

Hole-in-the-Wall Education Project

- **Hole-in-the-Wall Education Project (HiWEP)** is based on the premise that children are
 - inquisitive by nature
 - self-organizing
 - collaborative learners and
 - can learn on their own



- **Minimally Invasive Education**

- Based on the innovative and path breaking learning methodology

Minimally Invasive Education created by Dr. Sugata Mitra, NIIT's Chief Scientist Emeritus

- **Objective**

- Access to computer technology & learning contents for less fortunate children **in a play-ground setting**
- Spread digital/ functional computer literacy, elementary Education
- Reach the unreached → Underserved communities in rural and remote areas
- Also address issues of:
 - Technological Empowerment of children
 - Drop-outs and Retention, Enrolment

- **Focus Areas/Target Group**

- Underserved children in the age group 6-14 years (but not restricted to)
- Target rural, semi-urban and urban underserved communities in remote areas
- Set-up in varied geographical location in India and Abroad
- Reaches out to practically everyone in school and out-of-school children, adolescents and adult community members.

- **Approach**

- Children are provided unconditional & un-supervised access to computers
- Uses children's natural curiosity to catalyse learning
- Facilitate Exploration, Discovery and Peer-to-Peer learning
- Rugged Hardware/Software to support open/playground setting
- Access to digital learning content on
- Academic, edutainment, Activity based e-Learning, Life and Social skills

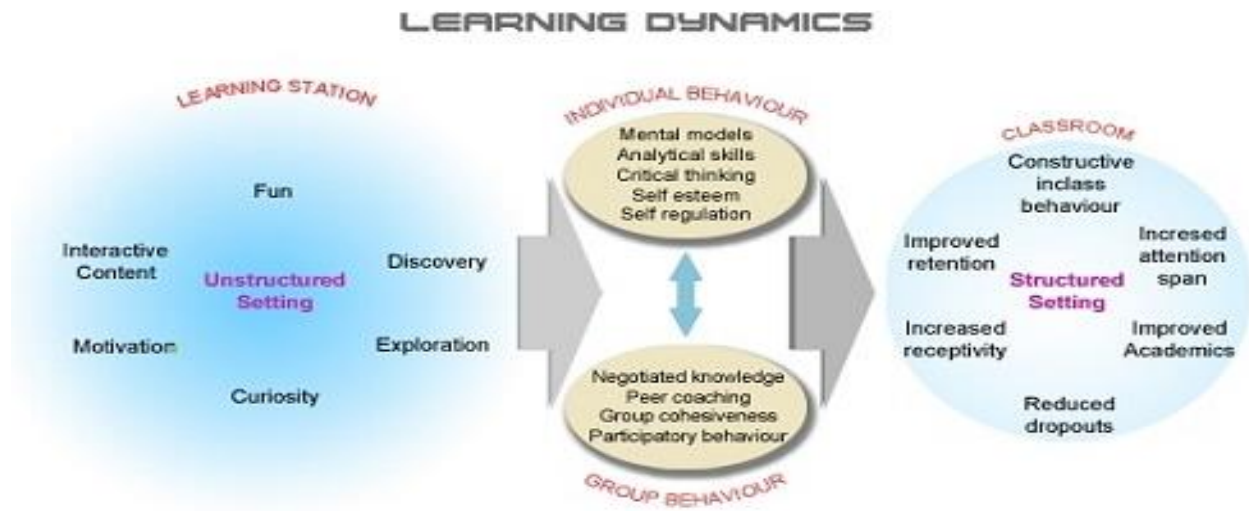
- **Key-Activities**

- Implementation of Learning Station
- Community Orientation & Engagement
- Monitoring/Evaluation and Impact Assessment
- Tracking Case-Studies & Support Services
- Employee-Volunteer Engagement



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- Learning Dynamics



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Comparison: Traditional computer class Vs Hole-in-the-Wall Learning Station

Parameter	Traditional Lab Computer/Computer Class	Hole-in-the-Wall Playground Computer
Learning Approach	Follow instructions	Generate knowledge
Teaching Approach	Dissemination	Collaboration
Child's Mind-set	"I will be punished if things go wrong"	"I can experiment all I want"
Access	Limited to class periods and mostly restricted only to teacher. Children get very limited or no access (no feel and touch feeling)	Open access Direct use of computer from day 1 Breaks fear of using technology
Utilization	Limited by teacher availability & scarcity mentality	Driven by natural curiosity to explore
Pedagogy	Little or no opportunity to interact and consult with other children	<ul style="list-style-type: none"> – Minimally Invasive Education Pedagogy – Playful learning atmosphere – Mix of self & collaborative learning
Value-added Service	Little/No post setup services except hardware warranty	<ul style="list-style-type: none"> – Community Mobilization/Engagement – Content Service – Monitoring & Evaluation – Technical Support – Newsletter Service

Contact: Purnendu Hota

HiWEP, NIIT Foundation

Minerva Building, 8 Balaji Estate, Guru Ravi Das Marg, Kalkaji, New Delhi 110 019

Mobile: +91-9810288327, E-Mail: purnenduh@niit.com