Question	Response
These responses are representative of the questions received for the Ready2Read Challenge.	
Application Process & Submission Requirements	
Can an extension be issued to the deadline?	Yes, the new submission deadline is Tuesday March 9 at 2pm ET.
Are we allowed to make separate applications for distinct solutions in different countries?	Please provide one submission and note any applicable eligible countries. Please do no provide multiple submissions for the same Solution in different countries.
Are we able to be included as a partner on multiple submissions made by our partners?	Yes, organizations may be a sub on another organization's submission. However, only one submission as prime will be accepted from each organization.
Apart from mentioning and explaining the project partners in the different sections, are we required to include in the application the written agreement/consent by each partner about their involvement in the proposal?	Letters of commitment from proposed partners are not required at this time, but will b required prior to award.
Are we expected to split the costs by partner in the Full Detailed Budget?	Yes, the full detailed budget should include tabs for each sub, noting their costs and line items for each sub in the full budget. The detailed budget should be broken down by month so that it is clear when expenses will occur.
How you define "open source" and sustainability	
Will any countries outside of the Eligible Countries be considered?	No countries outside of the Eligible Countries listed on page 7 of the Ready2Read Challenge document will be considered.
We would like to ask if the Creative Commons requirement is non-negotiable.	Yes, the Creative Commons requirement is non-negotiable.
In what language(s) must edtech submissions for the Ready2Read Challenge teach reading in?	Solutions must be in the langagues that children use and understand in the Eligible Countries listed on page 7 of the Ready2Read Challenge document.
Adapting our solution to other languages, including its speech recognition ability to listen to children read aloud, would be feasible but costly. Is this permitted?	Solvers may propose existing or adapted EdTech solutions and accompanying activitie as long as they are able to meet the Solution Requirements prior to the end of the 13 month award.
For measuring skills growth, are there a set of existing, specific Child Development and Learning (MODEL) and Early Learning Environments (MELE) survey tools that can be used and/or adapted for use for the Ready2Read challenge? Or must a proposed solution create these resources?	Solvers must propose appropriate and valid methods for measuring learners' skills growth building upon existing literature and research on measurement of emergent literacy and language skills. These methods must be appropriate for the solution, the context and the skills targeted through the solution. The methods may be embedded in the solution or external.
Do you have a set of written instructions explaining the document and how Solvers are supposed to enter information into the TOC?	Additional explanation and examples to support completing the TOC Template can be found here: <u>https://docs.google.com/presentation/d/1dEqs00Cv05iPFk-UHsCR4lrLwVmZwRYWlbCqs2t7law/edit?usp=sharing.</u>
Will the funders provide information to applicants about potential local partners in each of the priority countries?	If the applicant does not currently have partnerships, ACR can support making these connections if the proposed Solution meets the Solution requirements.
What do you mean by "play-based" within the context of an ed-tech product?	'Play-based' in this context means ensuring the Edtech is aligned and finds way to enable and facilitate learning through play methodologies as much as possible. The following link provides more information on the "play-based" pedagogy targeted through the Ready2Read Challenge: <a href="https://www.unicef.org/sites/default/files/2018-12/UNICEF-Lego-Foundation-Learning-through-Play.pdf">https://www.unicef.org/sites/default/files/2018-12/UNICEF-Lego-Foundation-Learning-through-Play.pdf</a> .
What is meant by the status quo given the wide range of countries of interest?	For the purposes of this Challenge, Status Quo varies by country and refers to the current early childhood education offerings whether this is through formal government centers, apps or games to support learning, tv/radio programs, etc. The Solver should provide an explanation of the status quo in the proposed country.
What do you mean by the "recommended screen time limits for children ages 4-6?" Which limits do you mean? How do you differentiate between entertainment and learning if the solution is an ed-tech solution which requires screen time to be effective?	Please refer to the recommended screen time by age from the World Health organization.
What book formats are acceptable?	All books funded through Ready2Read must be available in ePub, HTML5 and PDF formats that are compliant with the Web Content Accessibility Guidelines here: <u>https:</u> //www.w3.org/WA1/standards-guidelines/wcag/.

Is the edtech solution needed to be implented already or to be implemented?	The core solution must have been implemented before. If adaptations are proposed, there must be a reasonable basis for proposing these adaptations based on previous success of the core solution.
Cost Estimate	
Can you explain further what this statement means: "Additional incentive prizes may be available to awardees who demonstrate foundational skills growth within the 13-month award." Does this mean there's potential for additional funding after the first 13 months?	Yes, if the Solvers are able to demonstrate foundational skills growth, additional funding may be available.