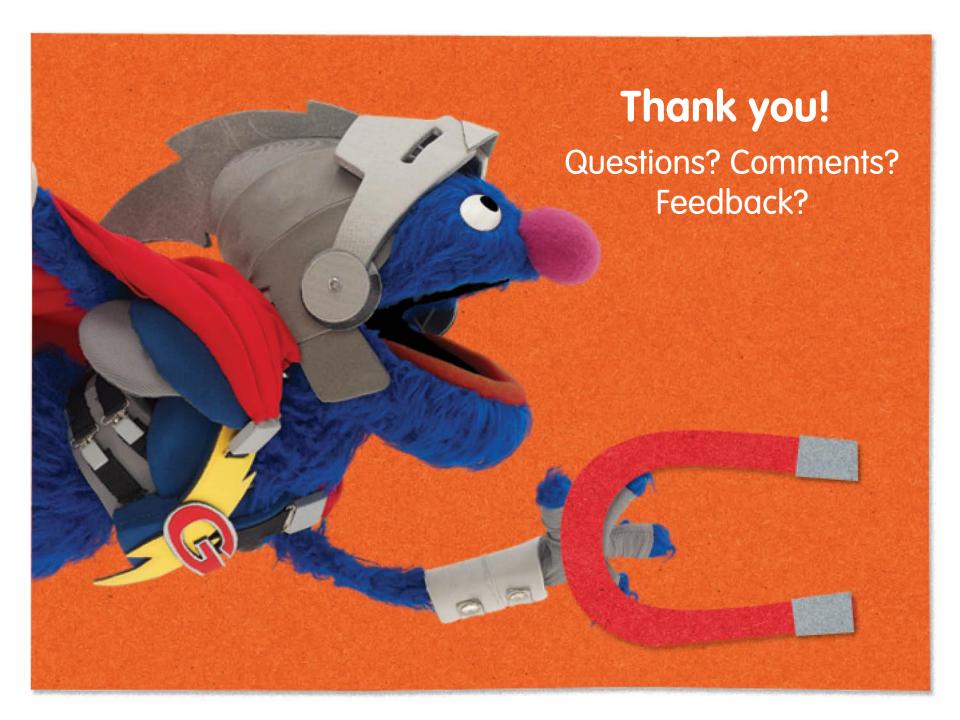




Prototype Formative Research: Key Findings

- Familiarity with activities and materials supports shared engagement
- Some perceptions of play are changing, but connection between messaging and activities, especially around academic learning, is not always clear:
- Effective facilitation is supported by organized and prepared facilitators with backgrounds in education.











Pizza Chefs







