

# HOW TO DEVELOP AN EDUCATION PROGRAM FROM THE SCRATCH

**Wikimedia Argentina–Wikimedia Israel**

# HOW CAN WE START?

## 1- Context is key in Education

- National educational laws to set your primary goals
- International laws and Education trends
- Advocate in Ministry of Education
- Identify local experiences
  - By partnership with strategic educational actors and conducting surveys to identify your local opportunities and challenges



# IMAGINE THERE IS NOT A LOCAL EXPERIENCE...

- Promoting a local experience provides the Education Program with a precedent.
- Integrating into the curriculum
- You can do it by:
  - Partnership with an strategic local partner as one school, university, government etc.
  - By using communication channels, promote an open call for teachers, schools, education leaders.

For:

- Set a first experience in your local context
- Share the results to engage new actors

# THE IMPORTANCE OF PARTNERS

- Make sure you read and analyse your context to reach the local strategic partners you need, to implement the Education Program. These can be:
  - Yes, government
  - Yes, school and Universities
- But above all
  - Teachers, students, educational referents, researchers etc.
  - Logistic partners: Internet provider partners per example.



# OK, WE HAVE AN EXPERIENCE A PARTNER, WHAT COMES NEXT?



- Build trust and common language
- Present the results to the partner/partners involved
- Share and position the experience on social educational networks, media, within the Wikimedia movement etc.
- Learn from your results:
  - What went well, what did not
  - Identify your challenges
  - Define your activity in order to make it scalable: goals, objectives, results expected, indicators etc.

# AND...

- Promote the experience among new educators to build a sustainable community in order to scale your proposals within the classroom.



SO...

For a successful Education Program you need the following:

**CONTEXT**



**Partners**

**Define projects**



**Community**