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CREATIVE ASSOCIATES INTERNATIONAL

ALL CHILDREN READING: A GRAND CHALLENGE FOR DEVELOPMENT

All Children Reading: A Grand Challenge for Development is a series of competitions that leverages science and technology to source, test, and disseminate scalable solutions to improve literacy skills of early grade learners in developing countries.

WHY DO WE NEED ALL CHILDREN READING?

More than 330 million children are not expected to read by the end of primary school, which represents more than 90 percent of primary school-age children in low-income countries and 75 percent of children in lower-middle income countries.¹

Children who do not develop reading skills during their early grade education are likely on a lifetime trajectory of limited educational progress and economic opportunities. Early grade reading competency is also critical for continued retention and success in future grades.

Literacy unlocks human potential and is the cornerstone of development. It leads to better health, broadens employment opportunities, and creates safer and more stable societies.

WHAT'S A GRAND CHALLENGE FOR DEVELOPMENT?

All Children Reading: A Grand Challenge for Development is one of USAID's 10 Grand Challenges for Development which seek to mobilize governments, companies, and foundations around important issues. Through these programs, USAID and public and private partners bring in new voices to solve development problems. They source new solutions, test new ideas, and scale what works.

Launched in 2011, All Children Reading: A Grand Challenge for Development is a partnership of the US Agency for International Development (USAID), World Vision, and the Australian Government.

¹ UNESCO Institute for Statistics. (2017). More Than One-Half of Children and Adolescents Are Not Learning Worldwide. Fact Sheet. Paris: UNESCO. <http://uis.unesco.org/sites/default/files/documents/fs46-more-than-half-children-not-learning-en-2017.pdf> [Accessed 26 January 2018].





GRANT COMPETITIONS

Grants were awarded to source and test technologies and approaches to address gaps and barriers that perpetuate low literacy levels.

In Round 2, our 13 grant awards aligned with three focus areas:

- **Mother tongue instruction and reading materials,**
- **Family and community engagement, and**
- **Children with sensory disabilities.**

On average, the nearly 20,000 students who participated improved their oral reading fluency and reading comprehension.²

In Round 1, grants were awarded to 32 organizations, operational in 22 countries, with a focus on teaching and learning materials and education data.



RESEARCH

Through rigorous, independent research on each grant project and several prize solutions, we evaluated the effect of technology on literacy rates.

ACR GCD research initiatives focused on three areas.

- Technology-based early grade reading projects
- Digital gaming, and
- Education in conflict and crisis.

To see all our research reports please visit AllChildrenReading.org/research.



PARTNERSHIP

Interested in advancing literacy innovations?

We welcome partnerships contributing financial or technical investment to the design and rollout of a competition or for the testing and scale-up of solutions. Contact us at info-acrgcd@worldvision.org.



PRIZE COMPETITIONS

Prizes solicited the development of a specific product or approach to increase reading outcomes.

SOLUTIONS TO INCREASE ACCESS TO MOTHER TONGUE BOOKS

- **Bloom Software** - *Bloom* is the only open source software, usable offline, that guides the PDF or EPUB production of decodable texts and leveled readers in any language.
- **Tracking & Tracing Books** - Two low-cost, easy-to-use technologies to inform stakeholders which books will be provided to students, where they are in transit, and when they will arrive, while engaging community accountability.
- **Global Digital Library** - An online repository of local language early grade reading materials. Users can view, up/download, print, and translate materials. (Ideated by ACR GCD and developed by Norad and the Norwegian Digital Learning Arena).

SOLUTIONS TO BUILD LITERACY THROUGH GAMING

- **Antura and the Letters and Feed the Monster** - Two smartphone apps that build foundational literacy skills in Arabic and improve psychosocial wellbeing for Syrian refugee children. These free, open source games are available on Google Play and the App Store. To date, Feed the Monster has been reversioned into 20+ languages.

SOLUTIONS TO INCREASE READING OUTCOMES FOR CHILDREN WITH DISABILITIES (in development)

- **Sign On For Literacy prize** - Five technology-based solutions that provide children who are deaf a foundation of sign language.
- **Book Boost: Access for All Challenge** - Two business models that optimize and increase the number of accessible early grade reading books that can be read by all.

² School-to-School International (2018). *Technology-Based Innovations to Improve Early Grade Reading Outcomes in Developing Countries*. Retrieved from All Children Reading: A Grand Challenge for Development website: https://allchildrenreading.org/wordpress/wp-content/uploads/2018/05/STS_Summary-Report-Round-2_4.24.2018_Lo-Res.pdf