nesta

THEORY OF CHANGE

Define your goals and how you will achieve them

What is the problem you are trying to solve?

1. Lack of access to learning resources
2. Inadequate learning outcomes

Who is your key audience?

2. School Children (ages 5-14)

What is your entry point to reaching your audience?

1. Online application (E-paath website, android app)
2. Offline application (accessed via desktop and mobile devices)

What steps are needed to bring about change?

1. Improving User Interface
2. Improving content presentation
3. Personalizing the application

What is the measurable effect of your work?

User engagement and satisfaction

Measurable effect?

User engagement and satisfaction

Measurable effect?

User engagement and satisfaction

What are the wider benefits of your work?

Enhanced learning experience

Wider benefits?

Improved comprehension and retention

Wider benefits?

Learners receive tailored feedback and support, and help them identify areas of improvement.

What is the long-term change you see as your goal?

Improvements in learning outcomes

Application of learned concepts in real life

Sustained growth and progress in learning

KEY ASSUMPTIONS

Majority of children aged 5-14 in community schools of Nepal do not have access to learning materials and their learning outcomes are inadequate.

KEY ASSUMPTIONS

learners gain access to E-Paath through their parents, guardians or teachers at schools or homes

KEY ASSUMPTIONS

E-Paath is accessible via online and offline modes

KEY ASSUMPTIONS

Taking these steps are feasible

KEY ASSUMPTIONS

Data will be available to measure the short-term effects

KEY ASSUMPTIONS

Taking the steps to bring about the changes will have positive effects

STAKEHOLDERS

Parents, teachers, policy makers, educators

INSPIRED BY: Nesta (2011) Theory of Change